Usenet Newsgroup Archive: comp.sys.atari.programmer

1994 - 1997

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1994-12-11 through 1997-12-30

Source text: comp.sys.atari.programmer.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,158

Message records with no readable body available in the source text: 8

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: How would I start?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-11 23:28:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cg1vp$cjt@msunews.cl.msu.edu>
Source record: 12140

In article <3ce6n2$hno@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
>hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>>It depends on the version. It is compatible with Sozobon 1.33, but not
>>Sozobon 2. If you are going to use Sozobon, version 2 is much better than
>>the earlier version.
>
>>Tom
>
>Oh, but Heat 'n serve C has its own advantages, other than being user
>friendly? :) ok..
>
>In other words, is Heat n' serve linked expressly with Sozobon?

Heat 'n' Serve is version 1.33 of Sozobon with several bug fixes and other enhancements. It was written (or altered from Sozobon) by Ian Lepore, so it never had the support of the Sozobon folks, and now that Ian is out of the Atari scene, it doesn't have any support. The main advantage to Heat 'n' Serve C is the ease of installation; it does all the work by itself. With other public domain C compilers (such as GNU), you have to do all the work yourself, including setting environment variables. For GNU it's not too hard, though. The documentation describes how to set it up, with specific examples for running it from within the public domain Gulam unix-like shell. Also, Warwik Alison did an article in one of the Atari Explorer Online Programmer's Journals (AEOPJ) - number two, I think - which tells all the files you need to get GNU C or GNU C++ (difference is only a few libraries) up and running.

The one real disadvantage of H&S C is that it is an unsupported K&R-style C compiler. This means that a lot of the excellent GEM libraries that have come out recently (like EGEM) are not compatible with it. Being unsupported, it won't ever be upgraded to ANSI C to be compatible with modern code and libraries. I suppose I should add "to my knowledge," as it's always possible someone has found a way around this.

And of course, you're not going to be doing any C++ programming in H&S C. It's a nice way to get started, but in my opinion you'd be better off learning ANSI C from the start. There aren't too many differences, but at least you'd be able to program on all modern compilers and you'd be one step closer to C++, which is becomming very wide-spread.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2. Re: Um..which computer?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-11 23:46:40 UTC
From: kadatz@freenet.vancouver.bc.ca
Message-ID: <3cg310$heb@freenet.vancouver.bc.ca>
Source record: 12141

Beric Dunn (bericd@bri.hp.com) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : NEW ATARI GROUP NEW ATARI GROUP!!!!!!

: : so..which computer are we talking about here....they have made SEVERAL.

: As far as I know this group deals with programing on ANY Atari
: platform, 8 bit, 16 bit, 32 bit & clones...

So who else is currently here that is a Jaguar developer?

: Beric..

Blake Kadatz
BitMotion Software, Inc.

3. .TPI file format request

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-12 09:31:33 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ch59l$h0j@news.uncc.edu>
Source record: 12143

Does anyone have the .TPI file format? I'm trying to do some programming using 256 colors, but have had no luck deciphering this format. Is it just the same format as screen memory? If so, at what offset from the beginning?

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

4. Trouble compiling Gnu Binutils.

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-12 10:49:04 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D0p21s.Fu6@dcs.ed.ac.uk>
Source record: 12142

Hi,
has anyone out there managed to compile _any_ of the Gnu binutils-2.5.2
package - I can't compile any of it because the configure script gets very unhappy
and comes up with ': command not found' several times before exiting without setting
anything up.

The reason that I need to compile the binutils is that I _need_ an 80x86
disassembler that will run on my TT.

I hope someone can help,
Cheers,
Joe.

P.S. I am using a TT030, 2Mb STRAM,8Mb TTRAM, gcc2.5.8, Mint 1.12 , bash , make 3.63
....

5. Re: ST Joysticks

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-12 21:47:03 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.91.941212214643.28089A-100000@tower.york.ac.uk>
Source record: 12144

Hey, a new newsgroup! How long has this been around? (I just noticed it this afternoon).

> Any ST programmers out there handled the joystick?
> I looked at the joystick and mouse library routines that return packets
> of info, and balked (not having any real explanation of how to use them)
> and did a memory scan and just found where the old 8-bit style info was
> coming through in memory, and just read those locations (they're in
> different places on my ST vs. my STe, though...).
> I'd be curious to see what others have done.
> BTW, I use the Laser C compiler & assembler, and like them a lot.

PLEASE, don't just use a memory address! If it is not documented, this is almost certain to be different for all the ST/STE/Falcon systems and may not even be the same for various TOS versions. It's a pain, but you really should use the packet system.

I don't have any code here that does this, but as far as I remember you just alter the mousevec and joyvec pointers returned by Kbdvbase() to point to functions of your own, which will be called whenever the mouse or joystick change state. They will be passed a pointer to an array of three bytes which contain the data, but I can't remember how it is coded. Also I think you have to use Ikbdws() to put the keyboard handler into joystick mode: does anyone know how this works?

If you want I will try to dig out my old routine: also I seem to remember seeing a game library by Warwick Allison (called ams?) that contained some joystick code.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

6. Playing music in games

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-12 21:47:32 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.91.941212214717.28089B-100000@tower.york.ac.uk>
Source record: 12145

Could anyone give me a few pointer on adding music to a game I am writing?
I am particularly interested in using sampled sounds, something like
playing a .mod file in the background, but I don't have any experience
with using samples on the Atari. Is an interrupt driven mod player a
good approach to use? How much cpu time would this take up? (I am using
an STE, and am not worried about my code running on old ST's). I have
some docs on the .mod file format, but I would really like some examples of
code that uses the STE's DMA system, so I could get an idea how this is done.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

7. Re: Help With STOS!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 03:09:26 UTC
From: mp4258@irix.bris.ac.uk
Message-ID: <D0qBFq.2H4@info.bris.ac.uk>
Source record: 12146

Randy Seacat (ki7zd@coho.halcyon.com) wrote:

: Hi Folks,
:
: I have been using STOS alot. And I have found somthing very annoying!
:
: When loading a sprite bank, and using it. I notice that the colors are
: off. Seems that the sprite designer and the program do not have defaulted
: colors.
:
: Is there an easy way to work around this hassle?
: Is there a commmand in STOS to access and use the colors of a sprite bank?
:
: I have always had trouble with this, using Degas to edit a screen, just
: to load it into STOS and find that the colors are all wrong. HELP HELP!
:
: Thanks

: --
: /-/-/ ~~~~~~
: | Amateur Radio Station Inet: ki7zd@halcyon.com
: | KI7ZD
: | WWA CN87 73's _._ .. __... __.. _.. "If RST > 519, Reduce Power!"

8. Jeff Minor are you out there

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 07:14:37 UTC
From: Jonathan_Mackenzie@equinox.gen.nz
Message-ID: <3cjhkt$ihh@southern.co.nz>
Source record: 12148

```
Yo Jeff,
Are you out there.
If you are, then send me some e-mail to mac@bcl.co.nz
I was the guy from NZ that met you in the bar in sunnyvale

hows flossy?

Jon out.
```

9. Re: Playing music in games

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 09:33:02 UTC
From: u9435018@sys.uea.ac.uk
Message-ID: <3cjpoe$f3s@cpca3.uea.ac.uk>
Source record: 12147

I have got a piece of source code for playing back TCB Tracker
MOD files in assembly behind game routines.... Any help ?

Beni P., LedaSoft Developments Inc.

--

YDP -;)

>> YANKEE DOODLE PIGEON <<

10. Re: Jeff Minor are you out there

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 11:43:22 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ck1cq$alo@darkstar.UCSC.EDU>
Source record: 12149

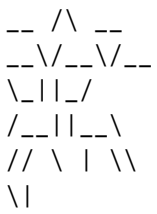
In <3cjhkt$ihh@southern.co.nz> Jonathan_Mackenzie@equinox.gen.nz (Jon) writes:

>Yo Jeff,
>Are you out there.
>If you are, then send me some e-mail to mac@bcl.co.nz
>I was the guy from NZ that met you in the bar in sunnyvale

>hows flossy?

>Jon out.

You might try cruising rec.games.video.atari or sending mail to him
directly at llamaman@netcom.com

~Chris
--


11. Hello, I'm looking for PORTFOLIO users

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 12:12:56 UTC
From: frati@louvre.cerics.fr
Message-ID: <3ck348$bk7@louvre.cerics.fr>
Source record: 12150

```
Hug,

as told before, I'm looking for people who use PORTFOLIO...
Actually, I wanna have adresses of good WWW-server where I can
get interesting informations about Atari's Micro PC

Thanks to forward my mail...
See you later, Stephano.

__________
/ \
( HELP !?... )
\____ ____/
|/
.....................................oOOOo..............oOOOo..................
. ___________________________ .
. __ / Stephane FRATI /\.
. / ) / __ __ / __ __ __ | 93.18.18.03 |_/.
. \ /- /(_) / ) /- __ ) / ) / ) | | .
.(__) / (___ /__/ / ( (__( / ( (__/ | frati@louvre.cerics.fr | .
. / ___|_________________________ | .
. \_____________________________\_/ .
.....................................................................................
```

12. 512 Colours

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 13:03:44 UTC
From: gmg1003@hermes.cam.ac.uk
Message-ID: <gmg1003.20.000D1054@hermes.cam.ac.uk>
Source record: 12155

Does anyone out there know how to display 512 colours (on a ST - 4096 STe) on the screen at once? I would like to be able to use such a thing as a background, possibly using a spectrum picture....
I know the theory behind it all (i.e. Palette switching in the horizontal blank) but I would love to know exactly *how* to do it! If anyone has an appropriate bit of sorce code or could explain how to display a spectrum picture file then could they please post / e-mail me with a reply.

Thanks,
George

gmg1003@hermes.cam.ac.uk

13. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 14:20:38 UTC
From: djs@jet.uk
Message-ID: <1994Dec13.142038.22967@jet.uk>
Source record: 12151

In <3c9mnu$3b3b@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>How did you manage to have a new newsgroup created for 8-bit Atari users
>without posting the CFV on the main existing 8-bit group,
>comp.sys.atari.8bit? Nice trick.

The creation of this group was a big fuck up by people who should have known better. I voted no no.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

14. Using Mcode in Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 15:19:19 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3cke1n$aoi@m1.cs.man.ac.uk>
Source record: 12152

Hi,

I am trying to write various programs using Prospero C, which I got off the ST Review coverdisk. As this came from a coverdisk, I have no manual.

How can I include a piece of machine code (assembled in Devpac 2) to be run as a procedure in Prospero.

Thanks

Anthony

15. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 15:54:49 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3ckg49$dd5@msunews.cl.msu.edu>
Source record: 12153

In article <1994Dec13.142038.22967@jet.uk>, djs@jet.uk (David Stevenson)
writes:
>
>The creation of this group was a big fuck up by people who should have known
>better. I voted no no.

Yeah, democracy's a funny thing, David; sometimes you don't get things all
your way.

If you don't like it, then don't use it.

Tom
hopper_t@msupa.pa.msu.edu

16. GNU Superoptimizer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-13 15:56:05 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3ckg6l$dd5@msunews.cl.msu.edu>
Source record: 12154

Could someone help me run the GNU Superoptimizer (GSO-68K.TTP)? I can find no docs for it, and I can't figure out what belongs on the command line to get it to run.

Thanks,

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

17. FAQ?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 01:39:31 UTC
From: clb@well.sf.ca.us
Message-ID: <3clicj$ed9@nkosi.well.com>
Source record: 12156

Could someone please put up a faq for this group if there is one?

Thanks.

clb

18. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 09:39:18 UTC
From: djs@jet.uk
Message-ID: <1994Dec14.093918.3716@jet.uk>
Source record: 12157

In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

>Yeah, democracy's a funny thing, David; sometimes you don't get things all
>your way.
Democracy, my arse. It was as democratic as any other referendum; you ask
the wrong people the wrong question and, funnily enough, you might get the
wrong answer.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

19. Re: GNU Superoptimizer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 10:25:39 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec14112539@issan.informatik.uni-dortmund.de>
Source record: 12158

In article <3ckg6l$dd5@msunews.cl.msu.edu>, hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

|> Could someone help me run the GNU Superoptimizer (GSO-68K.TTP)? I can find
|> no docs for it, and I can't figure out what belongs on the command line to
|> get it to run.

Get the sources from your nearest GNU archive (as superopt-2.3.tar.gz)
which includes the docs and complain loudly where you got the binary
from.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

20. GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 11:37:33 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3cmldt$hqk@olivea.ATC.Olivetti.Com>
Source record: 12159

Is thare any way to trace a program and to see variables values under
the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

Ciao

--

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

21. Re: Using Mcode in Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 12:25:42 UTC
From: whitema@rtsg.mot.com
Message-ID: <3cmo86$l9@delphinium.cig.mot.com>
Source record: 12160

In article <3cke1n$aoi@m1.cs.man.ac.uk>,
Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>
>How can I include a piece of machine code (assembled in Devpac 2)
>to be run as a procedure in Prospero.
>
>Anthony

You need to create a link file. If you want me to send you a sample
of one that I use, email me. Or, if enough people want, I can post it.

Mike
whitema@cig.mot.com

P.S. And yes, I voted no on this group also.

22. Full 1040ST system, Cheap!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 12:34:38 UTC
From: scimed@mr.net
Message-ID: <scimed.98.000C9424@mr.net>
Source record: 12165

```
Atari 1040ST Complete System Deal!
Complete Atari 1040ST System for $300 or Best Offer!
Includes: 1Meg 1040ST computer
Full color RGB monitor
Tweety board stereo sound adapter
Video Key RGB to NTSC convertor box
Computer eyes color video digitizer
B/W digitizing CCD camera and monitor
Print head hi-rez scanner
Epson LQ-500 printer
2 joysticks and mouse
LOTS and LOTS of SOFTWARE!!

Everything works! Give your best offer, you pay the shipping, and you got
yourself a great deal on a full system!

EMail: SCIMED@mr.net
```

23. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 13:23:07 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787411387@appleford>
Source record: 12161

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>Is thare any way to trace a program and to see variables values under
>the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

In your program, the variable TRACE$ contains the current line being
executed (in the interpreter only).

TRACE ON/OFF enables you to see what lines are being executed. Or if you
use 'TRACE procedure', you can write your own procedure to display
whatever variables you want. This procedure will be called after every
line when TRACE ON.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
----

24. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 13:34:02 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.91.941214132025.24283A-100000-100000-100000@tower.york.ac.uk>
Source record: 12162

```
> djs@jet.uk (David Stevenson) writes:
>> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>
> > Yeah, democracy's a funny thing, David; sometimes you don't get things
> > all your way.
>
> Democracy, my arse. It was as democratic as any other referendum; you ask
> the wrong people the wrong question and, funnily enough, you might get the
> wrong answer.

Hey folks, please don't start flaming all over this group already. If you
don't like it, don't read it. Most newsreaders have an 'unsubscribe from
list' option :-)

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------------------------------------
```

25. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 15:04:05 UTC
From: krishna@max.tiac.net
Message-ID: <3cn1h5$hpa@sundog.tiac.net>
Source record: 12163

I don't care about the friggen semantics about who started it and the protocol thereof.

It's here, and let's use it.

26. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 18:29:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3cndhc$3u4@nyheter.chalmers.se>
Source record: 12164

```
In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
>
>>Yeah, democracy's a funny thing, David; sometimes you don't get things all
>>your way.
>Democracy, my arse. It was as democratic as any other referendum; you ask
>the wrong people the wrong question and, funnily enough, you might get the
>wrong answer.

Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
idea of this group then just use your right not to read it!

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

27. Re: ST Joysticks (some code)

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 20:34:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELPJDBUSUp@stingray.manawatu.gen.nz>
Source record: 12166

In <3c8sc4$8s8@case.cyberspace.com> wrote :

>Any ST programmers out there handled the joystick?
>I looked at the joystick and mouse library routines that return packets
>of info, and balked (not having any real explanation of how to use them)
>and did a memory scan and just found where the old 8-bit style info was
>coming through in memory, and just read those locations (they're in
>different places on my ST vs. my STe, though...).
>I'd be curious to see what others have done.
>BTW, I use the Laser C compiler & assembler, and like them a lot.
>
>
Hi Peter.

Well I found this code sitting on a disk and thought it seemed like exactly
what you are after. (I hope!)

I'm posting a copy of this to the .programmer group also.

Have fun,
Richard =8-]

From: koreth@ssyx.ucsc.edu (Steven Grimm)
Newsgroups: comp.sources.atari.st
Subject: v01i003: Joystick-reading routines
Keywords: Laser
Approved: koreth@ssyx.ucsc.edu
Submitted-by: sirkm@ucscb.ucsc.edu (Greg Anderson)
Posting-number: Volume 1, Issue
Archive-name: joyread

[Lots of STers seem to have trouble reading the joystick ports, which is much
more painful on the ST than on the 8-bit. These routines should help make
it easier. Note that these are just some routines, and not a complete
program. -sg]

```
/*-------------------------------------------------------------------------
| Stick.c: Joystick interupt service routine
|
| Placed in the public domain March 1988 by Greg Anderson.
|
| The joystick demo by Steve Jankowski was instrumental to
| the creation of these routines.
|
| Many thanks to Steven Grimm for providing essential information
| and the aforementioned joystick demo.
```

```
|
|###############################################################################
| THESE ROUTINES ONLY WORK UNDER LASER C! THEY MUST BE MODIFIED FOR
| OTHER C COMPILERS, _INCLUDING_ MEGAMAX C VERSION 1.xx!
|
| MegaMax instructions: A4 must be saved somewhere so that it is
| available durring the isr. Then, the isr can access joyinf
| with "lea joyinf(A4),A1" instead of "lea joyinf,A1".
|###############################################################################
|
| This package sets up an interupt to read the joystick on the
| ST. The joystick is read via the ikbd--the intelligent keyboard
| interface chip. The ikbd can be placed into "joystick-reading
| mode" by sending an appropriate command with Ikbdws(). This has
| two effects: first, the mouse is disabled. Second, the ikbd will
| be prompted to send a three-byte packet every time one of the
| joysticks changes states. The packet is as follows:
|
| [Stick #] [State of Stick 0] [State of Stick 1]
|
| The first byte is $FE if stick 0 changed, or $FF if stick 1
| changed. These routines ignore the first byte.
| The next two bytes contain the states of sticks 0 and 1.
| There values will be the sum of:
|
| +1 (+128)
| |
| +4 ---< >--- +8
| |
| +2
|
| Add the apropriate value if the contact is down. For example,
| if stick 0 is NW and the trigger has not been pressed, its
| current state will be 1 + 4 = 5.
|
| These packets are sent to a routine pointed to by "joyvec".
| Joyvec is part of the structure returned by Kbdvbase(). Joyvec
| can be changed to point to an interupt service routine (isr) of
| our devising. If this is done, the isr will find that A0 points
| to the first byte of the the packet sent by the ikbd. The isr
| must be very short (less than 1ms exicution time). Atari's docs
| of Kbdvbase indicate that a copy of the pointer to the packet is
| also deposited on the stack; however, this does not appear to be
| the case.
|
| Using these routines:
|
| Call stick_init() to set up the joystick isr and place the ikbd
| into joystick send mode. This will also disable the mouse.
|
```

```
| stick_exit() will return the ikbd to mouse send mode. Your
| program should do this before exiting.
|
| Once the initialize routine has been called, the following
| commands are available:
|
| _stick(n): Return the state of stick N. (See above chart)
| stick(n) : Return the direction of stick N. (Minus the trigger)
| trig(n) : Return the state of the trigger on stick N.
| hstick(n): Return the horizontal position of stick N. (-1 to +1)
| vstick(n): Return the vertical position of stick N.
|
------------------------------------------------------------------------*/
#include <osbind.h>

char ikbdcmd[10]; /* Storage space for ikbd commands */
#define SENDJOY 0x14 /* Send joystick packets */
#define SENDMOUSE 0x08 /* Send mouse packets */

extern joyisr(); /* Interupt service routine follows */
int (*oldjoyvec)(); /* Save old isr vector here */

int initialized = 0; /* Initialized flag */
unsigned char joyinf[2]; /* Holds data for joystick states */

int joytab[4] = { 0, -1, 1, 0 };
#define xstick(v) joytab[ v & 0x03 ]

/*-----------------------------------------------------------------
| Initialize joystick isr
-----------------------------------------------------------------*/
void stick_init()
{
kbdvecs *KB;

/* Do nothing if joystick isr has been initialized */
if (initialized)
return;
/* Put our isr into the joystick interupt vector slot */
KB = Kbdvbase();
oldjoyvec = KB->joyvec;
KB->joyvec = joyisr;
/* Tell ikbd to send joystick packets. */
ikbdcmd[0] = SENDJOY;
Ikbdws(0, ikbdcmd);
initialized = 1;
}

/*-----------------------------------------------------------------
| End joystick mode--go back to sending mouse packets.
-----------------------------------------------------------------*/
void stick_exit()
```

```
{
kbdvecs *KB;

/* Do nothing if joystick isr not initialized */
if (! initialized)
return;
/* Tell ikbd to go back to sending mouse packets */
ikbdcmd[0] = SENDMOUSE;
Ikbdws(0, ikbdcmd);
/* Restore the old joystick interupt vector */
KB = Kbdvbase();
KB->joyvec = oldjoyvec;
initialized = 0;
}

/*-----------------------------------------------------------------
| Here is the actual joystick interupt service routine.
| Both stick 0 and stick 1 are placed into the variable
| "joyinf".
-----------------------------------------------------------------*/
asm
{
joyisr:
lea joyinf,A1 /* "joyinf" holds data */
addq.l #1,A0 /* We don't want first byte */
move.b (A0)+,(A1)+ /* Joystick 0 state */
move.b (A0)+,(A1)+ /* Joystick 1 state */
rts
}

/*-----------------------------------------------------------------
| Return the state of stick 0 or stick 1.
| Bits 0-3 = stick direction, bit 7 = trigger.
-----------------------------------------------------------------*/
int _stick(n)
int n;
{
return(joyinf[n]);
}

/*-----------------------------------------------------------------
| Return the direction bits of stick 0 or stick 1.
-----------------------------------------------------------------*/
int stick(n)
int n;
{
return( joyinf[n] & 0x0F );
}

/*-----------------------------------------------------------------
| Return the state of the trigger of stick n:
-----------------------------------------------------------------*/
```

```
int trig(n)
int n;
{
return( (joyinf[n] & 0x80) != 0 );
}

/*----------------------------------------------------------------
| Return the horizontal state of stick n:
| +1 = right, 0 = centered, & -1 = left
----------------------------------------------------------------*/
int hstick(n)
int n;
{
return(xstick(joyinf[n] / 4));
}

/*----------------------------------------------------------------
| Return the vertical state of stick n:
| +1 = down, 0 = centered, -1 = up.
----------------------------------------------------------------*/
int vstick(n)
int n;
{
return(xstick(joyinf[n]));
}

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

28. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 20:35:26 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cnkue$rj3@msunews.cl.msu.edu>
Source record: 12167

In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper)
>writes:
>
[deletia]

Might I suggest we drop this? The group was voted on by people in a
variety of 'net places and it exists; some people like it and others don't.
Let's all just leave it at that, and get on with what this group was
created for: discussing programming on Atari computers and consoles.

I for one don't want to read a lot flames and complaints, even if I did
make the mistake of responding to one of them.

Tom
hopper_t@msupa.pa.msu.edu

29. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 21:09:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Dec14.210907.9333@zippy.dct.ac.uk>
Source record: 12168

```
Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
: >In <3ckg49$dd5@msunews.cl.msu.edu> hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:
: >
: >>Yeah, democracy's a funny thing, David; sometimes you don't get things all
: >>your way.
: >Democracy, my arse. It was as democratic as any other referendum; you ask
: >the wrong people the wrong question and, funnily enough, you might get the
: >wrong answer.

: Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
: idea of this group then just use your right not to read it!

I agree, what is the problem anyway?

--
--
===============================================================================
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
===============================================================================
```

30. VDI Clipping

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 22:32:26 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cnrpq$10rv@msunews.cl.msu.edu>
Source record: 12169

I am interested in updating objects in a window which may be partially concealled by other windows. Initially, these objects will take the form of an in-window menu, but later it will probably also include buttons and status bars. My question is how can I find the coordinates necessary to set VDI clipping rectangles so that I only draw in the visible parts of my window?

I would very much appreciate it if someone could tell me where I can find source code to demonstrate this.

Thanks,

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

31. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 22:49:36 UTC
From: npetrlik@public.srce.hr
Message-ID: <3cnsq0$12m@nippur.irb.hr>
Source record: 12170

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Is thare any way to trace a program and to see variables values under
: the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

Maybe the command TRACE ON would help...

32. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 22:56:43 UTC
From: npetrlik@public.srce.hr
Message-ID: <3cnt7b$151@nippur.irb.hr>
Source record: 12171

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: : Is thare any way to trace a program and to see variables values under
: : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

: Maybe the command TRACE ON would help...
^^^^^^^^
Sorry, my mistake: this command isn't the above , the
correct command is TRON

Hope You'll take the apologies..

33. Using flopfmt() to do 1.44M disks. How?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-14 23:38:21 UTC
From: Timothy Wilson <wilsont@rahul.net>
Message-ID: <3cnvld$86v@hustle.rahul.net>
Source record: 12172

Anyone got any clues as to how to do this? Is it a matter of doubling
tracks or sectors?

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->X/Unix, and MS-DOS

34. Re: Using Mcode in Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 00:14:41 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Dec15.131441.36051@waikato.ac.nz>
Source record: 12173

In article <3cmo86$l9@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
> In article <3cke1n$aoi@m1.cs.man.ac.uk>,
> Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>>
>>How can I include a piece of machine code (assembled in Devpac 2)
>>to be run as a procedure in Prospero.
>>
>>Anthony
>
> You need to create a link file. If you want me to send you a sample
> of one that I use, email me. Or, if enough people want, I can post it.

Please do. I asked the same question on c.s.a.tech a couple of months ago, and got no response. Please post or email to bnp@waikato.ac.nz
>
> Mike
> whitema@cig.mot.com
>
> P.S. And yes, I voted no on this group also.

Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand
email: bnp@waikato.ac.nz

.signature not found. reformat hard drive [Yn]?
Non-PC bumper sticker: "Nuke the Unborn Baby Whales"

---

35. Re: Help With STOS!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 01:54:04 UTC
From: rburns@jpl.nasa.gov
Message-ID: <rburns-1412941754040001@macattack.jpl.nasa.gov>
Source record: 12174

In article <3ce82f$7v4@inasec.ca>, tursi@inasec.ca (Mike Brent) wrote:

> Which, if I'm reading you right, will only work if he originally drew the
> sprites with a paint program, and not with the STOS sprite designer, no?
>
> If this method works using the sprite designer, please explain how to
> save the screen you are editting on, cause this would save ME a hassle or
> two, too.

Correct. I draw my sprites in NeoChrome and then import them into the
sprite editor where I can make final adjustments such as "hotspots" and
block orientation. Try that previous example and see if it works. The
one that looks like this:

```
10 p=hunt$("PALT",start(1) to start(1)+256)
20 p=p+4
30 for l=0 to 15
40 colour(l)=deek(p)
50 p=p+2
60 next l
```

This should search for the string "PALT" in bank #1 (sprite bank) and then
change the colors to their saved values. I was not aware that the palette
data was stored in the sprite bank. I'll check this out tonight.

Brian.D.Eliassen@jpl.nasa.gov

36. Re: .TPI file format request

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 06:01:04 UTC
From: Lexicor@world.std.com
Message-ID: <D0u8pt.Doo@world.std.com>
Source record: 12175

In article <3ch59l$h0j@news.uncc.edu>,
Russell A Lunsford <ralunsfo@uncc.edu> wrote:
>
>Does anyone have the .TPI file format? I'm trying to do some programming
>using 256 colors, but have had no luck deciphering this format. Is it just
>the same format as screen memory? If so, at what offset from the beginning?
>

I suggest you either contact:

orres@teleport.com or hisoft@cix.compulink.co.uk

as they are the ones who actively support this format.

Cheers

Yat @ Lexicor

37. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 07:46:06 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3cos7v$e90@olivea.ATC.Olivetti.Com>
Source record: 12176

```
Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Neven Petrlik (npetrlik@public.srce.hr) wrote:
: : Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: : : Is thare any way to trace a program and to see variables values under
: : : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

: : Maybe the command TRACE ON would help...
: ^^^^^^^^
: Sorry, my mistake: this command isn't the above , the
: correct command is TRON

: Hope You'll take the apologies..

With the TRON command enabled you will see the program lines flow veeery
quickly and you can't see variables values, what will be great is a TRON/STEP
debug mode, where you could run your program step by step.

Which are the methods used by you GFA Programmers ?

--
_____________________________________________________________________
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|_____________________________________________________________________|
```

38. 8bit displays

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 09:19:28 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412150919.AA212343165@relay2.geis.com>
Source record: 12177

Your display problem isn't really your fault. It's a problem with Antic. Antic doesn't like it when a display list crosses a 4k boundary. When a d/l does, you get the garbage you described. It's best to start the display on an even boundary. If you're using a string, locating it properly is a bit of a black art. I've seen programs which DIM a string of a single character, find its address, then DIM a "waste" string to occupy memory up to the next boundary.

How to work around it? For graphics modes 8,9,10,11 and 15, which occupy just under 8k, the system d/l has two LMS (load memory scan) instructions. For a BASIC program, though, updating two or more locations would result in very choppy movement.

You could limit your scrolling display to 4k, or duplicate the necessary portions between two 4k blocks.

39. Re: VDI Clipping

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 09:39:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cp2sn$d08@percy.cs.bham.ac.uk>
Source record: 12178

hopper_t@msupa.pa.msu.edu writes:
>
>I am interested in updating objects in a window which may be partially
>concealled by other windows. Initially, these objects will take the form
>of an in-window menu, but later it will probably also include buttons and
>status bars. My question is how can I find the coordinates necessary to
>set VDI clipping rectangles so that I only draw in the visible parts of my
>window?
>
>I would very much appreciate it if someone could tell me where I can find
>source code to demonstrate this.

You have to "walk the rectangle list" for each window you are
redrawing. This is a standard (and compulsory) technique, you can find
some helpful code in Tim Oren's ProGEM series at all good ftp sites
(eg a.a).

Briefly, given the window handle you want to redraw, say 'win',

```
wind_get(win, WF_FIRSTXYWH, &x, &y, &w, &h);
```

Returns the first visible rectangle of the window in x/y/w/h.

To get subsequent rectangles keep calling:

```
wind_get(win, WF_NEXTXYWH, &x, &y, &w, &h);
```

The last rectangle in the list will have w == 0 && h == 0.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

40. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 11:32:45 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec15.113245.19151@unix.brighton.ac.uk>
Source record: 12179

```
Neven Petrlik (npetrlik@public.srce.hr) wrote -
:Neven Petrlik (npetrlik@public.srce.hr) wrote:
:: Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

:: : Is thare any way to trace a program and to see variables values under
:: : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

:: Maybe the command TRACE ON would help...
: ^^^^^^^^
: Sorry, my mistake: this command isn't the above , the
: correct command is TRON

: Hope You'll take the apologies..

I think that the manual shows a good example of using TRACE which allows
the program to run (under the interpreter) with the current lines being
shown at the bottom of the screen - scroll in it's own virtual screen.

--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-
```

41. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 12:08:38 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787493318@paddington>
Source record: 12180

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>Neven Petrlik (npetrlik@public.srce.hr) wrote:
>: Neven Petrlik (npetrlik@public.srce.hr) wrote:
>: : Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

>: : : Is thare any way to trace a program and to see variables values under
>: : : the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

>: : Maybe the command TRACE ON would help...
>: ^^^^^^^^
>: Sorry, my mistake: this command isn't the above , the
>: correct command is TRON

>: Hope You'll take the apologies..

>With the TRON command enabled you will see the program lines flow veeery
>quickly and you can't see variables values, what will be great is a TRON/STEP
>debug mode, where you could run your program step by step.

>Which are the methods used by you GFA Programmers ?

TRON stepbystep

```
PROCEDURE stepbystep
void=INP(2)
RETURN
```

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

42. Atari Portfolio hardware info needed

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 12:46:40 UTC
From: dimiter@cs.tu-berlin.de
Message-ID: <3cpdrg$9t2@news.cs.tu-berlin.de>
Source record: 12181

Hi,

I need a techical description of the Atari Portfolio extension bus, because
I am going to use it for control tasks. Does anyone have an idea where I
could obtain such information?

Please answer per email to dimiter@cs.tu-berlin.de

Thank you in advance, it would be e great help for me if someone answered.

With best regards,
Dimiter

43. Re: VDI Clipping

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 13:35:00 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cpgm4$nfl@msunews.cl.msu.edu>
Source record: 12182

In article <3cp2sn$d08@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>You have to "walk the rectangle list" for each window you are
>redrawing. This is a standard (and compulsory) technique, you can find
>some helpful code in Tim Oren's ProGEM series at all good ftp sites
>(eg a.a).

Does this work even when there has been no WM_REDRAW message sent to or from the menu?

Thanks!
Tom

44. Re: Welcome to programmer

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 14:26:03 UTC
From: djs@jet.uk
Message-ID: <1994Dec15.142603.16402@jet.uk>
Source record: 12183

In <1994Dec14.210907.9333@zippy.dct.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
>: In article <1994Dec14.093918.3716@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>: >Democracy, my arse. It was as democratic as any other referendum; you ask
>: >the wrong people the wrong question and, funnily enough, you might get the
>: >wrong answer.

>: Yes, why didn't we ask in the amiga or mac groups :-). If you don't like the
>: idea of this group then just use your right not to read it!

>I agree, what is the problem anyway?
From what I read here earlier, there was no discussion in the non-ST
atari groups, yet now we have atari.programmer, not atari.st.programmer.

PS I do not intend to unsubscribe to a group just because I thought that
its creation was badly mishandled, or because I voted against it.
There's always the possibility that I was wrong about the excessive
crossposting etc, time will tell.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

45. heeeey!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 19:27:54 UTC
From: nloira@cec.uchile.cl
Message-ID: <D0vA2I.CFG@dcc.uchile.cl>
Source record: 12184

```
Hello!!!
I was a insanous atari freak.
Another freak over there??? :)
Never forget the pleasure of programing...
The Creation...

(this news-group will not be empty any more :)

--

oOoOoOoOoOoOoOoOoOoOoOoOoOo /^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^\
O NiCoLaS LoiRa T. O ||| < Solo el que dice siempre la verdad >
o nloira@ o ||| < puede darse el lujo de tener mala >
O araucaria.cec.uchile.cl O ||| < memoria.... >
o ...aqui,alla o / | \ < El unico problema es que no me >
O y en cualquier parte.. O ATARI < acuerdo quien lo dijo... :) >
oOoOoOoOoOoOoOoOoOoOoOoOoOo \v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v^v/

<<<<< No es mirando la luz como uno se vuelve luminoso, >>>>>
<<<<< sino al bucear en su oscuridad, lo que es mucho mas dificil... >>>>>
```

46. Re: VDI Clipping

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 19:53:11 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.91.941215194300.15031A-100000@tower.york.ac.uk>
Source record: 12185

```
>> You have to "walk the rectangle list" for each window you are
>> redrawing. This is a standard (and compulsory) technique, you can find
>> some helpful code in Tim Oren's ProGEM series at all good ftp sites
>> (eg a.a).
>
> Does this work even when there has been no WM_REDRAW message sent to or
> from the menu?

It does indeed, although it may produce cleaner code if you just send
yoursef a redraw message whenever an update is needed rather than calling
the display code directly.

Walking the rectangle list might well produce several rectangles, and a
typical redraw routine will be run once for each of these with the VDI
clip set to the appropriate area of the screen. You can do this whenever
you like, but if you have recieved a WM_REDRAW message you can optimise
the redraw by ignoring any rectangles in the list which don't intersect
the area that the message specified as 'dirty'.

Also don't forget to call wind_update(BEG_UPDATE) before you start the
redraw and wind_update(END_UPDATE) when you are finished, to prevent any
menus dropping down or windows being moved over the area while you are
drawing onto it.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------------------------------------
```

47. VDI Clipping

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 21:47:49 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cqdi5$uac@msunews.cl.msu.edu>
Source record: 12186

Thanks, Shawn!

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

48. Recognozing ACC with GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-15 23:39:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cqk3h$hck@msunews.cl.msu.edu>
Source record: 12187

Does anyone know how to recognize when a program is being run as an accessory with GNU C? I know that d0 contains values which will tell me this when the program starts, but since I don't know any assembly, I would rather find some easier way of doing it.

If anyone knows where I can find documentation that would explain this, I would very much appreciate it if you'd tell me.

If possible, please respond to the following email address (not the one I'm sending from):
t.hopper@genie.geis.com

Email to the current address will very likely bounce, as I'm closing this account.

Thanks,

Tom Hopper
Lansing, MI, USA
t.hopper@genie.geis.com

49. Prospero C link file

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 05:33:33 UTC
From: whitema@rtsg.mot.com
Message-ID: <3cr8rd$252@delphinium.cig.mot.com>
Source record: 12188

Here's an example link file that works. Note that you have to keep
the total path name a little on the short side, or else you can't
open the file with the editor.

```
D:\SRC\UNO\UNO\UNO.PRG
N
Y
Y
Y
N
D:\APPS\C\CFIRST
D:\SRC\UNO\UNO\UNO
D:\SRC\UNO\BLD_DECK\BLD_DECK
D:\SRC\UNO\CHOSE1ST\CHOSE1ST
D:\SRC\UNO\SETCOLOR\SETCOLOR
D:\SRC\UNO\SHUFFLE\SHUFFLE
D:\SRC\UNO\UPDATE_P\UPDATE_P
D:\APPS\C\CGEM/S
D:\APPS\C\CLIB/S
D:\APPS\C\LAST
```

The first line is the executable to be produced.
The 2nd line (N above) is to wheter alter the default stack size (of 4k). If
you want a different stack size, use the following:
Y
<stack size in bytes>
The third line is Y if you want a module map, N otherwise.
The fourth line is Y is you want a symbol map, N otherwise.
The fifth line is Y if you want a section map, N otherwise.
The sixth line is only present if a Y is present in the thrd, fourth, or
fifth lines. It is Y if you watn to include names starting with a
period ("."), N otherwise.
The rest are the modules to link. CFIRST must always be first, LAST must
always be last. If a file or library is followed by a "/S", it is
scanned selectively.

Hope this helps!

Mike
whitema@cig.mot.com

50. Re: Using flopfmt() to do 1.44M disks. How?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 12:12:52 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec16131253@issan.informatik.uni-dortmund.de>
Source record: 12189

In article <3cnvld$86v@hustle.rahul.net>, Timothy Wilson <wilsont@rahul.net> writes:

|> Anyone got any clues as to how to do this? Is it a matter of doubling
|> tracks or sectors?

If you request to format with more than 15 sectors per track flopfmt()
will switch to HD format.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

51. Re: Recognozing ACC with GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 12:13:21 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec16131321@issan.informatik.uni-dortmund.de>
Source record: 12090

In article <3cqk3h$hck@msunews.cl.msu.edu>, hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

|> Does anyone know how to recognize when a program is being run as an
|> accessory with GNU C? I know that d0 contains values which will tell me
|> this when the program starts, but since I don't know any assembly, I would
|> rather find some easier way of doing it.

There is extern int _app that is set to 0 if started as an accessory,
and to 1 otherwise. This is a feature of the startup module that is
linked in automagically.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

52. Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 12:42:01 UTC
From: elandm@crockett1a.its.rpi.edu
Message-ID: <3cs1up$b6q@usenet.rpi.edu>
Source record: 12091

Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.

I have tons of code I have written, and which I wanted tp adapt on the PC world.

Thanks in advance,

Youness
--


```
_____________________________
( | ) } ____ \ Youness EL ANDALOUSSI
\ | / _____} ) ( \ School of Management
) / __]_ (____) \_ R.P.I. - Class of 98
/ / } ______ }
(_____(_________)__/ \____}
```

53. Re: Recognozing ACC with GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 14:03:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cs6o3$uj7@msunews.cl.msu.edu>
Source record: 12092

```
Thanks, Andreas!

Regards,
Tom
hopper_t@msupa.pa.msu.edu
```

54. C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 16:49:20 UTC
From: aking@cs.strath.ac.uk
Message-ID: <3csgeg$a42@dunlop.cs.strath.ac.uk>
Source record: 12093

Can anyone recommend a good C or Prolog compiler for my 2Mb STe.

Both would be helpful with coursework for my degree (I'm a student).

Thanks in advance

Adrian King (aking@cs.strath.ac.uk)

55. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 19:28:15 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.91.941216192116.10389A-100000@tower.york.ac.uk>
Source record: 12094

> Can anyone recommend a good C or Prolog compiler for my 2Mb STe.
> Both would be helpful with coursework for my degree (I'm a student).

gcc is pretty much the standard when it comes to C compilers on the Atari (and it's the only C++ compiler around), but it really needs 4Mb. Sozobon C is a good K&R compiler, available by ftp from a.a.u.e. or hensa. Lattice C is probably the best commercial compiler, but if you have any money to spare I would recommend getting some more ram and gcc rather than buying a compiler.

I think there is a Prolog interpreter on a.a.u.e.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

56. Re: Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 22:18:50 UTC
From: Lexicor@world.std.com
Message-ID: <D0xCnF.57v@world.std.com>
Source record: 12095

In article <3cs1up$b6q@usenet.rpi.edu>,
Youness EL ANDALOUSSI <elandm@rpi.edu> wrote:
>Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.
>
>I have tons of code I have written, and which I wanted tp adapt on the PC world.
>
>Thanks in advance,

GFA was ported for the PC to run under Windows and DOS I believe, there was a short review I once read in an old issue of Computer Shopper. Unfortunately I do now know who to contact as I am not a GFA User, but if you don't mind a long distance fax or phone contact:

Richter Distributor
(2332) 2706 or fax: (2332) 2703

and ask about GFA for the PC, while they may or may not offer it, they can certainly help tell you where to get it, as they were meant to continue the Basic 4.0 (or was it 3.0?).

Cheers

Yat @ Lexicor

57. Re: Moving Screen Memory

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-16 23:29:11 UTC
From: lee912@cs.uidaho.edu
Message-ID: <3ct7s8$hir@owl.csrv.uidaho.edu>
Source record: 12096

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: Atari8 question:

: If you have a string representing consecutive screens of screen-memory
: and you want ANTIC to look at it instead of the standard screen memory,
: what do you do? Obviously copying pieces out of the string into standard
: screen memory is slow and wasteful.
[snip]
: So I'm essentially scrolling one screen or more at a time with this
: method. The problem is that I am getting garbage corrupting the string
: at the 15th screen down out of 24 screens. So I'm doing SOMETHING wrong
: someplace. The garbage is caused by moving the screen around somehow.
: Anyone?

```
: 0 Graphics 19
: 1 Close #1:Close #2
: 2 Clr
: 10 Dim A$(5761):A$(5761)=""
: 15 Start=Dpeek(560)+4:Dpoke Start,Adr(A$)
: 20 Top=Adr(A$):Loc=Top
: 21 Open #1,4,0,"D1:>S2.DAT":Open #2,4,0,"K:"
: 25 Bget #1,Adr(A$)+X,5760
: 26 Goto 100:Rem REM THIS OUT TO DEBUG SCREEN
: 27 Dpoke Start,Adr(A$)+(15*240):Goto 27
: 100 Get #2,A
: 110 Loc=Loc+240:Rem PAGE FORWARD
: 120 If Loc>Top+5520 Then Loc=Top
: 130 Dpoke Start,Loc:Rem MOVE START OF SCREEN MEMORY
: 140 Goto 100
```

If I remember correctly you cannot cross a 4k boundary in memory with screen memory for ANTIC. The string is greater than 4k, so this is guaranteed to happen, but even if you shortened the string, it could be that the string might happen to start 1 byte or so before the next 4k block of memory, thus messing up your first screen. The real solution, which I saw in some magazine or another years ago is to change where the string points to by modifying its entry in the variable value table to point to an address above everything else which is X bytes from the end of the end of the 4k block of memory it is placed in, where X is evenly divisible by your screen size in bytes. Another option to modifying the variable value table is to DIM the string with one screen size worth of extra bytes and then find out what address the string starts at and only use it starting at that address + whatever offset is needed to be X bytes away from the next 4k boudary in memory, where X is defined as above.

I hope this helps and I hope I'm right,

-Jonathan Lee (lee912@cs.uidaho.edu)

58. Re: Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-17 05:09:37 UTC
From: martinm@sps1.phys.vt.edu
Message-ID: <3ctrqh$gi7@solaris.cc.vt.edu>
Source record: 12097

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: GFA was ported for the PC to run under Windows and DOS I believe, there
: was a short review I once read in an old issue of Computer Shopper.

Yep, there was indeed a port for both DOS and Windows. At some point, they ran an ad in some magazine advertising a free trial demo disk. I called them up, and managed to get them to send it to me (they seemed a bit reluctant, at least until I specifically mentioned the ad). As I recall, I received two floppies. I never did try to port any ST GFA code over, but I did try out their demo programs. They looked all right I guess, but by that time I was moving over to C. Besides, they wanted about $150 I think, which I just didn't have. I still have the floppies somewhere.

-Michael

59. Re: How would I start?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-17 07:29:58 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3cu41m$lk2@scapa.cs.ualberta.ca>
Source record: 12098

hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

>And of course, you're not going to be doing any C++ programming in H&S C.
>It's a nice way to get started, but in my opinion you'd be better off
>learning ANSI C from the start. There aren't too many differences, but at
>least you'd be able to program on all modern compilers and you'd be one
>step closer to C++, which is becomming very wide-spread.

This is good, I have been learning ansi C from the start. I have a hunch this
is why I am having trouble compiling with sozobon (is it ansi c?). Which
brings me to another issue: falcon compatability... sozobon doesn't crash,
but I hear pure C does not work on the falcon.

>Regards,
>Tom
>hopper_t@msupa.pa.msu.edu

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

60. Re: Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-17 09:53:27 UTC
From: fvdakker@knoware.nl
Message-ID: <D0y8t4.B7x@knoware.nl>
Source record: 12099

Youness EL ANDALOUSSI (elandm@crockett1a.its.rpi.edu) wrote:
: Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.

: I have tons of code I have written, and which I wanted tp adapt on the PC world.

Yes, there are versions for DOS and windows.

Greetings,

Frits van den Akker
e-mail: fvdakker@sterbbs.nl

61. Re: C Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-17 14:47:11 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.787675093@proffa>
Source record: 12103

In <Pine.SGI.3.91.941216192116.10389A-100000@tower.york.ac.uk> Shawn Hargreaves <slh100@unix.york.ac.uk> writes:

>> Can anyone recommend a good C or Prolog compiler for my 2Mb STe.
>> Both would be helpful with coursework for my degree (I'm a student).

>gcc is pretty much the standard when it comes to C compilers on the
>Atari (and it's the only C++ compiler around), but it really needs 4Mb.
>Sozobon C is a good K&R compiler, available by ftp from a.a.u.e. or
>hensa.

There's a Sozobon v2X (<- note the X) which is much enchanced version of the old Sozobon. Although it's not 100% (no prototype checking and single precision doubles...) it accepts ANSI-C code. There's also available a port of mintlibs for Sozobon and a port of c386 (named c68) free ANSI-C compiler (ie. full prototype checking) which uses the same assembler and linker as Sozobon X.

Sozobon v2X is available for example on ftp.uni-paderborn.de.

PS. GCC v. 2.3.3 runs with less than 2MB free memory available. GCC v. 2.5.8 needs more.

- Eero -

62. GEM WINDOW CALLS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-18 16:12:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Dec18.161216.9455@zippy.dct.ac.uk>
Source record: 12100

Can anyone tell me which .H or LIB file in pure C contains the window calls.

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

63. Re: How would I start?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-18 16:29:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Dec18.162954.9456@zippy.dct.ac.uk>
Source record: 12101

David Stuart (stuart@cs.ualberta.ca) wrote:
: hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

: >And of course, you're not going to be doing any C++ programming in H&S C.
: >It's a nice way to get started, but in my opinion you'd be better off
: >learning ANSI C from the start. There aren't too many differences, but at
: >least you'd be able to program on all modern compilers and you'd be one
: >step closer to C++, which is becomming very wide-spread.

: This is good, I have been learning ansi C from the start. I have a hunch this
: is why I am having trouble compiling with sozobon (is it ansi c?). Which
: brings me to another issue: falcon compatability... sozobon doesn't crash,
: but I hear pure C does not work on the falcon.

I have pure C on my Falcon running under MiNT 1.12, everthing bar the
debugger works perfectly. Mind you there is one problem all the docs
are in German. Still it seems a nice package.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

64. Re: GEM WINDOW CALLS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-18 18:58:08 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3d20o0$5fj@nyheter.chalmers.se>
Source record: 12102

```
In article <1994Dec18.161216.9455@zippy.dct.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.
>
>Rod
>
aes.h and pcgemlib.lib respectively.

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

65. Re: GEM WINDOW CALLS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-19 08:54:09 UTC
From: hjv@phil.ruu.nl
Message-ID: <3d3hnh$cad@chico.staf.phil.ruu.nl>
Source record: 12105

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.

aes.h and gemlib.lib (or something to that effect). So put the lib in your prj-file and #include <aes.h>.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

66. Re: GEM WINDOW CALLS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-19 09:06:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d3ie2$spl@percy.cs.bham.ac.uk>
Source record: 12104

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.

Try <aes.h>, and look for all the wind_* calls. You also should use
the defines WF_* and WC_*.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

67. Internet via Ethernet?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-19 10:18:58 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>
Source record: 12106
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Does anone have an idea how to connect F030 to Internet (I'm intresting at inexpensive solutions :). I'm a student and I have posibility to connect it ~free.

Thx for any help.

Simon.

68. GNU RCS (Revision Control System) anywhere?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-19 11:33:48 UTC
From: jhh@cwi.nl
Message-ID: <jhh.787836828@news.cwi.nl>
Source record: 12107

Does anybody know whether GNU RCS (the Revision Control System) has been ported to TOS, and if so, where I can download it from? I recently started using it at work, and seems pretty useful for the small programming projects I do at home.

Thanks in advance,

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

69. Help needed with weird hardware/driver

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-19 16:16:48 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1994Dec19.161648.1588@cathy.ijs.si>
Source record: 12108

I recently came into possesion of a piece of hardware driven through
TT's VME port. Unfortunately, the software that is supposed to drive
the hardware doesn't seem to work, (I _think_ it worked once when I
tried it, but I mostly get bombs).

The area where the program gets stuck has the following instructions:

```
move.w #$ff,$fefffe0
move.w #$ff,$feffffc

move.w #$0,$fefffe0
move.w #0,$feffff8
```

Any of these instructions may bomb - or cause a complete hangup if
viewed in pure debugger.

Does anybody have any ideas what is going on here? Are the absolute
adresses the guy uses connected with the VME port?

Any, and I mean _ANY_ ideas would be extremely welcome.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

70. Re: Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-20 02:34:29 UTC
From: kolesar@cis.ohio-state.edu
Message-ID: <3d5frlINN111@turtle.cis.ohio-state.edu>
Source record: 12109

In article <3cs1up$b6q@usenet.rpi.edu> elandm@rpi.edu writes:
>Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.
<-----cut---------->

Yes, for both DOS and Windows. In the USA contact:

GFA-Software Technologies
27 Congress St.
Salem, MA 01970
(508)744-0201

Tell them I sent you (although they may not remember me).

Mark Kolesar

71. Re: GEM WINDOW CALLS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-20 16:29:49 UTC
From: hkjdv93@hermes.hv.se
Message-ID: <3d70pt$46r@bellboy.ucc.uconn.edu>
Source record: 12110

In article <1994Dec18.161216.9455@zippy.dct.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Can anyone tell me which .H or LIB file in pure C contains the window
>calls.
>

Don't you have the manual? Read it!

Henrik

72. Re: How would I start?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-21 13:11:53 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-211294140813@128.141.55.218>
Source record: 12111

In article <3cu41m$lk2@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) wrote:
> but I hear pure C does not work on the falcon.
>

Pure C works on the Falcon. Pure Debugger too but I have to go back to the desktop after leaving Pure Debugger or Pure C bombs.
--
Loic BRARDA ! Writer of the ATARI CD-ROM FAQ
BRARDA@VXCLIA.CERN.CH ! Unofficial Programmer
! ...
Falcon 4/130 Monochrome + VGA !
Apple CD300 !

73. Re: Was GFA ever ported to PC?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-21 22:12:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412212115.AA00445@ilmen.lanl.gov>
Source record: 12112

In article 3d5frlINN111@turtle.cis.ohio-state.edu, kolesar@cis.ohio-state.edu (mark anthony kolesar) writes:
>In article <3cs1up$b6q@usenet.rpi.edu> elandm@rpi.edu writes:
>>Does anyone know if GFA was ever ported to the PC? I know there was some talks of doing so, but never heard if it was actually done.
><-----cut---------->
>
>Yes, for both DOS and Windows. In the USA contact:
>
>GFA-Software Technologies
>27 Congress St.
>Salem, MA 01970
>(508)744-0201

I don't think the Salem, Mass, office is open anymore. I got a flyer in the mail the other day promoting their new GFA for DOS compiler and it was from an address in Conneticut, I believe. Their 800 number used to be 800-766-6GFA but I don't know if it's still working.

-Hutch- @ Fair Dinkum Tech

74. Help calling 800 number

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-22 19:24:55 UTC
From: m9003@abc.se
Message-ID: <3dcjq7$t13@oden.abc.se>
Source record: 12113

Problem : I have to call Mac Warehouse in Ohio, USA who have an 800
number only for Customer Support, and this is impossible from Sweden,where
I live. I bought a Syquest 105 Mb removable HD there in Februari and need
to call them to get a "RMA" number to be able to send it back to get fixed.

Sollution : Could someone reading this newsgroup (I'm into Jaguar and Atari
myself so I now there's a lotta people out there) help me call them up ?
My american friends are on christmas holidays (!) So I just need help to
call the free 800 number, tell them the "fast service number" and order
number and ask for the "RMA number" and email it back to me.

IF you want to help me - send an email and I'll mail you the number
and details to get going.

Greets and Merry Christmas and....
hope to get some help

M.R.
m9003@msg.abc.se

M'ros - Cubase Audio Beta tester

75. Sorround Sound decoder

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-22 22:02:40 UTC
From: william@ifi.uio.no
Message-ID: <3dct20$kp@gjalp.ifi.uio.no>
Source record: 12114

Would it be possible to use the Falcon with its da/ads and dsp etc to build some sort of "almost" sorround sound decoder? (I guess for a proper one, one would need a couple of more audio ports) Does any one know if the Falcon it quick enough to do it? (if it had some extra audio ports?)

76. SLM 605 Conversion

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-23 11:09:51 UTC
From: colledge@mbnet.mb.ca
Message-ID: <colledge.19.000B2A5F@mbnet.mb.ca>
Source record: 12117

Does anyone know of a conversion kit to allow SLM605 laser printer to be used with IBM compatible computer? email appreciated.

77. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-23 18:20:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.65.000D572B@cfcsc.dnd.ca>
Source record: 12116
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

>Thx for any help.

>Simon.

Sounds like you have a direct coonection to the university(?) network. In that
cast I can't be much help except you might want to run Minix.
If you just have phone in access, check out ka9q/nos (one site is demon.co.uk)

prends soins/take care
-ken

78. GFA 3.6TT BUG!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-23 23:09:04 UTC
From: fvdakker@knoware.nl
Message-ID: <D1ADn5.63F@knoware.nl>
Source record: 12115

I found a bug in GFA Basic 3.6TT :-(

the code:

```
n&=10*FRAC(x/10)
PRINT n&
PRINT 10*FRAC(x/10)
```

where x=23 or x=33

In both cases there will be printed a 2 and a 3.
This is the same when you use N&,N|,N%
Only when n is used the correct answer (3) is given...

Damn!

Greetings,

Frits van den Akker, JFA Software
please e-mail to: fvdakker@sterbbs.nl

79. Wanted: UI Object

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-26 16:52:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TYrsJZplVro@semprini.waterloo-rdp.on.ca>
Source record: 12119

Has anyone got code to handle a CUA-style "combo-box"? I'd be
especially interested if someone had implemented it as a GEM++ object...

A combo-box is a object like this:

```
+------------------------+----+
| Text Field | ## | <- button
+------------------------+----+
```

When you click on the button, a list box is presented:

```
+------------------------+----+
| Text Field | ## |
+------------------------+----+
| Item 1 | /\ | <- up-scroller
| Item 2 | ## |
| Item 3 | | <- scroll thing
| Item 4 | ## | <- scroll bar
| Item 5 | ## |
| Item 6 | \/ | <- down-scroller
+------------------------+----+
```

When you select an item from the list, the list box disappears, and the
text field is filled in with what you selected.

I was going to start implementing one in GEM++ this week, but if
someone's alreay got code to do it, I'd love to see it. I'm considering
an approach like this:

The text field is a static text field or a text entry field, it doesn't
matter. The button is selectable and exits the dialog. When you click
the button, a window pops up, with 7 selectable objects in it, and the
only gadets on the window are the vertical scroller objects. As soon as
one of the selectable objects is clicked, the window goes away, and the
"text field" is replaced by the selection.

Now that I'm thinking about it, the "text object" would just be a GEM
OBJECT, and the things in the list box would be GEM OBJECTs too... then
you can put _anything_ in the combo-box. (This is all really, really
easy to handle with GEM++.)

Any comments?

```
--
------------------==========================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
```

Backwards-compatibility is crippling the computer industry in the 90's.

80. Re: GFA 3.6TT BUG!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 00:54:00 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <3dqcv9INN3c3i@rs1.rrz.Uni-Koeln.DE>
Source record: 12120

```
Frits van den Akker (fvdakker@knoware.nl) wrote:
: I found a bug in GFA Basic 3.6TT :-(
:
: the code:
:
: n&=10*FRAC(x/10)
: PRINT n&
: PRINT 10*FRAC(x/10)
:
: where x=23 or x=33
:
: In both cases there will be printed a 2 and a 3.
: This is the same when you use N&,N|,N%
: Only when n is used the correct answer (3) is given...

GFA certainly has some bugs, but I don't think this is one of these.
This is a normal rounding error. Recall that the result of x/10
(2.3 or 3.3, respectively) is a recurring binary, although it is not
a recurring decimal. GFA or the FPU are allowed to cut off the mantissa
such that the floating point number is smaller than the real result.
Now, the GFA manual says that floats are rounded down when they are
converted to integers. So, the result of 10*FRAC(x/10) can legally
be $1.7fff * 2^1 rather than 1.8000 * 2^1, and GFA is correct in
rounding the former down to 2.
You can test this hypothesis by replacing n& with n and adding the line
PRINT n-3 to your code. If above speculation is true, the result should
be some very small but negative number (like -1.234e-56). Note that
GFA's printing routines do some rounding themselves.

Greetinx & a happy new year, Jan
--
+- Jan Kim -- X.400: S=kim;OU=violet;O=mpiz-koeln;P=mpg;C=de -----+
| Internet: kim@violet.mpiz-koeln.mpg.de |
| *** NOTE THE ADDRESS CHANGE *** |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

81. Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 04:09:07 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941227200947.206024ba@sonoma.edu>
Source record: 12118
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's my problem.. I can't seem to get page flipping done correctly when it comes to adding extra players to the screen. I'm stealling the idea used with the 2600 version (or at least what it looks like they did) and have everything split up like this:

There are 13 objects: 3 dragons + 3 keys + 1 Sword + 1 Magnet + 1 Bridge + 1 Door (per screen) + 1 Bat + 1 Chalice + 1 Player

The player can be handled by missiles or a missile.

That leaves 12 objects. There are 4 players allowed on a screen, so what I did was divided the visible objects into three frames.

In frame 1, you see: Dragon 1, Key 1, Sword, Door; if they're there.
2, you see: Dragon 2, Key 2, Magnet, Bat; if they're there.
3, you see: Dragon 3, Key 3, Bridge, Chalice; if they're there.

I know that PMG pages must be multiples of 1K for it to work (ie, if you say 20480, 20481 ... 20736, 20737 ... 21503, it'll not care and act as though you said 20480 was the PMBASE page.)

I didn't realize the paging was 1K, and thought it was 256 bytes, and it ALMOST worked like that.. But two of the frames had the same objects! They were in the same vertical place, of course, but in different horizontal places and of different colors. (The code to do the paging does this: Changes all horizontal locations of the players, Changes the PMBASE, and changes all colors of the players)

Now, I can go around this and just swap in and out 512 bytes of data per frame, but it's SOO much faster just to page through it! What do you folks think? Can you help!

I can post the code, if you want.. it's sorta sloppy (all the debug crap I did) and it's in Action!.. Also, I tried two ways of allocating memory; one was to make an array and have the PMBASE point to the first 1K boundary within the array (I made the array 1K bigger than how much of it I'm going to use), the other was to do PAGE=(DLIST/4096-1)*4096, like Mapping described.. Neither works when my pages are 1024 bytes, I just get a blank screen (no PMGs). When I change the pages to 256 bytes, I (as I said) get two frames with the same objects and vertical positions! :(:(

HELP!

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

82. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 08:18:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28DEC199403185256@pavo.concordia.ca>
Source record: 12121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

In article <941227200947.206024ba@sonoma.edu>, KENDRICK@sonoma.edu writes...
>Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's
>my problem.. I can't seem to get page flipping done correctly when
>it comes to adding extra players to the screen. I'm stealling the
>idea used with the 2600 version (or at least what it looks like they
Would it be possible to use DLIs to enable your multiple creatures? DLIs
will let you redefine X on the fly; provided everything doesn't appear on
the same Y position, it should be workable.

Dave

83. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 08:36:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dr82g$qlk@nic-nac.CSU.net>
Source record: 12122
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Well, yes, of course I know I could use DLI's, but since it's going to be a cheesy recreation of an originally cheesy games, I figured I'd steal their (his?) idea of PMG page flipping since it seems to work fine on the 2600. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

Any other Action! coders out here!?

84. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 17:52:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28DEC199412520505@pavo.concordia.ca>
Source record: 12124
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

In article <3dr82g$qlk@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Well, yes, of course I know I could use DLI's, but since it's going to be a
>cheesy recreation of an originally cheesy games, I figured I'd steal their
>(his?) idea of PMG page flipping since it seems to work fine on the 2600. :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>
>Any other Action! coders out here!?
>
Actually, the 2600 doesn't use flipping. I beleive that the
programmer has to redraw the screen for every frame. Since too many objects
take too long, they have to be drawn alternate screens.

(I may be wrong about this; feel free to jump in and correct me)

Dave

85. Re: GFA Basic program tracing

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-28 22:07:14 UTC
From: diehl@r-node.io.org
Message-ID: <3dsnij$sqr@ionews.io.org>
Source record: 12123

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Is thare any way to trace a program and to see variables values under
: the Gfa Interpreter editor (Rel. 3.5) more or less like in the PC quick-basic ?

GFA has two commands for tracking certain bits down in a program:

TRACE [ON|OFF] will activate or deactivate tracing; when on, it will display
useful debug information. It's a bit messy, though.

DUMP {varname} lets you dump all (without parameters) or a range (with
parameters) of variables and their values. For example DUMP BL will dump
all variables that start with BL in them to the screen.

: Ciao

: --
: _____
: | |
: | Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
: |_____|

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

86. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-29 01:45:56 UTC
From: skarg@cyberspace.com
Message-ID: <3dt4ck$52q@case.cyberspace.com>
Source record: 12125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

KENDRICK@sonoma.edu wrote:
: Ok, I'll admit it, I'm working on an Adventure clone for the XL's..

I just have to say, to the world, that I think that's an ultra-cool project!
I hope you complete it and maybe even make some interesting modifications,
and I hope I get to see the results! :)

About the "paging" of PMs... my memory leads me to think the PMs were the
only things being shared, and the "blinking" effect appeared only when a
certain number of PMs were on screen, independent of which PMs they were,
so I'd assume that slots weren't type-specific....

My two cents
(Anyone want an "Atari -Power without the price" balsa glider?)
Skarg/PvK

87. Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-29 21:00:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Dec29.210018.9533@zippy.dct.ac.uk>
Source record: 12126

I URGENTLY need help with Pure C. I simply cannot get it to read files!!

I have tried fgets and fscanf. Niether of these seem to work.

Any ideas?

Rod

--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

88. Import Driver for PGS

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-29 21:49:44 UTC
From: hing@csulb.edu
Message-ID: <3dvato$3hj@garuda.csulb.edu>
Source record: 12127

Hi,

Is there anyone working on a import driver for Page Stream allowing to
import Corel Draw graphics?

If there is such a driver where can I ftp or buy it.
Thanks,

--

[0;5m
---O\ Joyeux Noel et Bonne Annee
----- -\ <, Houn-Nam Ing -----
----- (*)/(*) hing@csulb.edu ----- [0;0m

89. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-30 09:22:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <3e0jhe$jlj@chico.staf.phil.ruu.nl>
Source record: 12128

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I URGENTLY need help with Pure C. I simply cannot get it to read files!!
>I have tried fgets and fscanf. Niether of these seem to work.

How about posting a (small!) piece of relevant code that exhibits the problem.
I've never encountered problems like the one you mention. Just plain fopen()/
fgets()/fclose() sequences work flawlessly.

Hint: try to avoid the use of fscanf. This function is too tricky to be used
safely. Better use fgets() and then (if needed) parse the string you just
read with sscanf().

This should work fine IMO:

```
#include <stdio.h>
#define MAXSIZE 1024

void do_something_with_buf( char *buf )
{
fprintf(stderr, "%s", buf);
}

int read_file( char *filename )
{
FILE *f;
char buf[MAXSIZE];

if ((f = fopen(filename, "rb")) == NULL)
return -1; /* filename not found or whatever... */

while (fgets(buf, MAXSIZE, f))
do_something_with_buf(buf);

fclose(f);
return 0;
}

int main( void )
{
char filename[] = "C:\\TESTFILE.TXT";

read_file(filename);
return 0;
}
```

... untested code ...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

90. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-30 12:58:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pVHtD1OLrGo@semprini.waterloo-rdp.on.ca>
Source record: 12129

```
In <1994Dec29.210018.9533@zippy.dct.ac.uk>, Rod McCall writes:
>I URGENTLY need help with Pure C. I simply cannot get it to read files!!
>
>I have tried fgets and fscanf. Niether of these seem to work.
>
>Any ideas?

Though I don't know Pure C's library's, fread() may be what you need...
it depends what you're doing. fread() and fwrite() are for
reading/writing records of some type, like a char[25] or a struct or
whatever.

size_t fread (void *buffer, size_t size_of_struct, size_t number, FILE *file);
size_t fwrite (const void *buffer, size_t size, size_t number, FILE *file);

buffer - the structure to read/write
size_of_struct - just sizeof( the_buffer ) or sizeof( the_struct )
number - how many of these structures to read/write from the buffer
file - a file pointer gotten via fopen()

fgets( buffer, max_len, file );

will read a line, up to max_len in length from file into buffer. Then
you can parse it yourself. scanf() and fscanf() and sscanf() are pretty
evil, and don't handle bogus data very well.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.
```

91. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-30 17:01:31 UTC
From: motoom@xs1.xs4all.nl
Message-ID: <3e1edc$n44@news.xs4all.nl>
Source record: 12131

```
: Hint: try to avoid the use of fscanf. This function is too tricky to be used
: safely. Better use fgets() and then (if needed) parse the string you just
: read with sscanf().

Remember you can also use fread/fwrite to read or write entire structs:

result=fwrite( &structure,1,sizeof(structure),filehandle);

Works great.

Greetings, Michiel
motoom@xs4all.nl
```

92. Falcon Assember

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-30 21:16:21 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3e1tb5$n41@news.cc.utah.edu>
Source record: 12130

Hello Atari Programmers,
Where can I get an assembler, C compiler or C++?, a memory map including detailed descriptions of Gem calls and Graphics modes, audio use and dsp activation? Including calls to Read/Write to Hard Drives and Floppies and Read/Write from I/O ports. I don't want anything much more than a "Programmers Reference Guide" a la Commodore 64 only written for the Falcon 030. Can anyone help?
Paul.Luscher@m.cc.utah.edu

93. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1994-12-31 18:38:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Dec31.183840.9538@zippy.dct.ac.uk>
Source record: 12132

I am having substantial problEms with C on my Atari Falcon. For ExamplE whEn
I EntEra string say "Harold Smith", thE program sEEms to intErprEt this
as two sEpEratE strings "Harold" and "Smith", hEncE whEn it savEs it
to disk thE data is all confusEd. This happEns whEn using both scanf() and
gEts().

Also how do you assign a valuE to an ElEmEnt of a structurE I havE triEd

customEr[n].c_namE=namE;

But Each timE I compilE it I gEt an Error saying I nEEd to usE an LvaluE.

can anyonE hElp?

Rod

PS sorry about the screwsd up text. I'M HAVING TO USE ASCII SEND
as kermit on the uni network is WAY TOO SLOW!!

94. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-01 03:20:16 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <D1pILs.DtF@freenet.carleton.ca>
Source record: 12134

In a previous posting, Rod McCall (rmccall@mcs.dundee.ac.uk) writes:
>I am having substantial problEms with C on my Atari Falcon. For ExamplE whEn
>I EntEra string say "Harold Smith", thE program sEEms to intErprEt this
>as two sEpEratE strings "Harold" and "Smith", hEncE whEn it savEs it
>to disk thE data is all confusEd. This happEns whEn using both scanf() and
>gEts().

gets() should work okay, but scanf("%s",string) treats the space character
as a separator. Try scanf("%[^\n]",string) (i.e. assign everything up to
(but not including) the end of the line to "string").

>Also how do you assign a valuE to an ElEmEnt of a structurE I havE triEd
>customEr[n].c_namE=namE;
>But Each timE I compilE it I gEt an Error saying I nEEd to usE an LvaluE.

On the assumption that namE is a string, you can't assign a string in this
manner. Try using strcpy(customEr[n].c_namE,namE); instead.

Stephen

95. YAC Shareware Programming Contest

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-01 09:51:57 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3e5tvt$48s@mark.ucdavis.edu>
Source record: 12133

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

96. Vdi initialization

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-01 18:00:28 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3e6qjs$col@nyheter.chalmers.se>
Source record: 12135

```
I need to use Vdi before the Aes is initialized and wonder: How do I initialize
the Vdi on boot time? How does MultiTos do it?

Regards, Christer.

--
```

Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

97. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-01 19:06:54 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1995Jan1.190654.985@isle.waterloo-rdp.on.ca>
Source record: 12137

Rod McCall was heard to say:

> I URGENTLY need help with Pure C. I simply cannot get it to read files!!
> I have tried fgets and fscanf. Niether of these seem to work.

You did open the file first right? Try this:

```
#include <stdio.h> /* Stdio your code! By LoReal */

void main() {
FILE *fp; /* How we hang on to files */
char line_o_text[81];

if( (fp=fopen("readthis.dmt","r")) == NULL ) {
printf( "Hey, I couldn't even open this sucker!\n" );
exit(1)
}
/* fp now controls read access to the file readthis.dmt */
while( !feof(fp) ) {
fgets( line_o_text, 80, fp );
printf( "%s\n", line_o_text );
}
fclose( fp );
}
```

If this doesn't work, there is something wrong with the universe (or just
me -- it's not like I've tried to compile this or anything).

K

98. Re: Falcon Assember

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-01 23:55:18 UTC
From: m9036@oden.abc.se
Message-ID: <3e7fd6$ikr@oden.abc.se>
Source record: 12136

Paul Luscher (pl4266@u.cc.utah.edu) wrote:
: Hello Atari Programmers,
: Where can I get an assembler, C compiler or C++?, a memory map
: including detailed descriptions of Gem calls and Graphics modes, audio
: use and dsp activation? Including calls to Read/Write to Hard Drives and
: Floppies and Read/Write from I/O ports. I don't want anything much more
: than a "Programmers Reference Guide" a la Commodore 64 only written for
: the Falcon 030. Can anyone help?
: Paul.Luscher@m.cc.utah.edu

Devpac 3.10 should satisfy your needs. As I recall it comes with a book covering the Falcon OS, I've never read it though. Otherwise a really good book is "The Atari Compendium" by Scott Sanders (S.SANDERS2@genie.geis.com).

When it comes to C compilers I would choose Lattice C, while others might think that GNU C++ is a better choice. I've never been able to get GNU C to work, so I don't know...

As to where you can get this software I don't know, because I don't live in the USA, but you can FTP GNU C++ from atari.archive.umich.edu.

-Mattias Flodin-

99. Re: Pure C: file I/O

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 09:41:02 UTC
From: hjv@phil.ruu.nl
Message-ID: <3e8hne$lg3@chico.staf.phil.ruu.nl>
Source record: 12138

motoom@xs1.xs4all.nl (Michiel Overtoom) writes:

>Remember you can also use fread/fwrite to read or write entire structs:
>Works great.

Only if you're sure the original data was written an the same kind of
machine...
The only portable way to read/write structs is the field-by-field way, since
different machines may use different padding schemes, etc, etc.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

100. Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 13:40:02 UTC
From: Nils Aage Fr&#xFFFD;ystein <nkjnf@kj.uib.no>
Message-ID: <3e8vni$ani@due.uninett.no>
Source record: 12139

I!ve heard that Prospero C has been "given away" on a ST Review coverdisk
(or was it ST Format?).

I do not have this magazine, but I would like to have a copy of that coverdisk.

Is there somebody who can send me the necessary files (e.g. via E-mail) ?

Thank You!

Nils Aage Froeystein

101. Re: Vdi initialization

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 14:42:39 UTC
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com
Message-ID: <Reschke#m#_Julian-020195154240@140.101.205.18>
Source record: 12040

In article <3e6qjs$col@nyheter.chalmers.se>, d2cg@dtek.chalmers.se
(Christer Gustavsson) wrote:

>
> I need to use Vdi before the Aes is initialized and wonder: How do I initialize
> the Vdi on boot time? How does MultiTos do it?

The same way the ROM AES is doing it: just open a *physical* screen
workstation.

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

102. C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 20:19:24 UTC
From: skarg@cyberspace.com
Message-ID: <3e9n4c$of6@case.cyberspace.com>
Source record: 12041

I've been using Laser C for my ST programming, and am quite happy with it, but C++ would be very nice if there is a good compiler for it & the ST and/or Falcon. DOes anyone know what exists and what's good or bad?

103. Pure C problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 21:19:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1995Jan2.211940.9542@zippy.dct.ac.uk>
Source record: 12042

I have a problem with a progam which uses the following pieces of code...

```
typedef struct customers {
char c_num[MAX_NUM];
char c_name[MAX_NAME];
char c_address[MAX_ADDR];
} c_list;

c_list customer[DSIZE],temp_cus;

void add_customer()
{
char s[0];
printf("Customer Account Number/Code : ");
gets(temp_cus.c_num);
printf("Customer Name : ");
gets(temp_cus.c_name);
printf("Customer Address : ");
gets(temp_cus.c_address);
}
```

=======

On keying in h above information as prompted nte add_customer
routine the input into the temp_cus.c_name is ALSO appended on
to the temp_cus.c_num.

Can anyone explain?

Rod

--
--
Seasons greetings.

104. Re: Pure C problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-02 23:09:37 UTC
From: hjv@phil.ruu.nl
Message-ID: <3ea13h$m62@chico.staf.phil.ruu.nl>
Source record: 12043

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

```
>
>typedef struct customers {
> char c_num[MAX_NUM];
> char c_name[MAX_NAME];
> char c_address[MAX_ADDR];
>} c_list;

>c_list customer[DSIZE],temp_cus;

>void add_customer()
>{
> char s[0];
> printf("Customer Account Number/Code : ");
> gets(temp_cus.c_num);
[ ... etc .. ]

>the input into the temp_cus.c_name is ALSO appended on to the temp_cus.c_num.
```

Your most obvious problem is using gets() instead of fgets(). fgets()
you force an upper bound on user input. In the above, what happens if
MAX_NUM is, say, 8, and the user types a 10 char string?? Righto...
Note that fgets() retains the ending newline (i.e does *not* replace it with
a '\0', as gets() does), so you have to make the input fields one char longer,
or follow the next suggestion, and remove the \n before copying the user
input to the struct fields.

Instead of using the struct-fields directly, you could also use a temp buffer
to hold the input. This allows for input-format checking, before overwriting
data in the struct (for example). Still use fgets() though...

```
--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *
```

105. GFA Bitblt command

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 05:55:43 UTC
From: ross@earth
Message-ID: <3eaosv$klc@earth.usa.net>
Source record: 12044

Okay. I'm not a pro but I enjoy trying to figure things out and actually writing a program or two. But I'm stuck here.
I've been using GFA 3.6tt on my Falcon and I know there are some incompatabilities but most of it works and I like GFA (now if they would just upgrade it instead of spreading rumours).
One thing that doesn't work well is the old GET and PUT commands. Too much for a little string. So I have to move on to something else. BITBLT looked like the perfect replacement but I cannot entirely understand how to do the same things I did with GET/PUT. I can move a block or section fo the screen around nicely but what I need to do is copy into a string(?) and display it later, as with GET/PUT. I have a little source code for it but I can't seem to figure out how to store the section of screen I need for later use.

I would appreciate any help on this.
You see I am already balding
and I cannot afford to lose any more hair
:-0 =:-(~:-{

--

106. Scrolling and programmed pointer movement

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 12:10:54 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3ebese$pr0@nyheter.chalmers.se>
Source record: 12045

I have recently implemented a simple mouse controlled image scrolling
mechanism in MGIF. To make this really useful the user must be able to
scroll around the image no matter how large it is. Unfortunately GEM
restricts the pointer movements to the screen area, so any attempt to
scroll indefinitely to the right for example will fail.
Since I'm currently using the mouse to select points on the screen,
I want the screen to be still when the mouse is still and scroll when
the pointer reaches the edges.
I'm not doing this in a window, by the way.

To solve the problem I thought that it would be a simple matter to do
a programmed return of the pointer to the screen center, but I can not
find any way to do that. I thought it would be possible to use
appl_tplay (or whatever the name is), but since mouse movement isn't an
event that would not work.

Do I have to intercept the mouse vector or is there a better way?

I'm currently using graf_mkstate in a tight loop, which is of course a
bad idea under a multitasking OS. I'd like to use event_multi if possible.
Can event_multi be used to detect general mouse movement?

For normal image viewing I guess a start/stop kind of scrolling should be
enough. I think this must be possible using the box checks in event_multi,
but if anyone has any other ideas, I'm all ears.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

107. Re: GFA Bitblt command

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 12:43:05 UTC
From: m9036@oden.abc.se
Message-ID: <3ebgop$7gf@oden.abc.se>
Source record: 12046

```
Frederick Matzen (ross@earth) wrote:
: Okay. I'm not a pro but I enjoy trying to figure things out and actually
: writing a program or two. But I'm stuck here.
: I've been using GFA 3.6tt on my Falcon and I know there are some
: incompatabilities but most of it works and I like GFA (now if they would
: just upgrade it instead of spreading rumours).
: One thing that doesn't work well is the old GET and PUT commands. Too
: much for a little string. So I have to move on to something else. BITBLT
: looked like the perfect replacement but I cannot entirely understand how
: to do the same things I did with GET/PUT. I can move a block or section
: fo the screen around nicely but what I need to do is copy into a
: string(?) and display it later, as with GET/PUT. I have a little source
: code for it but I can't seem to figure out how to store the section of
: screen I need for later use.

Well I don't know how the BitBlt command works, but I know how you should
store whatever you've got.
A string cannot carry more than 32767 bytes, making it difficult to work on
the big screens of the F030. The solution is to use Malloc to allocate
memory. But first you have to make GFA release some of the memory it has
stolen from the system.

Let's say that you're working on a 256 color, low-resolution, overscanned
screen (384*240*256), then you would do as follows:

Screensize%=384*240*1 ! Size in bytes of the screen
Reserve 100000 ! Leave all memory to the system, except for 100Kb.
adr%=Malloc(Screensize) ! Allocate memory and get the adress in adr%
If adr%=-1
End ! If there wasn't enough memory then exit
Endif

Then you have the adress to the block of memory and adr%, just as you get
the adress to the string using Varptr(a$).
When you don't need the block of memory anymore you can use Mfree do
deallocate it:

Mfree(adr%)

-Mattias Flodin-
```

108. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 13:57:45 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950103145332.14292B-100000@bull.mimuw.edu.pl>
Source record: 12047

On 2 Jan 1995, Peter Von Kleinsmid wrote:

> I've been using Laser C for my ST programming, and am quite happy with
> it, but C++ would be very nice if there is a good compiler for it & the
> ST and/or Falcon. DOes anyone know what exists and what's good or bad?

There is one of the best compilers on any platform named gcc. It supports
c, c++ and obective c (last one only on v 2.6 and higher). There are
quite a lot of libraries available on ST/E/F/TT for gcc on
atari.archive.umich.edu (gcc is available there too).

regards

Simon

109. Just a test... sorry

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 17:49:15 UTC
From: Tursi <tursi@inasec.ca>
Message-ID: <Pine.LNX.3.91.950103124835.4882B-100000@inasec.ca>
Source record: 12048

```
Test test test
RYRYRYRYRYRYRYRYRYRYRYRYRY
THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG
RYRYRYRYRYRYRYRYRYRYRYRYRY
```

110. Re: Just a test... sorry

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 17:58:08 UTC
From: tursi@inasec.ca
Message-ID: <3ec37g$4vl@inasec.ca>
Source record: 12049

```
Tursi (tursi@inasec.ca) wrote:
: Test test test
: RYRYRYRYRYRYRYRYRYRYRYRYRY
: THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG
: RYRYRYRYRYRYRYRYRYRYRYRYRY

It worked. Good.
```

111. Re: Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 19:29:28 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <D1uGt4.8ME@cix.compulink.co.uk>
Source record: 12050

In message <3e8vni$ani@due.uninett.no>, nkjnf@kj.uib.no said:
>
> I!ve heard that Prospero C has been "given away" on a ST Review
> coverdisk
> (or was it ST Format?).
>

It was ST Review. Issue 17 to be precise.

> I do not have this magazine, but I would like to have a copy of that
> coverdisk.
>
> Is there somebody who can send me the necessary files (e.g. via E-mail)
> ?

That would be a copyright violation (= piracy). You need to buy the disk, which costs all of UKP 2.50. Snail to Prospero C Disk, ST Review, Media House, Adlington Park, Macclesfield, SK10 4NP, UK.

Hurry though, because ST Review has just gone down the tubes, so the disk may not continue to be available for long.

Jon
jonellis@cix.compulink.co.uk

112. Re: Pure C problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-03 22:19:55 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1995Jan3.221955.9555@zippy.dct.ac.uk>
Source record: 12053

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

: I have a problem with a progam which uses the following pieces of code...

```
:
: typedef struct customers {
: char c_num[MAX_NUM];
: char c_name[MAX_NAME];
: char c_address[MAX_ADDR];
: } c_list;

: c_list customer[DSIZE],temp_cus;

: void add_customer()
: {
: char s[0];
: printf("Customer Account Number/Code : ");
: gets(temp_cus.c_num);
: printf("Customer Name : ");
: gets(temp_cus.c_name);
: printf("Customer Address : ");
: gets(temp_cus.c_address);
: }

: =======

: On keying in h above information as prompted nte add_customer
: routine the input into the temp_cus.c_name is ALSO appended on
: to the temp_cus.c_num.

: Can anyone explain?

: Rod

: --
: --
: Seasons greetings.
```

Thanks to everyone for their help. I have so far had little luck with
any of them, although perhaps this is my fault. If it is if any interest
my system is a Falcon 030 with TOS 4.01 and MiNT ver 1.12.
Thanks again.

Rod

--
--
Seasons greetings.

113. SpartDos Filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 00:55:48 UTC
From: joneil@infi.net
Message-ID: <3ecrmk$p0g@lucy.infi.net>
Source record: 12056

Could someone please post the filenames for SpartaDos?
I'm having trouble finding it on the archives.

Thanks!

joneil@infi.net

114. Re: SpartDos Filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 01:41:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ecubk$i5p@nic-nac.CSU.net>
Source record: 12058

I'm not sure of the names, but they're probably under the "Os" directory
at the UMIch archives (atari.archive.umich.edu). In the atari/8bit
directory. If not, they may have their own "Spartados" directory..

good luck!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

115. C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 02:34:14 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3ed1f7$h1s@scapa.cs.ualberta.ca>
Source record: 12060

Not to knock unix machines, I use them at school... but... why is it that all the shareware C compilers (or, at least the ones that I have had recommended to me) are extremely unix-like in nature? They even go so far as to recommend running minix, because of the irregular filename lengths. They are huge executables, and must remain in certain paths with many flags turned here and there and about a BAJILLION different configuration files, etc, etc...

If I want to program for the atari, it would seem logical that the compiler should run under GEM/TOS..

This is rather "turn-offish" for me, since in order for me to do any kind of real programming, this means I have to fundamentally change my computer's file structure and operating system. And since I am still quite the newbie when it comes to a unix-style command-line interface with flags here and there and man pages left right and centre, should I make the transition?

What kind of a setup do <quote> REAL <unquote> programmers use? Should I be working from the mainframe at university, and attempt to find some kind of flag or option to compile for the 680x0? Or should I attempt to set something up using minix? Help required...

perplexed,
Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

116. By the way.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 02:37:11 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3ed1kn$h4a@scapa.cs.ualberta.ca>
Source record: 12061

```
BTW, I am not using anything other than straight TOS 4.04 (Falcon).. should
I be running MiNT or MultiTOS or something else? ARrrghh.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |
```

117. Re: Prospero C

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 07:26:52 UTC
From: Nils Aage Frøystein <nkjnf@kj.uib.no>
Message-ID: <3edijs$6fa@due.uninett.no>
Source record: 12051

... deleted lines ...

>That would be a copyright violation (= piracy). You need to buy the
disk,
>which costs all of UKP 2.50. Snail to Prospero C Disk, ST Review,
Media
>House, Adlington Park, Macclesfield, SK10 4NP, UK.
>
>Hurry though, because ST Review has just gone down the tubes, so the
disk
>may not continue to be available for long.
>
>Jon
>jonellis@cix.compulink.co.uk
>

Aha! So it is not legal!

I've already started writing the letter.
Thank you for informing me of the address!

Nils Aage Froeystein

nils.froystein@kj.uib.no

118. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 08:54:48 UTC
From: bericd@bri.hp.com
Message-ID: <D1vI3D.DxB@bri.hp.com>
Source record: 12052

David Stuart (stuart@cs.ualberta.ca) wrote:
: Not to knock unix machines, I use them at school... but... why is it that
: all the shareware C compilers (or, at least the ones that I have had
: recommended to me) are extremely unix-like in nature? They even go so far as
: to recommend running minix, because of the irregular filename lengths. They
: are huge executables, and must remain in certain paths with many flags
: turned here and there and about a BAJILLION different configuration files,
: etc, etc...

....

: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: working from the mainframe at university, and attempt to find some kind of
: flag or option to compile for the 680x0? Or should I attempt to set something
: up using minix? Help required...

Well Dave,

At home I use GCC running under the Mupfel shell supplied with
GEMINI. It is also possible to use it with Gulam (For which a setup
batch file is provided with GCC)

In my opinion GCC is VERY good - and if you are used to unix c at
university then you would find GCC very easy to get on with.

By the way - I do not and never have used Minix or Mint - all my
stuff is done under 'single tasking' TOS 1.4

Hope this was of use,
Beric..

119. Re: Falcon Assember

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 14:05:49 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950104150306.16419D-100000@bull.mimuw.edu.pl>
Source record: 12054

On 30 Dec 1994, Paul Luscher wrote:

> Hello Atari Programmers,
> Where can I get an assembler, C compiler or C++?, a memory map
You can get set of gnu products on aaue in Gnustuff/Tos

> including detailed descriptions of Gem calls and Graphics modes, audio
> use and dsp activation? Including calls to Read/Write to Hard Drives and
Some of them you can find also on aaue in Programming/hardware.zip

> Floppies and Read/Write from I/O ports. I don't want anything much more
> than a "Programmers Reference Guide" a la Commodore 64 only written for
> the Falcon 030. Can anyone help?
> Paul.Luscher@m.cc.utah.edu

regards,

Simon.

120. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 15:20:42 UTC
From: Marc.Furrer@di.epfl.ch
Message-ID: <FURRER.95Jan4162042@ltidec3.epfl.ch>
Source record: 12055

Newsgroups: comp.sys.atari.programmer
From: bericd@bri.hp.com (Beric Dunn)
Date: Wed, 4 Jan 1995 08:54:48 GMT
References: <3ed1f7$h1s@scapa.cs.ualberta.ca>
Organization: Hewlett-Packard

David Stuart (stuart@cs.ualberta.ca) wrote:
....

: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: working from the mainframe at university, and attempt to find some kind of
: flag or option to compile for the 680x0? Or should I attempt to set something
: up using minix? Help required...

Well Dave,

At home I use GCC running under the Mupfel shell supplied with
GEMINI. It is also possible to use it with Gulam (For which a setup
batch file is provided with GCC)

In my opinion GCC is VERY good - and if you are used to unix c at
university then you would find GCC very easy to get on with.

By the way - I do not and never have used Minix or Mint - all my
stuff is done under 'single tasking' TOS 1.4

Hope this was of use,
Beric..

What to you need to run gcc ? I was told that you'll need at least
2 MB Ram. Is it true ? I only have a very old 1024 and there is no
extension of the RAM possible. Just wondering.
BTW, has anyone setup cross-compilation with gcc (WS->1024) ?

ThX.

Marc.
--

--
Furrer Marc EPFL DI-LTI, 1015 Lausanne, Suisse
Marc.Furrer@di.epfl.ch +41 21 693 29 07 / 66 00 (Fax)
http://ltiwww.epfl.ch/~furrer
--
You are a wise man my friend.
Not yet sir. But with your help, I am learning.
-- Riker and Data, "The Measure of a Man", stardate 42523.7
--

PGP 2.6 encrypted mail are welcomed, public key on nearest server

121. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-04 18:04:18 UTC
From: avesperm@powerup.com.au
Message-ID: <3eenv2$rqd@grissom.powerup.com.au>
Source record: 12057

Peter Von Kleinsmid (skarg@cyberspace.com) wrote:
: I've been using Laser C for my ST programming, and am quite happy with
: it, but C++ would be very nice if there is a good compiler for it & the
: ST and/or Falcon. DOes anyone know what exists and what's good or bad?

There's only one that I am aware of and that is GNU C/C++. Be
prepared to have 4-6 megs of HD space free and 2+megs of RAM. Preferably
4. I've _had_ it, and had to remove it for other things, and am preparing
to fetch another copy. What's the latest, and is there a ready to install
bundle around?

Dancer

--
--
| /----\ |GAT -d++()(--)>!d H s++: g+ p1+ !au a-? w+++(--)
| / // \ |v---(-)*(++) c+++@>$ U?++++$>B++++$>S++++$ P+(-) L- 3-
| | // //| |E--- N++(+++) K W---() M(+) V--@ -po+(--@)(++@) Y+ t(+++@)
| | // // | |!5 !j R+++()>$ G+ tv(-) b+++ !D B(-) e u++(*)
| \/ // / |h++(-)(---)>*$ f+(?) r--@(+++@) n----(--) y+++(++@)>*>**
| \----/ |--
| | avesperm@enterprise.powerup.com.au (that OZ place)
Replies to dancer@ozspace.brisnet.org.au, please.

122. Re: GFA Bitblt command

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-05 01:18:48 UTC
From: renfro@bnr.ca
Message-ID: <3efhdo$6vt@crchh610.bnr.ca>
Source record: 12059

In article <3ebgop$7gf@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>Frederick Matzen (ross@earth) wrote:
>: Okay. I'm not a pro but I enjoy trying to figure things out and actually
>: writing a program or two. But I'm stuck here.
>: I've been using GFA 3.6tt on my Falcon and I know there are some
>: incompatabilities but most of it works and I like GFA (now if they would
>: just upgrade it instead of spreading rumours).
>: One thing that doesn't work well is the old GET and PUT commands. Too
>: much for a little string. So I have to move on to something else. BITBLT
>: looked like the perfect replacement but I cannot entirely understand how
>: to do the same things I did with GET/PUT. I can move a block or section
>: fo the screen around nicely but what I need to do is copy into a
>: string(?) and display it later, as with GET/PUT. I have a little source
>: code for it but I can't seem to figure out how to store the section of
>: screen I need for later use.
>
>Well I don't know how the BitBlt command works, but I know how you should
>store whatever you've got.
>A string cannot carry more than 32767 bytes, making it difficult to work on
>the big screens of the F030. The solution is to use Malloc to allocate
>memory. But first you have to make GFA release some of the memory it has
>stolen from the system.
>
>Let's say that you're working on a 256 color, low-resolution, overscanned
>screen (384*240*256), then you would do as follows:
>
>Screensize%=384*240*1 ! Size in bytes of the screen
>Reserve 100000 ! Leave all memory to the system, except for 100Kb.
>adr%=Malloc(Screensize) ! Allocate memory and get the adress in adr%
>If adr%=-1
> End ! If there wasn't enough memory then exit
>Endif
>
>Then you have the adress to the block of memory and adr%, just as you get
>the adress to the string using Varptr(a$).
>When you don't need the block of memory anymore you can use Mfree do
>deallocate it:
>
>Mfree(adr%)
>
>-Mattias Flodin-
>
>

Frederick, if you don't get something worked out with this info, mail me and I will send you some sample source code. I just recently figured out how to do this and yes you need to malloc a block of memory to blit to instead of using a string.

Reply to this or mail me at R.HOEKSTRA1@genie.geis.com

RandyH

123. Complete Atari System & Accessories $250

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-05 04:42:36 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3eftbs$cei@gboro.rowan.edu>
Source record: 12062

```
FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language
```

124. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-05 10:36:01 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3egi2h$6hg@whitbeck.ncl.ac.uk>
Source record: 12063

In article <D1vI3D.DxB@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
>
>: What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
>: working from the mainframe at university, and attempt to find some kind of
>: flag or option to compile for the 680x0? Or should I attempt to set something
>: up using minix? Help required...
>

On my f030, I use Lattice C for my application development as it compiles
quite fast & runs properly under GEM without using loads of memory.
CLA is developed using that setup.

I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
Xwindows for MiNT for doing any Unix oriented stuff.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

125. Disabling the menu bar

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-05 18:36:35 UTC
From: renfro@bnr.ca
Message-ID: <3ehe7j$l0a@crchh610.bnr.ca>
Source record: 12064

Does anyone know how to disable access to the menu bar while still
using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
but the ~MENU_BAR equivalent of this doesn't seem to work.

Thanks,
RandyH

126. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-05 20:36:21 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3ehl85$p23@msunews.cl.msu.edu>
Source record: 12065

In article <3eenv2$rqd@grissom.powerup.com.au>, avesperm@powerup.com.au
(Andrew Vesperman) writes:
>to fetch another copy. What's the latest, and is there a ready to install
>bundle around?

The latest versions I've seen are 2.6.1 for MiNT and 2.5.8 for non-MiNT
systems. Haven't seen any ready-to-install bundles of these versions yet.

The directory at umich (GnuStuff/...) has all the files you need.

Regards,

Tom
t.hopper@genie.geis.com

127. Atari 8-bit New User / Emulator Help FAQ Posted ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 01:17:41 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ei5nl$e09@nic-nac.CSU.net>
Source record: 12066

Revision 5 (as of Jan. 5, 1995) of the UNOFFICIAL ATARI 8-BIT NEW USER / EMULATOR HELP FAQ has been posted to the following newsgroups:

comp.sys.atari.8bit
comp.emulators.misc

It's about 43K and covers basic Atari 8-bit stuff, basic usage of PC Xformer, the Atari 8-bit emulator for IBM PC's (produced by Branch Always Software; PD versions 2.0 and 2.5 are available via FTP; the commercial version retails for $29.95 (v.3.0)).

It is also a referall to the comp.sys.atari.8bit FAQ file and lets you know what software to get and manuals to read (MyDOS, SIO2PC, S2PC, AtarImg, DCM2Dsk, etc.)

Have fun!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

128. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 01:57:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D5If5DVUx7s@semprini.waterloo-rdp.on.ca>
Source record: 12074

In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>I've been using Laser C for my ST programming, and am quite happy with
>it, but C++ would be very nice if there is a good compiler for it & the
>ST and/or Falcon. DOes anyone know what exists and what's good or bad?

GNU C++ is the only C++ compiler available for the Atari, and will
probably remain so... a commercial C++ compiler was almost done, but
appears to have vanished.

It's very good, but really requires a Falcon or TT with more than 4M of
RAM; it's VERY tight on an ST, and very slow.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

129. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 03:29:17 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3eided$kcq@scapa.cs.ualberta.ca>
Source record: 12067

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>In article <D1vI3D.DxB@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:

>On my f030, I use Lattice C for my application development as it compiles
>quite fast & runs properly under GEM without using loads of memory.
>CLA is developed using that setup.

>I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
>Xwindows for MiNT for doing any Unix oriented stuff.

<yoink!> Hmm. Is this possible with a measely 80 meg HD?

>Craig.

--
\o/\o/\o/\o/ \o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

130. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 03:35:44 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3eidqg$kog@scapa.cs.ualberta.ca>
Source record: 12068

miff@apanix.apana.org.au (Michael Smith) writes:

>stuart@cs.ualberta.ca (David Stuart) writes:

>>Not to knock unix machines, I use them at school... but... why is it that
>>all the shareware C compilers (or, at least the ones that I have had
>>recommended to me) are extremely unix-like in nature? They even go so far as
>>to recommend running minix, because of the irregular filename lengths. They
>>are huge executables, and must remain in certain paths with many flags
>>turned here and there and about a BAJILLION different configuration files,
>>etc, etc...

>I have never met an atari C compiler that has recommended running minix.
>Most of the C compilers around are unixlike because that's where they
>come from in the first place. Of curiosity, what compilers have you been
>pointed at? I don't recall any that require any configuration files at
>all.

Well, the main <shareware> compilers that I have been pointed to are sozobon
and Gnu C.. Somewhere in the documentation of GCC, it recommended minix.
configuration files might be a slight exaggeration, although it DID recommend
that certain files be placed in certain paths (none of which currently exist
on my system- such as /usr/bin/lib/whatever...)

>>If I want to program for the atari, it would seem logical that the compiler
>>should run under GEM/TOS..

>Not really. You want a compiler, not a video game.

Heh.. okay.. but, by the same token, does programming HAVE to be hard to
setup? ;)

>>This is rather "turn-offish" for me, since in order for me to do any kind
>>of real programming, this means I have to fundamentally change my computer's
>>file structure and operating system. And since I am still quite the newbie
>>when it comes to a unix-style command-line interface with flags here and
>>there and man pages left right and centre, should I make the transition?

>Depends. Learning to program involves a huge shift in the organisation of
>your brain - you're one ahead with your machine because you can at least
>make backups and restore if it's all too hard.

This is true... Dang... where did I put that tape drive! <rummage rummage>

>>What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
>>working from the mainframe at university, and attempt to find some kind of
>>flag or option to compile for the 680x0? Or should I attempt to set something
>>up using minix? Help required...

>Most "real" programmers that I know (me included 8) prefer commandline-
>-driven compilers and shell-based tools. Their flexibility is their
>strength.

I agree here, and I'm sure IF (or when) I ever get it running, it will be
great! It's just the in-between part!

># mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
># "The question 'why are the fundamental laws of nature mathematical' #
># then invites the trivial response 'because we define as fundamental #
># those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

131. Atari 400

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 03:49:32 UTC
From: Meredith Irvin <ez042947@peseta.ucdavis.edu>
Message-ID: <Pine.SOL.3.91.950105194436.20498A-100000@dale>
Source record: 12069

I know this is for atati programmers, but I could use your help anyway.
I have an obviously ancient atari 400 that I'm fixing up and need a
replacement keyboard. I live in the Sacramento area, so if anyone has
any suggestions on how to get a hold of this particular part, could you
please write me a note? Your help is much appreciated!

Meredith

132. Re: Atari 400

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 06:49:29 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3eip5p$rta@nic-nac.CSU.net>
Source record: 12071

Check out the Vendors/Developers List on comp.sys.atari.8bit (newsgroup)
for some Atari dealers and repairers in the bay area. I'm sure one of
the companies around here can fix (or replace) your 400, or upgrade you
to an 800 or an XL or XE!

Good luck!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

133. problem with gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 09:11:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 12073
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

My gdb cannot correctly debug c++ programs compiled with gcc. It writes
that it can't understand multiple inheritance. So the problem is while
inspecting classes with multiple inheritances - only the first
inheritance is visible then for gdb. Is there anybody, who know abot any
newer version of gdb (without this problem)?

thanx for any help,

Simon.

134. Re: problem with gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 11:59:50 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Jan6125951@issan.informatik.uni-dortmund.de>
Source record: 12072
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article
<Pine.BUL.3.90.950105120450.6784A-100000-100000-100000-100000@bull.mimuw.edu.pl>, Szymon
Stasik <stasik@bull.mimuw.edu.pl> writes:

|> My gdb cannot correctly debug c++ programs compiled with gcc. It writes
|> that it can't understand multiple inheritance. So the problem is while
|> inspecting classes with multiple inheritances - only the first
|> inheritance is visible then for gdb. Is there anybody, who know abot any
|> newer version of gdb (without this problem)?

Newer version of gdb (since 4.0) use the BFD (Binary File Description)
library as an interface to the executable format. But nobody has yet
written the support for the native GEMDOS (st-out) format, which would
be required for gdb to read the executable (even if there is a
separate symbol file in a.out format). The changes to gdb 3.6 (which
is the base for the current gdb for atari) to support the st-out
format are a gross hack that does not work for BFD. That's why we
currently must live with the limitations of gdb for atari.

Andreas.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

135. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 16:15:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ejqar$r4h@percy.cs.bham.ac.uk>
Source record: 12075

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>>I've been using Laser C for my ST programming, and am quite happy with
>>it, but C++ would be very nice if there is a good compiler for it & the
>>ST and/or Falcon. DOes anyone know what exists and what's good or bad?
>
>GNU C++ is the only C++ compiler available for the Atari, and will
>probably remain so... a commercial C++ compiler was almost done, but
>appears to have vanished.
>
>It's very good, but really requires a Falcon or TT with more than 4M of
>RAM; it's VERY tight on an ST, and very slow.

I would be interested in setting up gcc on a Sun as a cross-compiler
for STs/TTs; does anyone have any easy-to-use-by-numbskulls
instructions on doing this?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

136. Xvt terminal for MiNT+X11R5

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 16:34:50 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejrfa$48b@whitbeck.ncl.ac.uk>
Source record: 12076
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I've ported the Xvt xterm replacement to X11R5 for MiNT.

It's up & running, and you can run one copy (it takes about 1/3 of the
memory an xterm requires) but I still have a few problems:

1) You can only start xvt from an xterm window, if you start it direct from
twm, the Xserver hangs.

2) You can only run one copy of xvt, when you try to run another you
get a 'cann't get a pty' message.

But, it does work to an extent & is very stable (the problems above are
the only ones).

Any suggestions to fix the above appreciated (I'll be uploading a source/
binary distribution RSN).

Thanks to Andreas Kirschbaum <ank@rbg.informatik.th-darmstadt.de>
for telling me about the stack size fix, all the problems I had with
xvt crashing went away as soon as I ran 'fixstk 10000' over the
executable....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o --------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

137. Re: Atari 400

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 16:35:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <6JAN199511352316@pavo.concordia.ca>
Source record: 12077

In article <Pine.SOL.3.91.950105194436.20498A-100000@dale>, Meredith Irvin
<ez042947@peseta.ucdavis.edu> writes...
>I know this is for atati programmers, but I could use your help anyway.
>I have an obviously ancient atari 400 that I'm fixing up and need a
>replacement keyboard. I live in the Sacramento area, so if anyone has
>any suggestions on how to get a hold of this particular part, could you
>please write me a note? Your help is much appreciated!
>
>Meredith
There are three "big" Atari dealers in California, any one of which probably
would have a replacement keyboard for the 400. They are:
American Techna Vision. 15338 Inverness, San Leandro (510) 352-3787
B&C Computervisions. 2370 Scott Blvd. Santa Clara (408) 986-9968
Best Electronics. 2021 The Alameda Ste 290. San Jose (408) 243-6950

Call first. BEST has everything, but their prices tend to be a bit higher.
They also carry a memory upgrade for the 400; it will give 48k.

Dave Paterson

138. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 16:43:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ejrvg$4ct@whitbeck.ncl.ac.uk>
Source record: 12078

In article <3eidqg$kog@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
>
>>Most "real" programmers that I know (me included 8) prefer commandline-
>>-driven compilers and shell-based tools. Their flexibility is their
>>strength.
>
>I agree here, and I'm sure IF (or when) I ever get it running, it will be
>great! It's just the in-between part!
>

Perhaps I'm not a 'real' programmer, but I like IDE's to develope with.
If I could get an enviroment as nice as the one in Pure Pascal, but for
C, then I'd never touch a command line again. I like to be able to hit
one key & have things compile, link and drop straight into the debugger
with all my watch windows at the ready - bugger all this typing on a command
line. The only time I use command line based compilers is if I'm fannying
about with MiNT or X Windows (and I'd use an IDE for that if GCCshell was
a bit better).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

139. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 17:07:10 UTC
From: miff@apanix.apana.org.au
Message-ID: <3ejtbu$nr4@tipellium.apana.org.au>
Source record: 12070

stuart@cs.ualberta.ca (David Stuart) writes:

>Not to knock unix machines, I use them at school... but... why is it that
>all the shareware C compilers (or, at least the ones that I have had
>recommended to me) are extremely unix-like in nature? They even go so far as
>to recommend running minix, because of the irregular filename lengths. They
>are huge executables, and must remain in certain paths with many flags
>turned here and there and about a BAJILLION different configuration files,
>etc, etc...

I have never met an atari C compiler that has recommended running minix.
Most of the C compilers around are unixlike because that's where they
come from in the first place. Of curiosity, what compilers have you been
pointed at? I don't recall any that require any configuration files at
all.

>If I want to program for the atari, it would seem logical that the compiler
>should run under GEM/TOS..

Not really. You want a compiler, not a video game.

>This is rather "turn-offish" for me, since in order for me to do any kind
>of real programming, this means I have to fundamentally change my computer's
>file structure and operating system. And since I am still quite the newbie
>when it comes to a unix-style command-line interface with flags here and
>there and man pages left right and centre, should I make the transition?

Depends. Learning to program involves a huge shift in the organisation of
your brain - you're one ahead with your machine because you can at least
make backups and restore if it's all too hard.

>What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
>working from the mainframe at university, and attempt to find some kind of
>flag or option to compile for the 680x0? Or should I attempt to set something
>up using minix? Help required...

Most "real" programmers that I know (me included 8) prefer commandline-
-driven compilers and shell-based tools. Their flexibility is their
strength.

>perplexed,
>Dave

>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca |
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |

```
--
# mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
# "The question 'why are the fundamental laws of nature mathematical' #
# then invites the trivial response 'because we define as fundamental #
# those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
```

140. New shell ofr Laser C

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-06 19:18:04 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1995Jan6.111804.1@cgsvax.claremont.edu>
Source record: 12079

Laser C breaks on my 030. Is there a replacement shell that replaces the laser shell that breaks. I would rather compile on my TT, not my ST.

Alan D

141. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-07 13:27:21 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3em4rq$i4h@mercury.dur.ac.uk>
Source record: 12080

Michael Smith (miff@apanix.apana.org.au) wrote:

: I have never met an atari C compiler that has recommended running minix.

Actually, the latest version of GCC does, and (I believe) has currently
been only ported for MiNT. It is true that most GCC programmers run MiNT
on quite powerful machines; certainly I could never get a really
satisfactory system without MiNT.

: >If I want to program for the atari, it would seem logical that the compiler
: >should run under GEM/TOS..
: Not really. You want a compiler, not a video game.

He's got a point here. If you're programming GEM stuff (which I do quite
a lot), you need to be able to compile and run in the same environment. I
cannot compile GNU C (and particularly C++) programs of any reasonable size
with GEM loaded, so I use Lattice instead. And prototyping _any_ program
tends to be faster with Lattice because of the IDE.

: >What kind of a setup do <quote> REAL <unquote> programmers use? Should I be
: Most "real" programmers that I know (me included 8) prefer commandline-
: -driven compilers and shell-based tools. Their flexibility is their
: strength.

I disagree with this. Most environments have only recently gained usable
GUIs, and so the current IDEs are in their first generation. A really
nice IDE can speed application development substantially while retaining
virtually all of the power of the CLI based solution - but there are very
few around at the moment. The CLI solutions have been in use for a long
time and are probably almost as good as they're going to get now. IDEs
have a long way to go.

Having said that, I think a lot of Windows programmers (probably the
majority of the software market ATM) would disagree - all of the major
compilers are now IDE-hosted

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

142. Re: Scrolling and programmed pointer movement

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-07 22:52:06 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3en5um$bet@gumby.cc.wmich.edu>
Source record: 12081

In article <3ebese$pr0@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>
> I have recently implemented a simple mouse controlled image scrolling
> mechanism in MGIF. To make this really useful the user must be able to
> scroll around the image no matter how large it is.
...
> I want the screen to be still when the mouse is still and scroll when
> the pointer reaches the edges.
>
> To solve the problem I thought that it would be a simple matter to do
> a programmed return of the pointer to the screen center, but I can not
> find any way to do that.

I'm not sure it's necessary to move the mouse at all. Just detect when it has hit the edge of the screen, and after a suitable delay (.2-.5 sec) do a scroll increment. Pause, check, then scroll again. The mouse stays put at the edge of the screen, and the user moves it back (and your cross-hairs) when it's gone far enough.

But I can see where you might want to move the mouse a _bit_ inward, say 8 pixels (or whatever) to correspond to the amount you've scrolled the image. However, this would lead to the user having to continually slide the mouse farther and farther, to make up for the offset adjustment that you've made. I don't think that's a good idea.

> I thought it would be possible to use
> appl_tplay (or whatever the name is), but since mouse movement isn't an
> event that would not work.

Mouse movement is an event (remember the bounding boxes, and MU_M1 and M2 flags?). It's also possible to generate with appl_tplay (ap_event 2), although there are a number of errors in the documentation I'd have to look up to tell you how to use it for sure.

If you _do_ decide to go this route (I don't recommend it), let me know and I will dig up the information for you.

> Do I have to intercept the mouse vector or is there a better way?

Don't do this. There's almost always a better way.

> I'm currently using graf_mkstate in a tight loop, which is of course a
> bad idea under a multitasking OS. I'd like to use event_multi if possible.
> Can event_multi be used to detect general mouse movement?

Sure. Just enable the MU_M1 flag as mentioned above and set your bounding box appropriately. Let me know if you need any more info.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

143. Re: SpartDos Filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-08 15:17:58 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3eovn6$23nn@blue.weeg.uiowa.edu>
Source record: 12082

joneil@infi.net (John O'Neil) writes:

>Could someone please post the filenames for SpartaDos?
>I'm having trouble finding it on the archives.

On Merit/UMich, the SpartaDOS files are in the 8bit/Fte subdir, rather
than the Os subdir where you might expect them (and where MYDOS is, for ex.).

-Michael
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

144. Lattice C w/Mag

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 08:47:51 UTC
From: bericd@bri.hp.com
Message-ID: <D24r3r.4GB@bri.hp.com>
Source record: 12083

Hi All,

Appologies if this is the wrong group for this question...

Can anyone tell me where to get the patch for Lattice C that will
allow me to use it under Magic. The problem is that Lattice C uses
some of it's own AES calls for the menus which clash with Magic's
ones.
I remember reading in a mag sometime (ST Review) that there was a
patch, but can't remember if they gave a source for it.

Any help would be appreciated...

Beric.

145. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 08:51:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3eqtdr$6cj@percy.cs.bham.ac.uk>
Source record: 12084

```
Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>[...] - bugger all this typing on a command
>line.

That's why people set up Makefiles.
--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

146. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 10:52:53 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3er4i5$qgd@whitbeck.ncl.ac.uk>
Source record: 12085

```
In article <3eided$kcq@scapa.cs.ualberta.ca>, stuart@cs.ualberta.ca (David Stuart) writes:
>Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>>On my f030, I use Lattice C for my application development as it compiles
>>I also have GCC2.3.1 installed on a minix partition (MiNT1.11h2) with
>>Xwindows for MiNT for doing any Unix oriented stuff.
>
><yoink!> Hmm. Is this possible with a measely 80 meg HD?
>

In fact, I've only got a 65Meg HD and although things are getting a little tight,
I've still got a few meg free, even with all my prog dev stuff installed and
a few games + the usual applications I use (GalaxyCAD, Pagestream, etc).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

147. HyperIt! scripted hyper GUI for XLs/XEs!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 11:23:33 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3er6bl$rqb@nic-nac.CSU.net>
Source record: 12086

I must be really excited about this project to be posting a message about
it here at 3am in the morning!

Anyway, for those who haven't seen my babble about this before, this is
a HyperCard (a Macintosh program) clone for Atari 8-bits. Those of you
familiar with HyperCard, MacroMind Director or other Mac (and maybe
MS Windows) programs, or with CardStax for the Atari 8-bit will know
what the program does in general.

To summarize it best I can, it's a program which presents the user with
"Cards." Cards are screensful of information; in text and in graphics
(which in itself can of course contain more text). They also contain
intelligent "buttons." These buttons can look like whatever you want
(either by having them drawn into the graphical background, or adding
them from smaller graphics files (I'll hopefully have Print Shop Icons
and Daisy Dot III fonts supported at some point)).

When you "click" a button (move the arrow pointer over one and press the
[Fire] button (it currently only supports joystick), something happens.
The most basic occurance is the card will change. Buttons will be
different, the pictures will be different, and the text will be different.
(Well, strike those "will"s and turn them into "may"s.)

What's the purpose? Well, the two biggest uses I see myself putting HyperIt!
to are tutorials and games. The tutorials will be graphical and interactive,
both very 'hip' these days, and the games will be more role-playing,
educational or adventure, since it's not exactly an arcade-game designer's
environment! Those of you who have seen games like Myst, Seventh Guest,
and the more graphical Zork-ish games can imagine what the games in HyperIt!
would be like.

For those interested in history and technical information, it's being
written totally in Action! (the very famous C/Pascal/BASIC hybrid language
for Atari's released by ICD back in 1983) so it's pretty fast and flexible.
Although the 48K is being eaten very quickly, it still supports high
resolution graphics; including a 1K screen font, the 8K of graphics, and
even an 8K snapshot (to reduce disk access when going from one card to the
next; you can make a graphical background and no matter how many cards you
have which use it, they'll never need to load it again!).

The reason I'm writing the program is because I made a rather large HyperCard
Birthday Card for my girlfriend a few months ago, so I became familiar
with (and even <gasp> fond of) the HyperCard environment.
I decided I'd like that type of program for the Atari 8-bit. There's a lot
of potential.

The second reason I'm writing it is as practice for when real code will start being made for the ADOS project (talk to me later about that if you care; it's going to be (if it happens!) a GUI environment for the 8bit Atari).

The third reason is because I saw David Paterson's "CardStax" program (after I FINALLY got a copy of it! I was quite impatient about getting a working copy as I really wanted to see it!) and found that since it was in BASIC, it was a bit too slow to react, and that the editor was far too confusing to deal with (well, of course I never read the instructions, but with HyperIt!, you work in a scripted language which is fairly flexible. The syntax looks horrid (parameters for a command are place on the lines following the command; separated by End-Of-Lines rather than Spaces or Commas!) but a quick editor could be created to give the user a better editing interface than a text editor, trial and error and patience! :)

(Well, I didn't expect a screenful of "reasons I wrote this," but there it is! :))

Anyway, if anyone would like to Beta-test it, I've been testing it without the Action! cartridge, collecting all of the files and ARCing it up every day or so (mainly so my current non-volunteered beta tester, David Paterson <grin> can take a look at it and tell me what he thinks).

The current ARC including source code and a sample stack is approx. 47k and the program currently requires MyDOS 4.5x (I use 4.53, so if you use something else, I can't promise it will work properly!)

Thanx for listening!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

148. GCC under Outside?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 11:58:06 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D24zwu.AHq@exeter.ac.uk>
Source record: 12087

Has anyone been successful in running GCC under Outside?
I had been intending to use outside to provide lots of virtual memory for
GCC to compile in, but whenever outside is installed GCC just hangs at
seemingly random points.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

149. Re: GFA Bitblt command

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-09 17:48:23 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D25G4p.J6B@news.gu.se>
Source record: 12088

Mattias Flodin (m9036@oden.abc.se) wrote:
> Frederick Matzen (ross@earth) wrote:
> : Okay. I'm not a pro but I enjoy trying to figure things out and actually
> : writing a program or two. But I'm stuck here.
> : I've been using GFA 3.6tt on my Falcon and I know there are some
> : incompatabilities but most of it works and I like GFA (now if they would
> : just upgrade it instead of spreading rumours).
> : One thing that doesn't work well is the old GET and PUT commands. Too
> : much for a little string. So I have to move on to something else. BITBLT
> : looked like the perfect replacement but I cannot entirely understand how
> : to do the same things I did with GET/PUT. I can move a block or section
> : fo the screen around nicely but what I need to do is copy into a
> : string(?) and display it later, as with GET/PUT. I have a little source
> : code for it but I can't seem to figure out how to store the section of
> : screen I need for later use.

> Well I don't know how the BitBlt command works, but I know how you should
> store whatever you've got.
> A string cannot carry more than 32767 bytes, making it difficult to work on
> the big screens of the F030. The solution is to use Malloc to allocate
> memory. But first you have to make GFA release some of the memory it has
> stolen from the system.

> Let's say that you're working on a 256 color, low-resolution, overscanned
> screen (384*240*256), then you would do as follows:

> Screensize%=384*240*1 ! Size in bytes of the screen
> Reserve 100000 ! Leave all memory to the system, except for 100Kb.
> adr%=Malloc(Screensize) ! Allocate memory and get the adress in adr%
> If adr%=-1
> End ! If there wasn't enough memory then exit
> Endif

> Then you have the adress to the block of memory and adr%, just as you get
> the adress to the string using Varptr(a$).
> When you don't need the block of memory anymore you can use Mfree do
> deallocate it:

> Mfree(adr%)

> -Mattias Flodin-
>

Hi!
This may be done in a different way, like this:

```
dim screen%((384*240*1)/4) ! Reserve (384*240*1)/4 longwords = 384*240*1 bytes
adr%=V:screen%(0) ! Get the adress for the dimensionised screen%()
```

This way you'll have the adress in adr% but you wont be able to change the size of the memoryblock with your program so this is only useful if you know how much you want to reserve when you write the program.

Tomas

150. Atari 800

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 01:44:12 UTC
From: gibboda@mail.auburn.edu
Message-ID: <D2625o.3r9@mail.auburn.edu>
Source record: 12089

Keywords:

Does anyone have any information on Atari 800 programs and games that I could use on an Atari 800.

151. Re: GCC under Outside?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 02:06:32 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <gbw1vagju9c@moacs11>
Source record: 11990

In <D24zwu.AHq@exeter.ac.uk>, D.L.Hastings wrote:

> Has anyone been successful in running GCC under Outside?

Yes. TOS 3.06, HDDriver 3.5, Outside 3.3, MiNT 1.11h?, gcc-2.5.8.
(gcc needs at least 4MB, check mint.cnf).

Waldi

152. Re: Atari 800

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 05:47:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <10JAN199500474165@pavo.concordia.ca>
Source record: 11991

In article <D2625o.3r9@mail.auburn.edu>, gibboda@mail.auburn.edu writes...
>Keywords:
>
>Does anyone have any information on Atari 800 programs and games that I could use on an Atari 800.
>
>
You'll want to look at the group comp.sys.atari.8bit. The main ftp site
is atari.archive.umich.edu in the 8bit directory.

Dave Paterson

153. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 06:38:41 UTC
From: miff@apanix.apana.org.au
Message-ID: <3eta1h$3qi@tipellium.apana.org.au>
Source record: 11992

M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>: I have never met an atari C compiler that has recommended running minix.

>Actually, the latest version of GCC does, and (I believe) has currently
>been only ported for MiNT. It is true that most GCC programmers run MiNT
>on quite powerful machines; certainly I could never get a really
>satisfactory system without MiNT.

Technical point here : gcc recommends using the MinixFS, _NOT_ running
Minix. There's a fairly significant difference.

>: >If I want to program for the atari, it would seem logical that the compiler
>: >should run under GEM/TOS..
>: Not really. You want a compiler, not a video game.

>He's got a point here. If you're programming GEM stuff (which I do quite
>a lot), you need to be able to compile and run in the same environment. I
>cannot compile GNU C (and particularly C++) programs of any reasonable size
>with GEM loaded, so I use Lattice instead. And prototyping _any_ program
>tends to be faster with Lattice because of the IDE.

Not necessarily - you work well within the IDE, so you may prototype faster
there. Lots of other people (me included) think the other way around;
Rather than have to live with the crummy editors built into every IDE
I've ever met, find a good editor and make it understand your compiler.
Add to this the things that can only be done with a makefile, and you
may begin to see what I'm on about.

>: Most "real" programmers that I know (me included 8) prefer commandline-
>: -driven compilers and shell-based tools. Their flexibility is their
>: strength.

>I disagree with this. Most environments have only recently gained usable
>GUIs, and so the current IDEs are in their first generation. A really

Most IDE's are in the second or third generation, actually. (arguable
as to what consititutes the various stages, but assume 1: wrapper program
for editor, compiler, linker, 2: builtin editor, compiler/linker/debugger,
3: add frills like syntax higlighting, class browsing, project management
etc.)

>nice IDE can speed application development substantially while retaining
>virtually all of the power of the CLI based solution - but there are very
>few around at the moment. The CLI solutions have been in use for a long
>time and are probably almost as good as they're going to get now. IDEs
>have a long way to go.

CLI solutions have been in use because they work 8). For a lot of people,
an IDE is unacceptable, or simply unworkable - for example, let's
assume that part of your code is automatically generated, say by a tool
that you or someone else has written; or perhaps you are using two
or three different compilers/languages for a project... These are
real-world scenarios that are more common than you may think,
and they all work best out of an open and flexible environment.

In the end, the best IDE will look like a window manager with a shell
and a few neat aliases.

>Having said that, I think a lot of Windows programmers (probably the
>majority of the software market ATM) would disagree - all of the major
>compilers are now IDE-hosted

And, oddly enough, all of them are commandline-callable.

>Martin
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

154. Re: Lattice C w/Mag

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 09:04:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3etij2$4ma@percy.cs.bham.ac.uk>
Source record: 11993

bericd@bri.hp.com (Beric Dunn) writes:
> Can anyone tell me where to get the patch for Lattice C that will
> allow me to use it under Magic. The problem is that Lattice C uses
> some of it's own AES calls for the menus which clash with Magic's
> ones.
> I remember reading in a mag sometime (ST Review) that there was a
> patch, but can't remember if they gave a source for it.

They supplied the patch on a cover disk. I'll check to see if I can
upload it to say, hensa.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

155. Re: GCC under Outside?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 10:52:29 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D26rJH.JG2@exeter.ac.uk>
Source record: 11994

In article <gbw1vagju9c@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:

> > Has anyone been successful in running GCC under Outside?

> Yes. TOS 3.06, HDDriver 3.5, Outside 3.3, MiNT 1.11h?, gcc-2.5.8.
> (gcc needs at least 4MB, check mint.cnf).

Ok, are you running outside before mint, after mint or from the mint.cnf?
According to the shell I have about 12Mb free, but gcc just hangs. (2.5.8)
--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+

| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

156. Re: Disabling the menu bar

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 11:53:53 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3etsgi$50@mercury.dur.ac.uk>
Source record: 11995

Randy Hoekstra (renfro@bnr.ca) wrote:

: Does anyone know how to disable access to the menu bar while still
: using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
: but the ~MENU_BAR equivalent of this doesn't seem to work.

There is a flag argument to menu_bar. Passing a pointer to the menu tree
and passing 0 for the flag should work.

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

157. Re: Disabling the menu bar

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 11:56:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3etsm3$40k@whitbeck.ncl.ac.uk>
Source record: 11996

In article <3ehe7j$l0a@crchh610.bnr.ca>, renfro@bnr.ca (Randy Hoekstra) writes:
>
>Does anyone know how to disable access to the menu bar while still
>using EVNT_MULTI to get user input? In GFA there is a MENU KILL command,
>but the ~MENU_BAR equivalent of this doesn't seem to work.
>

How I normally achieve this is to set all the Menu titles as disabled, appart
from the left most one, as this is used by multiTOS to switch applications.

This works fine...

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

158. Re: Lattice C w/Mag

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 12:01:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3etsts$465@whitbeck.ncl.ac.uk>
Source record: 11997

In article <3etij2$4ma@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>bericd@bri.hp.com (Beric Dunn) writes:
>> Can anyone tell me where to get the patch for Lattice C that will
>> allow me to use it under Magic. The problem is that Lattice C uses
>> some of it's own AES calls for the menus which clash with Magic's
>> ones.
>> I remember reading in a mag sometime (ST Review) that there was a
>> patch, but can't remember if they gave a source for it.
>
>They supplied the patch on a cover disk. I'll check to see if I can
>upload it to say, hensa.

I don't suppose this patch will fix the Lattice 5.52 Menu bug under TOS4.02?
You cann't select any of the cascaded menu items at all (even though the
box says the software is falcon compatible). I've had to resort to manually
editting the project files to set compiler options.

Don't tell me to upgrade to a more recent version, the reason I bought 5.5
is that I cann't afford 160.00 quid for the latest version.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

159. How to annoy people on the internet... (sorry)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 15:24:30 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3eu8re$i23@oak64.doc.ic.ac.uk>
Source record: 11998

Please don't delete this message or anything!

Our news server here at Imperial College is up the swanny and for two or so months now I have been unable to post articles. So if you can read this article, please respond by e-mail to the address below (in my .signature), whether or not you can help me with my query, which is:-

BTW I do own a 1040STE, so I'm not entirely off-topic. Does anyone out there know how to draw STOS sprites from Assembly language? Specifically getting PUT SPRITE and UPDATE to work? The given traps (in the manual) don't work... Thanks in advance.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"Will you make me some magic with your own two hands? Can you build an emerald city with these grains of sand?" - Meatloaf (Anything for Love)

160. Re: Lattice C w/Mag

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 19:05:18 UTC
From: ralunsfo@uncc.edu
Message-ID: <3eulpe$rk5@news.uncc.edu>
Source record: 11999

In article <3etsts$465@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>box says the software is falcon compatible). I've had to resort to manually
>editting the project files to set compiler options.
>
>Don't tell me to upgrade to a more recent version, the reason I bought 5.5
>is that I cann't afford 160.00 quid for the latest version.
>
>Craig.
> __ _
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
>------------------------------ o ---------------------------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
> WWW: http://www.ncl.ac.uk/~n08z7

I know what you mean. I had to upgrade also...I bitched about the software
not truly being Falcon compatible and the fact that it didn't even have the
libs (which the box led me to believe), and at the time had no 'net connection,
so I had to pay for it :(No sympathy from Hisoft at all...I am less impressed
with them after that...

Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

161. Re: C++ for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-10 23:20:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5Z8IKjpH_Qk@semprini.waterloo-rdp.on.ca>
Source record: 12000

In <3ejqar$r4h@percy.cs.bham.ac.uk>, Chris Ridd writes:
>cherborth@semprini.waterloo-rdp.on.ca writes:
>>In <3e9n4c$of6@case.cyberspace.com>, Peter Von Kleinsmid writes:
>>>I've been using Laser C for my ST programming, and am quite happy with
>>>it, but C++ would be very nice if there is a good compiler for it & the
>>>ST and/or Falcon. DOes anyone know what exists and what's good or bad?
>>
>>GNU C++ is the only C++ compiler available for the Atari, and will
>>probably remain so... a commercial C++ compiler was almost done, but
>>appears to have vanished.
>>
>>It's very good, but really requires a Falcon or TT with more than 4M of
>>RAM; it's VERY tight on an ST, and very slow.
>
>I would be interested in setting up gcc on a Sun as a cross-compiler
>for STs/TTs; does anyone have any easy-to-use-by-numbskulls
>instructions on doing this?

After getting a cross-compiler to work very well on an NCR System 3000
UNIX box (Intel-based), I started. Then AT&T GIS's (ie NCR's) new
version of UNIX came out, and it stopped working. I rebuilt it, and it
doesn't work. I tried building it on a Linux box, and I couldn't get
the binutils to build.

So I've stopped writing my cross-compiler cookbook. Pity, it was so
much nicer having a fast machine with lots of RAM to build my stuff on.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

162. Scanner Programmer Needed

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 04:57:32 UTC
From: bede@li.net
Message-ID: <3evofs$amq@linet01.li.net>
Source record: 12001

[No readable article body recovered]

163. Microtek Flatbed Help

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 05:21:08 UTC
From: bede@li.net
Message-ID: <3evps4$ctv@linet01.li.net>
Source record: 12002

[No readable article body recovered]

164. Microtek Flatbed Help

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 05:25:03 UTC
From: bede@li.net
Message-ID: <3evq3f$d97@linet01.li.net>
Source record: 12003

Subject: Scanner Programmer Needed
Newsgroups: comp.sys.atari.programmer
Summary: Have Transparency Add-on Need Software Mod
Keywords: Microtek, TT, MTSCAN, transparency

I have a Microtek Scanmaker II flatbed scanner which I use happily via the now unsupported MTScan software. As a gift this Christmas, I received the wonderful add-on to this hardware, the Microtek Transparency Adapter -- it just plus in to my scanner and replaces the old lid with one that needs to be activated by software.

So, I have my unsupported MTScan software which accesses the Scanmaker for scans of opaque media. And I have the free Mac software enclosed with the Adapter -- it provides a choice of opaque or transparent scans, i.e. it activates the new transparency lid.

Therefore, it is sensible to my mind for a programmer to look at both the Mac and the Atari programs and somehow enhance the latter to *simply* access the damn Transparency Adapter (which is now cheap and always has been nifty.) Such a job would be worth money to me and to others, I'd think. Any takers?

165. Playing digitized sounds in GFA Basic 2.0

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 10:22:16 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan11.102216.4035@gov.nt.ca>
Source record: 12004

[No readable article body recovered]

166. Re: Lattice C w/Mag

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 12:38:43 UTC
From: bericd@bri.hp.com
Message-ID: <D28r4J.HGF@bri.hp.com>
Source record: 12005

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <3etij2$4ma@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
: >bericd@bri.hp.com (Beric Dunn) writes:
: >> Can anyone tell me where to get the patch for Lattice C that will
: >> allow me to use it under Magic. The problem is that Lattice C uses
: >> some of it's own AES calls for the menus which clash with Magic's
: >> ones.
: >> I remember reading in a mag sometime (ST Review) that there was a
: >> patch, but can't remember if they gave a source for it.
: >
: >They supplied the patch on a cover disk. I'll check to see if I can
: >upload it to say, hensa.

: I don't suppose this patch will fix the Lattice 5.52 Menu bug under TOS4.02?
: You cann't select any of the cascaded menu items at all (even though the
: box says the software is falcon compatible). I've had to resort to manually
: editting the project files to set compiler options.

: Don't tell me to upgrade to a more recent version, the reason I bought 5.5
: is that I cann't afford 160.00 quid for the latest version.

I imagine it should cure this, since the incompatibility is due to
Lattice C using some AES handles that were not used in older versions
of GEM. Now Magic and newer TOS versions have stepped up their GEM
support these calls are clashing with the Lattice C hacks.

Beric.. (Still looking.....)

167. Re: C compilers extremely unix-like?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-11 16:37:56 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3f11h4$sq2@mercury.dur.ac.uk>
Source record: 12006

Michael Smith (miff@apanix.apana.org.au) wrote:

: >: I have never met an atari C compiler that has recommended running minix.
: >Actually, the latest version of GCC does, and (I believe) has currently
: Technical point here : gcc recommends using the MinixFS, _NOT_ running
: Minix. There's a fairly significant difference.

Sorry ... didn't notice the lack of an FS.

: >He's got a point here. If you're programming GEM stuff (which I do quite
: >a lot), you need to be able to compile and run in the same environment. I
: >cannot compile GNU C (and particularly C++) programs of any reasonable size
: >with GEM loaded, so I use Lattice instead. And prototyping _any_ program
: >tends to be faster with Lattice because of the IDE.
: Not necessarily - you work well within the IDE, so you may prototype faster
: there. Lots of other people (me included) think the other way around;
: Rather than have to live with the crummy editors built into every IDE
: I've ever met, find a good editor and make it understand your compiler.
: Add to this the things that can only be done with a makefile, and you
: may begin to see what I'm on about.

The Lattice C editor is not too bad; standard key shortcuts, fully
automated indentation and so on. Still, I see what you mean. I think
there's been a bit of a misunderstanding, though; by commandline I
thought you were suggesting a full CLI text only system, whereas you seem
to be suggesting effectively using a GEM editor as your shell.

: >: Most "real" programmers that I know (me included 8) prefer commandline-
: >: -driven compilers and shell-based tools. Their flexibility is their
: >: strength.
: >I disagree with this. Most environments have only recently gained usable
: >GUIs, and so the current IDEs are in their first generation. A really
: Most IDE's are in the second or third generation, actually. (arguable
: as to what consititutes the various stages, but assume 1: wrapper program
: for editor, compiler, linker, 2: builtin editor, compiler/linker/debugger,
: 3: add frills like syntax higlighting, class browsing, project management
: etc.)

Well, I'd say that a stage 1 is a shell, not an IDE, and 2 and three
aren't all that different. I reckon that the second generation will have
properly integrated resource editors, kind of like Visual Basic but for C.
Visual C doesn't do this in my opinion. The NeXTSTEP system is the only
one that I know about that can do this currently, and incidentally that
is its major selling point.

: >nice IDE can speed application development substantially while retaining
: >virtually all of the power of the CLI based solution - but there are very
: >few around at the moment. The CLI solutions have been in use for a long
: >time and are probably almost as good as they're going to get now. IDEs
: >have a long way to go.
: CLI solutions have been in use because they work 8). For a lot of people,

CLI solutions work, yes, but you must concede that GUIs haven't been
around long enough to allow the sophistication that long term development
of an environment brings. The command line system we know has been developed
since the start of Unix (and has its roots from systems before that), and
so have been developed over a span of decades, not years.

: an IDE is unacceptable, or simply unworkable - for example, let's
: assume that part of your code is automatically generated, say by a tool
: that you or someone else has written; or perhaps you are using two
: or three different compilers/languages for a project... These are
: real-world scenarios that are more common than you may think,
: and they all work best out of an open and flexible environment.

I still can't see why a future, better IDE can't allow access to these
features. There's no reason, for example, why an IDE can't extend over
several languages.

: >Having said that, I think a lot of Windows programmers (probably the
: >majority of the software market ATM) would disagree - all of the major
: >compilers are now IDE-hosted
: And, oddly enough, all of them are commandline-callable.

Yes; I'd be interested to know the proportion that are actually used as
such. Please don't misinterpret me; I think commandline tools are
excellent in some situations, and I'm certainly not advocating always
using an IDE. For the same reason, though, I wouldn't suggest that an IDE
solution can never be better. I have both; Lattice C5.6 under MultiTOS and
gcc 2.6.1 set up with MiNT/MiNTOS/MintNet/TCSH, and I use both regularly.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

168. Re: GCC under Outside?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 09:53:33 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3f2u6t$qsb@btmplq.god.bel.alcatel.be>
Source record: 12015

How about V-RAM, which of course is what I have?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

169. Re: ANA Modula 2 on Falcon??

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 10:42:55 UTC
From: BURKI@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <3f313f$fdj@elna.ethz.ch>
Source record: 12007

In <3f1mnq$jp0@frigate.doc.ic.ac.uk> Leon writes:

> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) wrote:
>
> Hullo there!
>
> > Does anyone know if ANA modula 2 will run correctly on a falcon?
> > A friend of mine knows a bit about modula 2 on PC's and is trying to
> > teach me. I would like to use it a my machine rather than a PC.
>
> Yep, works fine on my Falc. Note that Modula depends a lot on its
> definition libraries - functions will probably be called different
> things and be in different definition files than on your friend's
> system.
>
> > If not, are there any other versions of modula 2 around anywhere?
>
> I don't know. Nothing pops to mind, though...
>
> > BTW It doesn't have to take advantage of any new falcon only stuff. Just
> > something I can actually use. Even I realise this is asking a bit much of a
> > program written around '89!
>
> Ahh, that's good, 'cause it doesn't. It doesn't even provide all of
> the standard AES / TOS functions, but I doubt you'll need it. If
> you get hooked on Modula 2, you might take a look at Turbo Pascal -
> Pascal is what Mod2 evolved from, but is basically the same.

Instead of making to move back to what modula evolved from, why not make the move forward to what Modula 2 evolved to. The newest language of Wirth is called Oberon-2. It still keeps pretty much the flavour of the older languages (porting to it from Modula is real easy), dropped a few constructs to make it easier to write really fast compilers (ARRAYs always start at zero, a few TYPEs and all the parallel constructs are dropped) and a few smart additions that make life a lot easier: No longer Definition and Implementation in two seperate Files, the Compiler generates the Definition itself. Then there is a built in Garbage Collector (ever had troubles with wrong freeing of Pointers?) and last but not least a wonderful Objectoriented programming support by making RECORDs extensible

```
expl: TYPE pt = RECORD x,y : INTEGER END;
ColoredPt = RECORD (pt) color : INTEGER END;
```

There are runtime constructs to test for a type (IF p is ColoredPt THEN .. END) and even typebased procedures:

```
PROCEDURE (p: pt)Draw BEGIN SetPixel(p.x, p.y, black) END Draw;
PROCEDURE (p: ColoredPt)Draw BEGIN SetPixel(p.x, p.y, p.color) END Draw;
```

called by p.Draw (Called according to the type of p).
If people like to hear more of this, I'll go on, this is just to get the appetite.

The best is, that there is at least one Sharewareversion of Oberon-2 for the ST residing on fileservers: STJ-Oberon.
It has libraries for all the AES/VDI/TOS stuff and even an application framework to write your own GEM-App with windows by simply extending a few procedures in the above style.
If you pay the 50 Mark Shareware (about $30) you even get a debugger (post-mortem source code debugger), all the sources from the libraries down to the garbage collector and the debugger and a load-time linking environment. (Note that I'm not the author and don't earn a cent writing this). There are a few bugs left in the system but it's still maintained, so be either mailing to the author or changing the sources of the libraries yourself you can fix them.
If any one is interested, I'll be glad to give more informations
>
> Have fun with Modula 2, and feel free to ask for more help, Leon.
>
> --
> "Well, there's Greebo. He keeps my feet warm"
>
Daniel Burckhardt (don't miss the CKDT)

170. Re: Lisp & Prolog

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 11:51:54 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D2AJMJ.951@exeter.ac.uk>
Source record: 12017

In article <1995Jan11.155513.9778@zippy.dct.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> Can anyone recommend a version of these two languages which will run on
> the Falcon?

There is a program called prolog-68 that works quite happily on the Falcon.
I have been using it for several weeks now. You can get it from atari.archive,
I think it is in /atari/languages.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

171. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 11:54:25 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D2AJqp.9BJ@exeter.ac.uk>
Source record: 12018

In article <3f0tfa$c7c@helios.herts.ac.uk> C.A.Roberts@herts.ac.uk (Chris Roberts) writes:

> I have a screen stored as a 32K sting and want to make it a blank screen
> for use with the SPUT command so when I SPUT the string it puts a blank
> sceen up, at present I have to use CLS then sget over the old string to
> clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
> any ideas, Oh yeah it's GFA V2.0...On an STE.......

It's a while since I used GFA, but I think you could try:

```
SCREEN$=STRING$(32000,0)
SPUT SCREEN$
```

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

172. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 13:57:26 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <1995Jan12.135726.29170@rz.uni-hildesheim.de>
Source record: 12010

Hi!

In article <3f0tfa$c7c@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris Roberts)
writes:
> I have a screen stored as a 32K sting and want to make it a blank screen
> for use with the SPUT command so when I SPUT the string it puts a blank
> sceen up, at present I have to use CLS then sget over the old string to
> clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
> any ideas, Oh yeah it's GFA V2.0...On an STE.......
Well, don't forget that the Screen of an ST/STE is a *graphic* screen, not
a simple terminal. So if you want to make it blank, you must fill it with
zeros, i.e. all pixels cleared. With space$, you've filled it with 00100000.
So just do screen$=string$(32000,chr$(0)) (or chr$(0), 32000, dunno the right
order now). But always remember that using SPUT/SGET will cause the program
to only run on fully ST-compatible screens, i.e High, Low or Med. Better use
VDI-calls to handle with the screen (I know, that's not easy with Gfa...) Of
course, if you can live with that, use SGET/SPUT...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

173. Re: Playing digitized sounds in GFA Basic 2.0

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 14:13:38 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3f3dei$9s1@helios.herts.ac.uk>
Source record: 12008

Gopher User (gopher@gov.nt.ca) comp.sys.atari.programmer wrote:
: oHello,

: If there is anyone out there who knows how to play digitized sound samples
: in GFA Basic 2.0, I would greatly appreciate if you could post a GFA Basic
: listing here that does just that. Please note that I have a 1987 model
: Atari 1040 STF, wihich of course has no DMA chip. Thank you very much
: in advance.

: The Atarinator

: P.s. Please excuse any spelling mistakes because I am doing this ona a
: Macintosh and the backspace key doesn't work. I do apologize.

What you want is PLAYBACK, this is availble from most FTP sites I think
and has source code for playing samples in GFA as well as hisoft basic
and others, Don't know about the DMA thing but it should work.

Oh yeah when the samples are playing it leaves the system free to do
other things which is pretty cool as most routines hold the system until
the sample has finnished. If you cant find the code I can post it on
here for you or E-Mail it to you, you'll have to let me know if you want
it and i'll dig it out.

174. G.F.A Basic Source Code Libaries....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 14:26:35 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3f3e6r$9s1@helios.herts.ac.uk>
Source record: 12009

Any other GFA coders out there with a collection of .LST and .BAS files that contain routines that may be of interest to other GFA programmers such as loading in strange formats etc, If so maybe and E-Mail list of G.F.A coders could be compiled and posted on this group and anyone with any GFA queries could just look at the list and E-Mail relevent people to get code or help? Or alternativly is there somewhere GFA code is kept on any FTP sites as I haven't found any yet P.D libaries seem to have several disks of usful GFA source... Any one got any ideas??? More importantly does anyone care??? On a difernt note any one know how to decode and show a 256 color or greater GIF in 16 colours in GFA as I need to do this for a WEB-Type Browser program I am working on?? If not anyone know the file format??

Better to know what you know to-day than to think you know what will happen tomorrow - Me

175. GNU C HELP! PLEASE!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 19:27:12 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f1582de@m6.herts.ac.uk>
Source record: 12011
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I found some functions within support.h, namely unixtime and dostime functions and want to use them within my own programs. Unfortunately when I seem to compile it, it says it cannot find the functions..

Also there is a regular expressions library, and I can't find any instructions on how to utilise it... any help that?!?!?

Any help would be greatfully received!

Alex Nicholls
Email: A.I.Nicholls@herts.ac.uk

176. Documentation for AVI format?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 20:51:38 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3f44oq$km4@news.ysu.edu>
Source record: 12012

A friend of mine, Dr. Bob of Dr. Bobware and Author of MVG
and sundry other software, is looking for some documentation of the
AVI file format. Any help would be appreciated! Post it here or send
it to me E-Mail.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

177. MiNT and Lattice

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 22:06:38 UTC
From: john@southern.co.nz
Message-ID: <3f495e$hrd@southern.co.nz>
Source record: 12013
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi there,

I believe that the sources for MiNT 1.12 do not compile "out of the box" with Lattice C. Are there diffs available and what FTP site could I find them from?? Also are these up to date with the latest patch? (1.12-h2) I believe).

Cheers,
john

--

_
john@southern.co.nz John Collis a user of o( )
The Internet Company of New Zealand [South Island] / /\

178. Re: G.F.A Basic Source Code Libaries....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-12 22:48:06 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3f4bj6$iv@charm.magnus.acs.ohio-state.edu>
Source record: 12014

re. GFA FTP sites

I have started a small one on atari.archive.umich.edu under
Programming/Gfa. There isn't much there right now but anything you send me
I'll stick in it. I don't use GFA much anymore, but I have been slowly getting
some of the code I have on my own machine up there. One of the items is a
cheap litle demo I did for my local user group. It uses the BITBLT commands
and the Playback routine.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

179. Re: SIZER rubberband

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 01:19:22 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <3f4keqINN27dr@rs1.rrz.Uni-Koeln.DE>
Source record: 12016

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:

: If I do windows (wind_create() and so on) there is a SIZER aviable on
: every window.

Well... of course, you could not specify the SIZER flag in the
wind_create call, then there would be no sizer at all. I assume,
though, that you do want a sizer, but allow only for a certain
range of sizes.

: If I allow AES to use it, then I get an anoying effect:
: It is possible to to change to size down to zero, and you can see it with the
: rubberband.

From my experience, there is some minimal size of a window depending
on what elements (TITLE, SIZER, arrows, sliders etc.) the window has.
A fully decorated window cannot be sized to less than 100 x 100 pixels
of workspace, but the workspace of a window with the flags TITLE | MOVER
| SIZER | FULLER | CLOSER can very well be shrunk such that (almost?)
nothing is left of the workspace.
I am not aware of any method make any assumptions on such limits
which is warranted by the AES specs, though.

: Of course, my PRG doesn't accent too small sizes from the AES, but
: still the rubberband can become so small.
:
: How can set a lower limit for the SIZE rubberband ???
: Is there a siple flag to set ???

None that I know of, sorry. AFAIK, all programs do just what you
say, they don't honor sizes which they don't like. It's nice, of
course, to get as close as possible to the desired window size,
i.e. you should modify the user specified size such that the size
finally set by you gets as close to the ones given by the rubber
while still meeting your constraints.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=violet;O=mpiz-koeln;P=mpg;C=de -----+
| Internet: kim@violet.mpiz-koeln.mpg.de |
| *** NOTE THE ADDRESS CHANGE *** |
-----=< hierarchical systems are for files, not for humans >=-----

180. I want First Class for Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 07:51:44 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan13.075144.28579@gov.nt.ca>
Source record: 12019

Is there anyone out there who would be willing to try and write a program for the Atari that is compatible with the First Class BBS software available for PC and Mac? Idealy it should be able to run on any Atari computer in any resolution from ST Medium and up. I would be willing to pay money for a program like that if it was shareware.

Atarinator "The real McCoy"

181. "Complete and Essential Map" for XL/XE. WHere, and how much$!?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 08:36:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f5e27$m3u@nic-nac.CSU.net>
Source record: 12020

```
Article 8575 of comp.sys.atari.8bit:
Path: nic-nac.CSU.net!zippy.sonoma.edu!kendrick
From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.8bit
Subject: "Complete And Essential Map" - How much $, where from?
Date: 13 Jan 1995 08:33:46 GMT
Organization: Sonoma State University, Rohnert Park, Ca.
Lines: 14
Message-ID: <3f5dta$m3h@nic-nac.CSU.net>
NNTP-Posting-Host: zippy.sonoma.edu

WHere can I get a copy of this and how much will it cost me?

Also, I heard "print out of OS" and "43 appendicies".. can anyone summarize
it, tell me when it was printed and by whom, etc??

Follow this posting (ie, don't e-mail) cuz others seem pretty interested
in it too..

thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
```

182. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 08:53:03 UTC
From: diehl@wink.io.org
Message-ID: <3f5f1f$k75@ionews.io.org>
Source record: 12021

```
Chris Roberts (C.A.Roberts@herts.ac.uk) wrote:
: I have a screen stored as a 32K sting and want to make it a blank screen
: for use with the SPUT command so when I SPUT the string it puts a blank
: sceen up, at present I have to use CLS then sget over the old string to
: clear it. I tried SCREEN$=SPACE$(32000) but this dosent work any one got
: any ideas, Oh yeah it's GFA V2.0...On an STE.......

SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
instead. Try this:

blank.screen$=SPACE$(32000)
CLS
BMOVE XBIOS(2),VARPTR(blank.screen$),32000 ! Move blank screen to string

Now, whenever you want to BMOVE the blank screen to the screen, do this:

BMOVE VARPTR(blank.screen$),XBIOS(2),32000

It's blisteringly fast. I don't know if this will work with GFA 2.0, but I
always use BMOVE with 3.5E for any main screen operations, and it works like
a charm.

--
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

183. Re: G.F.A Basic Source Code Libaries....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 08:56:15 UTC
From: diehl@wink.io.org
Message-ID: <3f5f7f$k75@ionews.io.org>
Source record: 12022

Chris Roberts (C.A.Roberts@herts.ac.uk) wrote:
: Any other GFA coders out there with a collection of .LST and .BAS files
: that contain routines that may be of interest to other GFA programmers
: such as loading in strange formats etc, If so maybe and E-Mail list of
: G.F.A coders could be compiled and posted on this group and anyone with
: any GFA queries could just look at the list and E-Mail relevent people
: to get code or help? Or alternativly is there somewhere GFA code is kept
: on any FTP sites as I haven't found any yet P.D libaries seem to have
: several disks of usful GFA source... Any one got any ideas??? More
: importantly does anyone care??? On a difernt note any one know how to
: decode and show a 256 color or greater GIF in 16 colours in GFA as I
: need to do this for a WEB-Type Browser program I am working on?? If not
: anyone know the file format??

: Better to know what you know to-day than to think you know what will
: happen tomorrow - Me

I think it's a good iea, personally. I'm a fairly adept GFA coder, though my main strengths are with graphics; I know little about using GEM in GFA (I try and avoid GEM wherever possible) but I know pretty much most everything else.

I have a list of picture formats if you're interested; it contains the GIF format breakdown, too.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

184. GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 08:59:16 UTC
From: diehl@wink.io.org
Message-ID: <3f5fd4$k75@ionews.io.org>
Source record: 12023

Okay, I know all about res switching in GFA using setscreen ... that part's pretty simple. The part that isn't pretty simple is getting GEM to recognise the change along with the rest of the system.

Normally, I switch resolutions and the system works fine ... I set the mouse boundaries with LineA (I know, I know, but if you have a better suggestion, I'm all ears -- er, eyes) as well as the number of colours for that res... but if an alert box should pop up, it appears half off the screen as if GEM still thought it was in its previous res. I can turn in VDI clipping so that stuff doesn't wrap around to the other side of the screen, but that doesn't help alert boxes, which end up getting truncated half way. Any ideas? Thanks...

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

185. Re: GCC under Outside?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 11:54:55 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D2CEFK.C9w@exeter.ac.uk>
Source record: 12024

In article <dgzasm9cooa@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:

> > Ok, are you running outside before mint, after mint or from the mint.cnf?
> The auto-folder programs in the order in which they are started (programs
> marked with * have their headerflags set to ST-RAM):
> tt-burst, superbt*, outside, drvin*, mfp-tt*, mfp*, scc*, superbta*, mint.

Much the same as my settings.

> > According to the shell I have about 12Mb free, but gcc just hangs. (2.5.8)

> Are the gcc, cpp, cc1, cc1plus, etc. headerflags ok? (load+malloc from TT-RAM).

I think so, I'll have to check them.
Cheers,
--

```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+-----------------------------------------------+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---------------------------------------------------------+
```

186. Re: SIZER rubberband

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-13 18:38:18 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D2Cx3w.y6@cix.compulink.co.uk>
Source record: 12025

```
>How can set a lower limit for the SIZE rubberband ???
>Is there a siple flag to set ???

Very simple, set up some #defines for your minimum sizes and in the function
that processes your msg[] add:

case WM_SIZED:if (msg[6] < MINWIDTH)
msg[6] = MINWIDTH;
if (msg[7] < MINHEIGHT)
msg[7] = MINHEIGHT;
etc etc

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

187. Re: How does VDI cope with truecolour?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-14 00:26:24 UTC
From: m9036@oden.abc.se
Message-ID: <3f75ng$9gr@oden.abc.se>
Source record: 12026

Joe Tapply (jdmt@dcs.ed.ac.uk) wrote:
: HI,
: I have been trying for a while to connect an ET4000 based ISA SVGA card to
: my TT via the VME port, and last night I managed to get a proper picture out of the
: VGA card. So far I have only 320x480x64K and 640x480x256 colour modes working,
: but I expect to end up with 640x480x16M and 800x600x64K modes as well.

: I want to get GEM/TOS to use the SVGA card instead of my TT's normal video , so I
: guess that I will have to write my own VDI drivers for it. I can't really see too
: many problems in writing 256 colour mode drivers, but how does the VDI deal with
: truecolour? Specifically, what should my VDI drivers return from a v_openwk or
: v_openvwk call to indicate that there are 64K/16.8M colours available? Also how
: should I handle palette related calls when there is no real palette?

: I hope someone can help,
: Cheers,
: Joe.

Well, the VDI documentation says about intout[39], palette:
Number of available colors in palette.
0= >32767 colors
2= Monochrome
>2= Number of colors

So naturally you should return the value 0 here. As to all the other values,
you should look it up in the VDI documentation and see what they should
return when in the graphics mode you are writing your drivers for.

When in true colour mode, VDI tend to work with a set of "pens" rather than
color palette. That is, you have a 256 color index that you can pick your
current drawing color from, but if you change the RGB color values for one
color, those pixels drawn with that color will *not* change, as is the case
with the normal palette-modes.

-Mattias Flodin-

188. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-14 00:29:39 UTC
From: m9036@oden.abc.se
Message-ID: <3f75tj$9gr@oden.abc.se>
Source record: 12027

```
Eric March (diehl@wink.io.org) wrote:
: SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
: instead. Try this:

According to the GFA Manual, the SPUT command uses the same rout as the
BMOVE command, except that it's optimized for moving 32000 bytes. So the
SPUT command should actually be *faster* than the BMOVE comand.

-Mattias Flodin-
```

189. Where do I find minix?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-14 04:43:49 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3f7kq5$8bt@scapa.cs.ualberta.ca>
Source record: 12028

```
The subject says it all... is this a shareware/freeware thing, or do
I have to purchase it from somewhere?

Dave

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email:stuart@amisk.cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|< \< \< \< \/ \ / \/ >/ >/ >/ >|/ | \ http://ugweb.cs.ualberta.ca/~stuart |
|David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada|
```

190. Any good shareware dissasemblers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-14 07:01:57 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3f7st5$ph6@scapa.cs.ualberta.ca>
Source record: 12029

Are there? If so, where do I get them? umich is usually busy whenever I
try to get on there.

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart
David Stuart, AMUS. 2nd yr. Computing Science University of Alberta Canada

191. Re: Any good shareware dissasemblers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-14 08:17:11 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3f81a7$h50@nic-nac.CSU.net>
Source record: 12030

Specifying for which Atari could help.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
:)

192. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 10:38:02 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3fdiaa$8jg@whitbeck.ncl.ac.uk>
Source record: 12031

Interesting note, but not related to the original question.....

Does anyone know how GFA Raytrace managed it's trick with the switched resolutions?
Most of the screen is displayed in ST-Low (with palette switching to get 512 colours)
but the menu (about 1.5 inches at the right of the screen) is displayed in ST-Medium.
A neat trick - how was it done?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

193. PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 12:42:14 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D2I0ME.F5E@muster.hrz.uni-giessen.de>
Source record: 12033
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

Hi,

under which circumstances can I use a PAM's Net with MiNTnet ?

I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
ST with DMA/extern), but only the ST/TT Net-Software.

Now I have to decide to buy TCP/IP and NFS from PAM's (>400US$ per license)
:-(((

_or_

install just MiNTnet to have all the fine TCP/IP run with MiNT.

So, what do I need to use the Ethernet with MiNT ???

Thanks in advance for your help

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

194. Setting serial port from GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 13:42:59 UTC
From: kievit@kub.nl
Message-ID: <3fdt53$ajj@kubds1.kub.nl>
Source record: 12032

Hi,

Can anyone tell me how I can set the parameters for the serial port
(baudrate etc) from within GFA Basic ?

TIA

Leen Kievit
Netherlands

195. Re: Dynamic Linking

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 14:33:14 UTC
From: haible@ma2s2.mathematik.uni-karlsruhe.de
Message-ID: <3fe03a$5ks@nz12.rz.uni-karlsruhe.de>
Source record: 12034

> I need to work out a way of dynamically linking various bits of code
> together - does anyone have any ideas how to do this?

GNU dld-3.2.3 is believed to support the Atari.

Bruno Haible
haible@ma2s2.mathematik.uni-karlsruhe.de

196. Re: Lisp & Prolog

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 14:35:54 UTC
From: haible@ma2s2.mathematik.uni-karlsruhe.de
Message-ID: <3fe08a$5lf@nz12.rz.uni-karlsruhe.de>
Source record: 12035

> Can anyone recommend a version of these two languages which will run on
> the Falcon?

CLISP runs on Atari ST, among others. Full Common Lisp.
FTP ma2s2.mathematik.uni-karlsruhe.de:/pub/lisp/clisp/binaries/atari/

If it doesn't run on the Falcon, please tell me.

Bruno Haible
haible@ma2s2.mathematik.uni-karlsruhe.de

197. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 16:23:31 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.26.001064D0@cam.ac.uk>
Source record: 12037
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <D2I0ME.F5E@muster.hrz.uni-giessen.de> gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>I have the PAM's Ethernet card (TT with VME, Mega ST with Megabus and
>ST with DMA/extern), but only the ST/TT Net-Software.

>install just MiNTnet to have all the fine TCP/IP run with MiNT.

>So, what do I need to use the Ethernet with MiNT ???

An appropriate .xif driver. Whether such a thing exists I don't know.
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

198. Re: Setting serial port from GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 17:19:17 UTC
From: larserik@oslonett.no
Message-ID: <1E30912C.larserik@oslonett.no>
Source record: 12036

```
> Can anyone tell me how I can set the parameters for the serial port
> (baudrate etc) from within GFA Basic ?

XBIOS call 15 (rsconf) (I'm assuming you know how to use XBIOS in GFA)

rsconf(baud,ctrl,ucr,rsr,tsr,scr);
int baud,ctrl,ucr,rsr,tsr,scr;

baud = baud rate (0=19200,1=9600,2=4800,3=3600,4=2400,5=2000,6=1800,7=1200
8=600,9=300....)
ctrl = parameters (0=No handshake,1=Xon/Xoff,2=Rts/Cts)
ucr = Uart control register in MFP
rsr = Receiver status register in MFP
tsr = Transmitter status register in MFP
scr = Synchronous character register in the MFP

use -1 to not change a value
--
Lars-Erik Osterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
```

199. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-16 22:31:21 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan16.223121.23060@gov.nt.ca>
Source record: 12038

In article <3f75tj$9gr@oden.abc.se> m9036@oden.abc.se (Mattias Flodin) writes:
>Eric March (diehl@wink.io.org) wrote:
>: SPUT is buggy, and I don't reccomend using it. It's also slow. Use BMOVE
>: instead. Try this:
>
>According to the GFA Manual, the SPUT command uses the same rout as the
>BMOVE command, except that it's optimized for moving 32000 bytes. So the
>SPUT command should actually be *faster* than the BMOVE comand.
>
>-Mattias Flodin-
>

I have a query related to this topic, although it's nothing to do with the above, but whoever left the above messages seems to know a bit about GFA Basic. I have no manual, only a quick reference, thus I am unable to figure out how to use the BMOVE command. How can it be used for nice, smooth animation? If you know how, please could you let me know.

Thanks in advance.

Atarinator "The real McCoy"

200. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 00:58:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2lypv.H2s@cix.compulink.co.uk>
Source record: 12039
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> An appropriate .xif driver. Whether such a thing exists I don't know.

BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also
is there any support for this sort of stuff under Linux/68k?

Thanks

Roland.

@CiX

201. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 11:38:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.29.000BA2F5@cam.ac.uk>
Source record: 11940
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors?

I haven't seen one in aaue; Simon Gornall was writing one for a scsi port ethernet adaptor.

> Also is there any support for this sort of stuff under Linux/68k?

I think they've ported a tcp/ip suite, if not it should not be too difficult to do so; whether any drivers exist for that I don't know.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

202. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 12:40:51 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Jan17.124051@phlem.ph.kcl.ac.uk>
Source record: 11941
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In article <mnb20.29.000BA2F5@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
% In article <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
%
% > > An appropriate .xif driver. Whether such a thing exists I don't know.
%
% >BTW do .XIF drivers exist for any parallel port ethernet adaptors?
%
% I haven't seen one in aaue; Simon Gornall was writing one for a scsi port
% ethernet adaptor.

I've lost my contract, as from April 1st, so I'm spending 110% of my
time looking for jobs and writing my thesis. Don't expect anything
from me :-(I haven't even switched the Falcon on for days :-((

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

203. Re: GFA Bitblt command

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 19:12:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2f1c173a_Bo.Leuf@ct.se>
Source record: 11977

```
Aasa Berndtsson wrote on 09 Jan 95 (to All )...:

> From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
>> [...]
>> big screens of the F030. The solution is to use Malloc to
> [...]
> dim screen%((384*240*1)/4) ! Reserve (384*240*1)/4 longwords =
> 384*240*1 bytes
> adr%=V:screen%(0) ! Get the adress for the dimensionised
> screen%()
>
> This way you'll have the adress in adr% but you wont be able to change
> the size of the memoryblock with your program so this is only useful if
> you know how much you want to reserve when you write the program.

ERASE screen%()
~FRE(0)
DIM screen%(newsize)

Can change the size all you want from within the program.

(illegible signature) Bo Leuf

( UUCP Dialup connection )
```

204. SozobonX JAS 2.0 pl 7 workaround

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 19:49:35 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.790372175@asterix.urc.tue.nl>
Source record: 11942

There is a nasty bug in the jas in the SOZBIN07.LZH distribution. If
have described the bug and provided a workaround. Until I get the
ftp-site here up, the workaround/bug description is available by e-mail
(about 3K):

wmpeen@urc.tue.nl

Once ftp is up, more SozobonX and programming related info will become
available ;-)

Erlend.

205. Scheme COMPILER wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 19:52:20 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.790372340@asterix.urc.tue.nl>
Source record: 11943

I am learning scheme and would like to have some sort of compiler (I already have the scm interpreter, but with that I cannot create standalone executables, and it does not support MiNT signals).

is there a scheme compiler for the ST, and where can I find it?

Erlend.

206. Microtek Flatbed Help

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-17 23:12:14 UTC
From: bede@li.net
Message-ID: <3fhise$9is@linet01.li.net>
Source record: 11944

[No readable article body recovered]

207. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-18 09:01:55 UTC
From: roemer@diomedes.rbi.informatik.uni-frankfurt.de
Message-ID: <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 11945
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2Iypv.H2s@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > An appropriate .xif driver. Whether such a thing exists I don't know.

>BTW do .XIF drivers exist for any parallel port ethernet adaptors? Also

You cannot directly connect a Pocket Lan Adapter to the Atari centronix
port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

But there exists hardware to connect a Dlink DE600 to the catridge port.
Hardware layout is available from fortec.tuwien.ac.at.

In fact I'm currently testing a self written .xif driver for this combo.
I works quiet well and the next MintNet release will contain that driver.
(ftp throughput is as good as can be expected for the DE600, ie 90k/sec
at up *and* download).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

208. SCC Interrupts on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-18 14:41:34 UTC
From: ray@camail.ca.nmp.nokia.com
Message-ID: <3fj9au$b2i@axl02it.ntc.nokia.com>
Source record: 11946

I am experimenting with serial comms between my ST's (Falcon, Mega, and STFM).
Is there a clean way of getting the Serial port interrupt addresses for the
Falcon? STxx are OK because I can use Mfpint(). But on the Falcon the SCC is
used for Serial Comms (``ST-compatible serial port'') -- and there does not
seem to be any way of setting/restoring these vectors! Any ideas?

.Ian.
--
Note- My views and Opinions

209. Re: GCC Stack Sizes.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-18 15:46:08 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3fjd40$152@cc_sysk.coventry.ac.uk>
Source record: 11947

In article <FORDEN.95Jan18123909@antelope.cs.man.ac.uk>,
Nick Forde <forden@antelope.cs.man.ac.uk> wrote:
>I'm using GCC 2.6.1 with MiNT 1.12 and MinixFS on a 2.5Mb ST.
>
>I realise that with only 2.5Mb of RAM running GCC on any decent sized
>source may cause problems, however I was wondering if anyone else is
>using a similar setup. If so I'd be interested to hear of the stack
>sizes you are using for the compiler executables (set using
>fixstk). Failing that, can anyone give me a rough guide as to what I
>should try, or how I may find out. So far its been purely up to a bit
>of trial and error.
>

You are probably best leaving it set to -1. Of course with
this you will not be able to launch any other programs
whilst gcc is running but their is not much you can do
about that. GCC does require oodles of ram G++ is a real
hog, and I set stksize to -6Mb on the falcon. On 2.5Mb
the c++ compiler is very limited you wont be able to
even #include <String.h>, well thats not quite true
but you will need to edit the file by removing all
the inline stuff and changing

#include <iostream.h>

to
class istream;
class ostream;

There are a few other changes but I can't remember them.
These problems were a major factor when I decided to go
get a falcon so I could have enough ram for g++.

By the way while porting 261 I tried setting stksize to
102400, (note positive value here) and I don't recall
too many problems, though I was a little concerned
about memory fragmentation, especially as I tend to
launch other stuff whilst compiling.

--
I'm just minding this tinderbox for someone else, honest, officer.

210. Revision Control

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-18 16:17:32 UTC
From: bericd@bri.hp.com
Message-ID: <D2Lzx9.E1K@bri.hp.com>
Source record: 11948

Hi all,

I remember hearing something a while ago about a Revision Control System for different revisions of software.

Can anyone give me any details about this, such as how useful it actually is, and where I can get hold of it (The term GNU was mentioned - so it must be free :-)) , I have looked in the GNU section in a.a.u.e but cannot find it.

Any views would be appreciated.

Beric..

211. Re: SozobonX JAS 2.0 pl 7 workaround

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-18 17:17:51 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.790449069@proffa>
Source record: 11949

In <wmpeen.790372175@asterix.urc.tue.nl> wmpeen@urc.tue.nl (Erlend Nagel) writes:

>There is a nasty bug in the jas in the SOZBIN07.LZH distribution. If
>have described the bug and provided a workaround. Until I get the
>ftp-site here up, the workaround/bug description is available by e-mail
>(about 3K):

That is known to the developers. There's also a bug in the linker.
It doesn't effect compiled programs but can sometimes chrash your machine.
Libc[i].a functions getting input from keyboard process newlines wrong
with MiNT.

New versions of binaries and libs will be available when the
developers have time for it (hey, remember that this is a freeware
project! :-).

- Eero -

212. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 00:38:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2Mn3v.HLD@cix.compulink.co.uk>
Source record: 11950
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de said:

> You cannot directly connect a Pocket Lan Adapter to the Atari centronix
> port due to lacking signals (Acknowledge, Selectin, Selectout, ...).

I wondered about this, having read your PLIP file ...

> But there exists hardware to connect a Dlink DE600 to the catridge
> port. Hardware layout is available from fortec.tuwien.ac.at.

... however I *had* heard that other TCP/IP drivers for the Atari did use
the DE600. Didn't know about the cartridge port bit.

> In fact I'm currently testing a self written .xif driver for this
> combo. I works quiet well and the next MintNet release will contain
> that driver. (ftp throughput is as good as can be expected for the
> DE600, ie 90k/sec at up *and* download).

Now thats *exactly* what I hoped you would say! Any chance of it working
on a TT?

Thanks

Roland.

@CiX

213. Re: Revision Control

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 10:14:53 UTC
From: forden@antelope.cs.man.ac.uk
Message-ID: <FORDEN.95Jan19101453@antelope.cs.man.ac.uk>
Source record: 11951

> bericd@bri.hp.com (Beric Dunn) writes...
>
> Hi all,
>
> I remember hearing something a while ago about a Revision Control
> System for different revisions of software.
>
> Can anyone give me any details about this, such as how useful it
> actually is, and where I can get hold of it (The term GNU was
> mentioned - so it must be free :-)) , I have looked in the GNU
> section in a.a.u.e but cannot find it.
>
> .....
>

I would recommend using RCS which is popular on many UNIX systems.
You can get it at a.a.u.e in the 'Programming' directory (I think).
Version 5.6 is available there, complete with source code in the file
'rcs56.zoo'. There are also another few versions at a.a.u.e, you can
find these by doing a grep for 'rcs' on the index.

I started using RCS some time ago as I was required to for a
programming project I was working on. Since then I have been a
complete convert. I now find myself using it to backup almost every
text based file I create, including WP documents, POSTSCRIPT files,
shell scripts etc.

Its pretty easy to get started with it as you only need to know a few
commands to begin backing things up. Once up and running there is a
whole host of additional commands you can use to configure it to your
preferences.

I hope this is of some help.

Nick.
-----

214. CC65

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 11:52:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f1e5484_Per.Erik.Peterson@ct.se>
Source record: 11958

Hello evry 8-bitters (I also have some 16-bits Ataris but...)

I wonder if there is someone here who have been in contact whith CC65??

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

215. stosFAC

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 15:20:06 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D2nrxJ.4AD@bath.ac.uk>
Source record: 11952

```
--------------------------------------------------------------------------------

****** ****** ****** ****** ****** **** ******
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** **
***** ** ** ** ***** ****** ******** ** **
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** ***
***** ** ****** ***** ** ** ** ********
****
--------------------------------------------------------------------------------

STOS FAQ v0.8

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: mbitdc9235@newi.ac.uk - a.k.a MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
ma2lgj@midge.bath.ack.uk - a.k.a Les Greenhalgh
ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming
language, STOS. If you wish to add any new sections to this FAQ, please
send an example outline to the above Email address.

Abbreviations used.
-------------------

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents
--------

Section: Areas covered:

1 What is STOS ?

2 Where do I get hold of it ?
```

3 What is it like to program ?

4 What extras are available to compliment it ?

5 Can I *really* write commercial quality games with it ?

6 Are there any books available ?

7 What are extensions, and where do I get them from

8 Recommended programs - commercial & shareware

9 Miscellaneous section

---

1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition ......

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals, however ST Doormat, oops, ST Format will sell you the complete STOS kit. That includes the following:

STOS, STOS Compiler, STOS Maestro (with sampler?)

for around the 60 quid mark. Not sure about this at the moment, until I dig out one of my magazines and have a read.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh (full review coming soon!)

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

[Hopefully, after my HND is over and I manage to get hold of a modem, I will do proper reviews of ALL the STOS stuff I have got. The definitive review will be posted in parts as soon as I have the time ! - MUG U.K]

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions. Does anyone know if Sigma released an accompanying disk with all the routines typed out ? If not, anyone fancy knocking up a disk since the book has not exactly been supported by Sigma ?

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 11 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat and ST Review regards STOS, along with a similar listing of useful routines and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy reference guide will give you the keyword and appropriate parameters for each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being MISTY and MISSING LINK, both been written by a group called Top Notch. They add commands which SHOULD have been in STOS from the start.

Les Green (ma2lgj@midge.bath.ac.uk) is in the middle of adding some superb sprite routines to his own extension. It also allows STE hardware screens to be used etc. More details when it is released.

Andrei has sent me the following exhaustive list of extensions available for STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh. I will use Les' version as it lists the FTP sites where most of them can be found. Take it away Les ....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can
use any of the STs bitplanes, instead of 4 at a time in STOS.
Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and
commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a extra.zip
loads of miscellaneous commands including cookie reading commands, mirror
and blur sections of screen , paste strings in opaque mode, format text,
detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better
performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing
abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures.
Never used it. Depacking ability surpassed by Missing Link. TML supports

packers that can pack tighter than STOS Squasher (eg. Pack Ice).
Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd)
Can be found: a.a in uploads directory in blitter.zip
Includes commands for reading a parallel port joystick adaptor, a switch construct for STOS, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive and 1 meg. Too limited, no commands for rotating around current heading and no commands for representing horizons, ground, etc. Very large files. Objects cannot be stored in banks, but have to be loaded with purpose made extension commands.

Other forms of extensions that you know about would be appreciated in this list. As ()rm recently suggested, all those who are in the process of writing an extension, put your heads together and come up with one mother of an extension !!

There are other ways of improving STOS without having to use extensions. These take the form of machine code routines which you pass some variables and call them. A few of them have been taken from the same list as compiled by Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY command. Top Notch used this in their demos before they wrote MISTY which now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has

problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones ......

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

A STOS Patch program (enables your compiled code to work on ST, TT & Mega STE and even the Falcon !!!)

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code .... Monopolistic practicies anyone ? Anyone fancy making a new version without the large Goodmans advert ? Or is that enticing piracy ??

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately, especially the compiler. You will then be able to make programs that run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension compile. I am not sure whether or not it is nescesary or not if you are not using the tracker extension.

I once remember hearing in 1990 that Francois Lionet was writing a version of STOS called STOS PRO (or STOS PLUS). For some reason, this was abandoned. Francois did have to leave programming to do his military service. I am not sure if he is back yet (not as far as I know as AMOS Pro is waiting to be upgraded to AGA chipset - MUG U.K)

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari 8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace them with sound effects from a piece of hacked music ! Try the following:

Count Zero - Killing Game Show (20 SFX)
Mad Max - Numerous pieces have Sound FX embedded
David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke to use the standard ST keyboard click from STOS, but I don't remember it. [Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows extension).

You may want to mention that it was written in STOS directly on the title screen, or say this in the documentation. The idea is that as well as letting people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either incompatible with the Falcon, or has a pack ratio similar to that of the original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well
as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon
but I will release some source code that might allow
you to make your own program headers for data file
packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all
these years. Compatible with the Falcon but it
cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer
formats back into STOS code so you can patch them and repack them to work on
newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be
a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the
STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions
to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to
distribute this FAQ, but please do not distribute any versions lower than
v1.0 as they are pre-release and probably quite embarrassingly small in size.
Also do not forget to credit that this FAQ was generated by members of the
STOS Mailing List.

216. Extended GEM 2.10 (English documentation?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 15:53:51 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f1e8b5e@sirius.herts.ac.uk>
Source record: 11953

I while back people said they were converting the documentation to English.. has been done yet?

Alex Nicholls
A.I.Nicholls@herts.ac.uk

217. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 16:08:30 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.S9SERpKeEzVvs@nostromo.in-berlin.de>
Source record: 11954
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
]
] But there exists hardware to connect a Dlink DE600 to the catridge port.
] Hardware layout is available from fortec.tuwien.ac.at.

Whar I'd need to know is: What about compatibility between different
parallel-port connectors ? (hardware and software)

Do I have to buy this special connector to use the interface and software
from the TU Wien or can I use any other connector as well ?

My most favorite software (besides the basic driver) would be a
'harddisk' driver that can mount NFS-volumes as if they were plain
AHDI drives and a simple telnet client.

A great thing to have would be a SCSI-network connector that can
disguise as a plain SCSI harddisk to the machine it is connected to.
This would be dead simple to use from the ST or any other SCSI-capable
machine without the need for special network driver software...

Greetings,
Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

218. Re: st basic with speech manager

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 18:52:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f1eb7b0_Per.Erik.Peterson@ct.se>
Source record: 11959

The Winter 1995 wrote Olav-Andreas Marschall following stuff...:

OM> another curiosity of mine is the necessity of using the monitor, can
OM> I fool the st with using just a plug connected to only a speaker ?

Its better if you connect this wire directly to an amplifier instead I think.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

(UUCP Dialup connection)

219. Re: SCC Interrupts on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-19 19:35:30 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <qw&ce8bfpik@moacs11>
Source record: 11960

In <3fj9au$b2i@axl02it.ntc.nokia.com>, Ian Ray wrote:

> Is there a clean way of getting the Serial port interrupt addresses for the
> Falcon?

Setexc() I suppose.

Waldi

220. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 01:14:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2oJFt.AG2@cix.compulink.co.uk>
Source record: 11955
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> In <3file3$9a2@zeus.rbi.informatik.uni-frankfurt.de>,
> roemer@diomedes.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
>]
>] But there exists hardware to connect a Dlink DE600 to the catridge
> port.] Hardware layout is available from fortec.tuwien.ac.at.
>
> Whar I'd need to know is: What about compatibility between different
> parallel-port connectors ? (hardware and software)

Well in my experience different adaptors need different drivers. The DE600
and DE620 won't work with each others drivers for instance. DLINK and
XIRCOM need their own drivers as do LONGSHINE. AFAICS you need a *real*
DE600 to get this to work. OTOH DE600 are obsolete - so you should be able
to pick one up quite cheaply. They might even be available new still.

> Do I have to buy this special connector to use the interface and
> software from the TU Wien or can I use any other connector as well

I FTPed some of the stuff on the DE-600/Cartridge adaptor board yesterday.
The .IMG circuit diagram make sense - but the PCB seems to be in HP plotter
language (at least thats my guess). Does anybody make/sell a PCB for this
adaptor - or alternatively have the PCB in a bitmap file I could make my
own template from?

> My most favorite software (besides the basic driver) would be a
> 'harddisk' driver that can mount NFS-volumes as if they were plain
> AHDI drives and a simple telnet client.

Surely MiNT-Net can already do this? At least I can mount TT volumes on
my Linux PC. I haven't tried telnet myself.

> A great thing to have would be a SCSI-network connector that can
> disguise as a plain SCSI harddisk to the machine it is connected to.
> This would be dead simple to use from the ST or any other SCSI-capable
> machine without the need for special network driver software...

Yes - but how does this adaptor know how to present the data to the computer?
Not all computers partition their disks alike. Plug it into a Mac and it
will need to pretend to be a Mac partition. Plug it into a Mini, it hasn't
a hope of knowing whats expected.

Of course it wouldn't be impossible to build a sort of hardware NFS
solution which appeared to be a CD-ROM (hence ISO9660 format). However this
would be pretty limited (how do you choose which remote partition to mount?
Size of the partition limited to 680Mb or so) - and also you still need
CD-ROM drivers. A nice hack for the Atari - but I don't really see any

commercial advantage. The Atari has been very poorly supported in the networking area. This is now changing (with MiNT-Net and Linux/68k), and it makes sense to implement the Atari end in a flexible way that had more uses than just sharing files.

:-)

Roland.

@CiX

221. GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 07:35:59 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan20.073559.21845@gov.nt.ca>
Source record: 11957

Hello, all!

For all you GFA Basic programmers out there, I have stumbled upon something that I get the impression has stumped many GFA programmers for some time. I got the BMOVE command to do some VERY NICE horizontal scrolling. With this, the posibilities are limitless! I figured it out by accident while trying to write some code that would deal with another scrolling problem I was having. However, when I typed some certain stuff, and ran the program, it just scrolled horizontally. So, I fiddled around until I had figured out how to control it. Here is the code:

screen1% is the screen you start with, which you are moving FROM.
screen2% is the screen you end up with, the one you are moving TO.

```
Move the entire screen 1 screen to the right:
For I=0 To 80 Step 2
Bmove Screen1%,Xbios(2)+I,32000
Bmove Screen2%,Xbios(2)-32000+I,32000
Next I
Move the entire screen 1 screen to the left:
For I=0 To 80 Step 2
Bmove Screen2%,Xbios(2)-I,32000
Bmove Screen1%,Xbios(2)+32000-I,32000
Next I
Using a value of 80 moves the image one screen width
Uneven numbers for the steprate are VERY slow, so use even ones.
A step rate of 2 moves the screen at a fairly reasonable speed
```

Atarinator

222. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 07:45:55 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <3fnpnj$imb@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 11956
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2Mn3v.HLD@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > In fact I'm currently testing a self written .xif driver for this
> > combo. I works quiet well and the next MintNet release will contain
> > that driver. (ftp throughput is as good as can be expected for the
> > DE600, ie 90k/sec at up *and* download).

>Now thats *exactly* what I hoped you would say! Any chance of it working
>on a TT?

Yes, of course this should work on the TT without changes (except that there
may occure some timing problems within the driver because I can't test it on
any machine faster than 16MHz).

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

223. VDI colour resolution , was: How does VDI cope with truecolour?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 12:24:29 UTC
From: jdmt@dcs.ed.ac.uk
Message-ID: <D2pEGu.7rs@dcs.ed.ac.uk>
Source record: 11966

Hi,
Thanks to the people who replied to my previous post. I am considering
getting NVDI ET4000 instead of coding my own VDI drivers, but I am not sure that it
would work with my DIY setup and I am also considering upgrading my SVGA card to
a 64-bit accelerated one, so I will probably have to write some drivers anyway.

So, can anyone tell me how the VDI deals with colour resolution? I know that when
setting up a palette, you specify RGB components in the range 0-1000, with 0 being
none and 1000 being full-brightness, but does the VDI know or care about the colour
resloution of the output device ? Is there a standard way to determine the colour res.
of the output device so that applications don't try to allocate 20 palette settings
which all map to the same phsyical hue?

Cheers,
Joe.

224. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 15:40:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501201440.AA00348@ilmen.lanl.gov>
Source record: 11963

In a previous article, gopher@gov.nt.ca (Gopher User) wrote:

> For all you GFA Basic programmers out there, I have stumbled upon
> something that I get the impression has stumped many GFA programmers
> for some time. I got the BMOVE command to do some VERY NICE
> horizontal scrolling. With this, the posibilities are limitless!
[...]
> - Atarinator

This isn't a pirate BBS... we use real names here (more polite, ya know?)

At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure out how to use it without bringing your system down in a pall of smoke! Your 'revelation' is not exactly new, of course, but poorly documented in the GFA references (as is everything else) so you are still to be congratulated for figuring it out for yourself.

While I do very little GFA work anymore, I used to use BMOVE all the time (along with PUT, GET, SPUT and SGET) to build screens in the background (at a logical address) and then 'pop' them to the foreground (at the physical address). It's also a great way to simulate complex sprites.

Of course, my book, 'The GFA BASIC Toolkit,' explained all this with plenty of sample code to insert into your own programs. Alas, it's out of print and I don't think Taylor Ridge Books will run any more of 'em.

-Hutch- @ Fair Dinkum Tech

225. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 16:06:47 UTC
From: diehl@wink.io.org
Message-ID: <3fon2n$9j7@ionews.io.org>
Source record: 11968

Mattias Flodin (m9036@oden.abc.se) wrote:
: I do not know of one single program for the Atari that switches to another
: resolution an then succeeds in re-initializing the whole VDI so that windows
: and like works without problems. The AES/VDI was never intended to work in
: this way. If you wish to use a specific resolution you should tell the user
: that in an alert box that appears if the the program was launched in the
: wrong resolution.

: If, however, you have an urge to accomplish a VDI resolution switch, I
: have some ideas on how to do it.
: Initialize the VDI in the same way AES does; it calls v_opnwk to open a
: physical workstation. You should open the screen workstation, I think it's
: number 0. Or perhaps it was 1...
: Anyway, you then use the handle you get whenever you draw using VDI
: routines. This will only affect the VDI - not the AES. So the alert boxes
: will probably not be centered on the screen, except from that they will look

This completely negates the whole reason I want to do this in the verst
place; It's for a program I wrote called LoadLow, and its whole purpose is
to allow you to drag-and-drop (or use as a .TTP) games onto it that don't
switch resolutions themselves, so that you can load them in the proper
resol;ution without _having_ to deal with those stupid alert boxes that tell
you to switch. So I'd actually _need_ to be able to reset the AES. I've
tried v_opekwk(0) and it doesn't do anything useful that I can see.

: okay.

: -Mattias Flodin-
:

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

226. HPGL

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 18:01:22 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3fotpi$jbc@romulus.ucs.uoknor.edu>
Source record: 11967

van@cix.compulink.co.uk ("Roland Givan"), in reference to the
DE-600/Cartridge adaptor board, writes:

>the PCB seems to be in HP plotter language

The following files will convert HPGL to mf, eps, pcl, pcx, pic, img or pre
formats:
On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo

227. Re: Revision Control

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 20:12:10 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FAVJBAUQUp@stingray.manawatu.gen.nz>
Source record: 11961

```
> I remember hearing something a while ago about a Revision Control
> System for different revisions of software.
>
> Can anyone give me any details about this, such as how useful it
> actually is, and where I can get hold of it ( The term GNU was
> mentioned - so it must be free :-) ) , I have looked in the GNU
> section in a.a.u.e but cannot find it.

In the Utilities directory of a.a.u.e.

rcs5ap1b.lzh ?? Apratt's revision control system binaries
rcs5ap1m.lzh 9 Apratt's revision control system bug fix
rcs5ap1s.lzh ?? Apratt's revision control system sources

I haven't tried these, but that's where they are, anyway.

Have fun!
Richard =8-]

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

228. .GEM or .CVG file-format

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 21:13:53 UTC
From: drz@raven.cybercom.com
Message-ID: <3fp92h$fm8@crow.cybercom.com>
Source record: 11964

Hi, does anybody know how .GEM (GEM vector graphic) or .CVG (Calamus vector graphic) file formats are put together? I'm trying to write a little GFA proggie which changes data into a graph. All I really need is to be able to put line-segments. I can then add labels in an art-package.

advTHANKSance, Tim

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.

229. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-20 21:20:35 UTC
From: drz@raven.cybercom.com
Message-ID: <3fp9f3$fva@crow.cybercom.com>
Source record: 11962

hutch@ilmen.lanl.gov (Hutch) writes:

>> for some time. I got the BMOVE command to do some VERY NICE

>At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure

Talking about handy tools, here's an undocumented command:
CURVE x1,y1,x2,y2,x3,y3,x4,y4
This commands draws bezier curves. :-)

>While I do very little GFA work anymore, I used to use BMOVE all the time
>(along with PUT, GET, SPUT and SGET) to build screens in the background
>(at a logical address) and then 'pop' them to the foreground (at the
>physical address). It's also a great way to simulate complex sprites.

A much faster way of doing this is to switch the logical and the physical
address. That way you only move a couple of bytes (and it isn't dependent
on the screensize).

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
'':..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.

230. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-21 01:18:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2qEAr.JB8@cix.compulink.co.uk>
Source record: 11965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> > Now thats *exactly* what I hoped you would say! Any chance of it
> > working on a TT?
>
> Yes, of course this should work on the TT without changes (except that
> there may occure some timing problems within the driver because I
> can't test it on any machine faster than 16MHz).

:-)

Good news!

All I have to do is sort the hardware out. I've located a spare DE600 -
just need the interface board.

Roland.

231. ST Assembler - Coming Soon

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-21 01:21:19 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SOL.3.91.950121011710.4722A-100000@mary.bath.ac.uk>
Source record: 11969

ST Assembler is a WWW page that I'm working on at the moment. It will contain all the Atari ST/E hardware details that I can get hold off, and will contain at a later data Assembler code to demonstrate the use of the hardware.
I will be adding most of the information over the next few days, and then the source code bits over the next week. (Well depending on how fast I can type anyway).

The very small and not yet html'ed ST assembler can be found at:

http://www.bath.ac.uk/~py4sdh/index.txt

If anyone has any questions or want to donate info, articles or source code you can email me at:

py4sdh@bath.ac.uk

232. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-21 22:26:30 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>
Source record: 11970
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
] > My most favorite software (besides the basic driver) would be a
] > 'harddisk' driver that can mount NFS-volumes as if they were plain
] > AHDI drives and a simple telnet client.
]
] Surely MiNT-Net can already do this? At least I can mount TT volumes on
] my Linux PC. I haven't tried telnet myself.

You have it in the wrong direction although the other way round would be
useful as well. But I'm not sure whether I really want to use MiNT on a
plain simple 520STM, even with a speeder installed...

] > A great thing to have would be a SCSI-network connector that can
] > disguise as a plain SCSI harddisk to the machine it is connected to.
]
] Yes - but how does this adaptor know how to present the data to the computer?

If it fakes a real harddisk drive it doesn't have to. This would be a raw
disk w/o a filesystem. The drawback would be that the exporting machine
won't be able to access the files itself...

Greetings,
Ripley

PS: Anyone out there know about a source for a DE600 adaptor ?
--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

233. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 04:20:03 UTC
From: diehl@nudge.io.org
Message-ID: <3fsmdj$81g@ionews.io.org>
Source record: 11971

Doctor Zweistein (drz@raven.cybercom.com) wrote:
: hutch@ilmen.lanl.gov (Hutch) writes:

: >> for some time. I got the BMOVE command to do some VERY NICE

: >At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure

: Talking about handy tools, here's an undocumented command:
: CURVE x1,y1,x2,y2,x3,y3,x4,y4
: This commands draws bezier curves. :-)

This has been cited in a few referencees; I got it out of "Programmnig with GFA Basic 3.0" by Gottfried P. Engels and Markus C. Gorgens (published by Michtron). I wrote a small demo using it... (I write it simply to illustrate the usage of CURVE)

: >While I do very little GFA work anymore, I used to use BMOVE all the time
: >(along with PUT, GET, SPUT and SGET) to build screens in the background
: >(at a logical address) and then 'pop' them to the foreground (at the
: >physical address). It's also a great way to simulate complex sprites.

: A much faster way of doing this is to switch the logical and the physical
: address. That way you only move a couple of bytes (and it isn't dependent
: on the screensize).

I tried doing this -- swapping physbase with logbase, but it doesn't seem to work for me. Could you post an example? It would seriously speed up some routines I use.

: --
: .. Doctor Zweistein, aka Baruk or Tim Newsome
: ''::..
: D ''':: drz@raven.cybercom.com | Microsoft is not the answer.
: ..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

234. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 04:46:56 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3fso00$igu@acmez.gatech.edu>
Source record: 11972

Mattias Flodin (m9036@oden.abc.se) wrote:

> I do not know of one single program for the Atari that switches to another
> resolution an then succeeds in re-initializing the whole VDI so that windows
> and like works without problems. The AES/VDI was never intended to work in
> this way.

This is yet another classic example of Atari never fixing a problem
with TOS. From when the ST was introduced, users would have liked to
have the ability to change resolutions on the fly. Rumors about this
feature came before the STE, TT, and Falcon were released. None ever
achieved this. The only real problem I can see with changing rezs is
that desk acc dialog would have to adapt, and since desk accs are
external to TOS, that would make old, unsupported ones not work and
require a protocol for fixing the forms to the new rez for supported
accs.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

235. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 13:48:30 UTC
From: m9036@oden.abc.se
Message-ID: <3ftnne$hno@oden.abc.se>
Source record: 11973

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: Interesting note, but not related to the original question.....

: Does anyone know how GFA Raytrace managed it's trick with the switched resolutions?
: Most of the screen is displayed in ST-Low (with palette switching to get 512 colours)
: but the menu (about 1.5 inches at the right of the screen) is displayed in ST-Medium.
: A neat trick - how was it done?

I've never tried this myself, but I think it works:
You know that you set the Timer B control register to 8 when you want it to execute the interrupt every HBL. Then we have the delay mode (<8), for instance setting the control reg to 1 means that the number of times the interrupt occurs is divided by 4, thus making the interrupt occur every fourth line.
But if you set it to >8, the effect will be the opposite. I.e. if you set the control reg to 9 the interrupt will occur 4 times as often. This means that your interrupt rout will not only be called after every line is drawn (on a 320x200 screen that would be on pixel no. 320), but also on pixel no. 80, 160 and 240.

-Mattias Flodin-

236. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 13:52:14 UTC
From: m9036@oden.abc.se
Message-ID: <3ftnue$hno@oden.abc.se>
Source record: 11975

Eric March (diehl@wink.io.org) wrote:
: This completely negates the whole reason I want to do this in the verst
: place; It's for a program I wrote called LoadLow, and its whole purpose is
: to allow you to drag-and-drop (or use as a .TTP) games onto it that don't
: switch resolutions themselves, so that you can load them in the proper
: resol;ution without _having_ to deal with those stupid alert boxes that tell
: you to switch. So I'd actually _need_ to be able to reset the AES. I've
: tried v_opekwk(0) and it doesn't do anything useful that I can see.

Oh, I thought that you were going to use it for _your_own_ program.
Well, I don't know how to cause other programs to re-initialize the AES, it
is probably impossible. But on the other hand, I thought most games used
their own graphics routs, not the AES...

-Mattias Flodin-

237. Re: GFA Basic Query....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 13:59:54 UTC
From: m9036@oden.abc.se
Message-ID: <3ftocq$hno@oden.abc.se>
Source record: 11976

```
Gopher User (gopher@gov.nt.ca) wrote:
: I have a query related to this topic, although it's nothing to do with the
: above, but whoever left the above messages seems to know a bit about GFA
: Basic. I have no manual, only a quick reference, thus I am unable to
: figure out how to use the BMOVE command. How can it be used for nice, smooth
: animation? If you know how, please could you let me know.

Well, I believe the syntax is:

Bmove source adress, destination adress, length in bytes

So moving 32000 bytes from a string variable to the screen should be:

Bmove V:A$,Xbios(2),32000

If you want to make a full-screen animation you can keep all the pictures in
a string array, and then copy them to the screen:

Scradr%=Xbios(2)
Do
For Picnum&=0 to 9
Vsync
Bmove V:A$(Picnum&),Scradr%,32000
Next Picnum&
Loop

-Mattias Flodin-
```

238. Re: DMA-Sound-Interrupt

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 14:04:04 UTC
From: m9036@oden.abc.se
Message-ID: <3ftokk$hno@oden.abc.se>
Source record: 11974

```
Torsten Mohr (hitm@asterix.rz.tu-clausthal.de) wrote:
: I'm trying to program the MFP-Interrupt A to be called
: after a DMA-Play-routine, because i want my programm
: to change some variables after playing, but the
: Interrupt is not called. Who can help me ?

What computer do you have, STE/TT or Falcon?

-Mattias Flodin-
```

239. acad

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-22 22:49:30 UTC
From: Sylvain_Pombert@Infopuq.UQUEBEC.CA
Message-ID: <D2twqL.5pI@UQuebec.CA>
Source record: 11978

[No readable article body recovered]

240. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 00:53:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2u2GD.KwG@cix.compulink.co.uk>
Source record: 11979
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <H.elB.JX7fcWNL5h2LY@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:

> In <D2oJFt.AG2@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk

> Surely MiNT-Net can already do this? At least I can mount TT volumes
> on my Linux PC. I haven't tried telnet myself.
>
> You have it in the wrong direction although the other way round would
> be useful as well. But I'm not sure whether I really want to use
> MiNT on a plain simple 520STM, even with a speeder installed...

Well yes it would be nice if I could do it the other way around, but the
sad fact is that currently I can mount TT partitions on my Linux PC, but
not the other way around. There is no good reason for this - I just
haven't tracked the problem down yet. :-(

> Yes - but how does this adaptor know how to present the data to the
> computer?
>
> If it fakes a real harddisk drive it doesn't have to. This would be
> a raw disk w/o a filesystem. The drawback would be that the exporting
> machine won't be able to access the files itself...

Okay - so I can see this working, but yet again why bother? If the
exporting machine can't read the disk, then you might as well just connect
a real SCSI disk instead of this adaptor. SCSI disks are cheap as people
actually have a use for them. An adaptor as you describe doesn't seem to
have a market. Well at least I can't see one.

> PS: Anyone out there know about a source for a DE600 adaptor ? --

Or in my case - the board to connect a DE600 to the cartridge port (or even
a source for the PCB - or *even* a picture of the PCB ;-)

:-)

Roland.

@CiX

241. Re: GFA Res Switching

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 10:39:09 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3g010d$lus@m1.cs.man.ac.uk>
Source record: 11980

In article <3fso00$igu@acmez.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
|> Mattias Flodin (m9036@oden.abc.se) wrote:
|>
|> > I do not know of one single program for the Atari that switches to another
|> > resolution an then succeeds in re-initializing the whole VDI so that
|> windows
|> > and like works without problems. The AES/VDI was never intended to work in
|> > this way.
|>
|> This is yet another classic example of Atari never fixing a problem
|> with TOS. From when the ST was introduced, users would have liked to
|> have the ability to change resolutions on the fly. Rumors about this
|> feature came before the STE, TT, and Falcon were released. None ever
|> achieved this. The only real problem I can see with changing rezs is
|> that desk acc dialog would have to adapt, and since desk accs are
|> external to TOS, that would make old, unsupported ones not work and
|> require a protocol for fixing the forms to the new rez for supported
|> accs.

I think that under MultiTOS there is a way of doing this. You can request that the sytem changes resolution. The system will then automatically shutdown all apps. that are running that understand this call, and Change rez. as if you had selected set video mode (on the F030). Many programs dont recognise this, and as, MultiTOS tells the calling program that the rez. change has failed.

I think that it works with DA's (these are treated as normal processes under MiNT.

I have not done this, but I have been reading M.A.S.S. to learn some of the new AES stuff. :-)

Anthony

242. Re: .GEM or .CVG file-format

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 12:03:48 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3g05v4$6fv@whitbeck.ncl.ac.uk>
Source record: 11982

In article <3fp92h$fm8@crow.cybercom.com>, drz@raven.cybercom.com (Doctor Zweistein) writes:
>Hi, does anybody know how .GEM (GEM vector graphic) or .CVG (Calamus
>vector graphic) file formats are put together? I'm trying to write a
>little GFA proggie which changes data into a graph. All I really need is
>to be able to put line-segments. I can then add labels in an art-package.

The easiest way (from a programming point of view) is to use GDOS to create your metafiles for you. Then all you do is open a metafile device (31 usually) with v_opnwk() then draw what you want to that device, then close it. That creates a .GEM file without you needing to know the format.

The format was documented in an old issue of ST-World, and also (I think) in the Atari Compendium, if you really feel you should roll-your-own.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

243. Re: VDI colour resolution , was: How does VDI cope with truecolour?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 12:52:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g08r5$t37@percy.cs.bham.ac.uk>
Source record: 11981

jdmt@dcs.ed.ac.uk (Joe Tapply) writes:
>So, can anyone tell me how the VDI deals with colour resolution? I
>know that when setting up a palette, you specify RGB components in the
>range 0-1000, with 0 being none and 1000 being full-brightness, but
>does the VDI know or care about the colour resloution of the output
>device ? Is there a standard way to determine the colour res. of the
>output device so that applications don't try to allocate 20 palette
>settings which all map to the same phsyical hue?

Yes, an application can inquire the actual device palette settings
from the VDI (mapped from 0 to 1000, as usual) There is no way to tell
apps not to create more than one palette entry with the same physical
entries (why should there be?)

Check the vq_color call - a flag parameter switches between returning
the VDI's idea of the palette entry and the hardware's idea of the
palette entry.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

244. Re: HPGL

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 14:01:35 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1995Jan23.140135.24010@rhrk.uni-kl.de>
Source record: 11983

bh@okcforum.osrhe.edu (Bill Hallman) writes:

>van@cix.compulink.co.uk ("Roland Givan"), in reference to the
>DE-600/Cartridge adaptor board, writes:

>>the PCB seems to be in HP plotter language

>The following files will convert HPGL to mf, eps, pcl, pcx, pic, img or pre
>formats:
> On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
> On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
But the HP2xx does not work correctly...
I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes
pbm to everything u wants..

Greetings Gunther

--

245. Recalibrating a RLL-Harddisk

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 14:14:11 UTC
From: bowinke@uni-muenster.de
Message-ID: <3g0djj$g8q@majestix.uni-muenster.de>
Source record: 11793

```
Hi atari-freaks,

I'm searching for a recalibrating-tool for RLL/MFM-Harddisks,
like under Norton Utilities for the PC.

??
greetings Joerg
```

246. Falcon 256 colour regs.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 16:22:59 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3g0l53$5d@m1.cs.man.ac.uk>
Source record: 11984

Hi, I am in the process of writing an extension for STOS for the Falcon. I have various bits
up and running, but am having trouble with the 256 colour palette. My poblem is, where are the
palette entries stored?

The hardware document (you know the one I mean...) says that they are stored in longwords from
$ff9800 to $ff98fc. How can this be? I make it 252 bytes - ie 63 longwords, not 256.

Where are they actually stored, and in what format?

Oh, and because it's STOS, I cannot use the VDI to set it...

Cheers

Anthony Jacques

(either mail, or post here)

247. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 16:51:16 UTC
From: roemer@achilles.rbi.informatik.uni-frankfurt.de
Message-ID: <3g0mq4$mqc@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 11985
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>
>Or in my case - the board to connect a DE600 to the cartridge port (or even
>a source for the PCB - or *even* a picture of the PCB ;-)

I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants to know this I can look up the address. But I'm sure you can get it cheaper somewhere.

The PCB's are available as HP plotter files from fortec.tuwien.ac.at. You can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site, eg. gnu.ai.mit.edu) to convert into something printable.

You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the adapter hardware, whether the board is still available (it was in the past for few bucks).

The driver for the DE600 is contained within MintNet 0.7, which is available from my WWW home page from now on and should appear on a.a.u.e these days.

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

248. Test

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 17:22:00 UTC
From: acscert@ubvms.cc.buffalo.edu
Message-ID: <D2vC60.3pn@acsu.buffalo.edu>
Source record: 11986

```
Test article...
```

249. Re: Falcon 256 colour regs.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 18:50:22 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3g0tpe$1n1@nyheter.chalmers.se>
Source record: 11987

I've edited the original text somewhat to make the lines readable.

In article <3g0l53$5d@m1.cs.man.ac.uk>,
Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:
>
>Hi, I am in the process of writing an extension for STOS for the Falcon.
>I have various bits up and running, but am having trouble with the 256
>colour palette. My problem is, where are the palette entries stored?

You should not access the hardware directly if there is another way.

The XBIOS palette handling is something I think Atari should have spent
at least _some_ time thinking about. Not only did they spell the original
call wrong at first, but there are now _three_ different calls!

On the ST you have Setpalette (originally Setpallete)
TT EsetPalette
Falcon VsetRGB

It's not difficult to write your own routine to convert and use the
correct call (email if you want C source), but it's embarrassing that
it should be necessary.

Anyway, on the Falcon you should use XBIOS 93 as follows:
(The xbios call format can differ between compilers and languages, but
hopefully you have something very much like it. It's simply supposed
to stack its arguments and call the XBIOS.)

```
#define VsetRGB(a,b,c) xbios(93,a,b,c)
VsetRGB(start, n, map);
```

Where 'start' is the index of the first colour you want to change (16 bit),
'n' is the number of colours to change (16 bit) and
'map' is a pointer to the new colourmap array of longs (32 bit) 0x00RRGGBB.

To get the old palette values, use XBIOS 94 (VgetRGB) in the same way.

>Oh, and because it's STOS, I cannot use the VDI to set it...

If anyone knows how to convert between the VDIs colour indices and the
physical ones, I'd very much like to hear about it.
(I wonder if the programmer responsible for all this was a secret agent
for that other company... ;-)
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

250. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 21:24:11 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan23.212411.5151@gov.nt.ca>
Source record: 11988

In article <3fp9f3$fva@crow.cybercom.com> drz@raven.cybercom.com (Doctor Zweistein)
writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>> for some time. I got the BMOVE command to do some VERY NICE
>
>>At any rate, yeh, BMOVE is a handy tool in GFA BASIC once you figure
>
>Talking about handy tools, here's an undocumented command:
>CURVE x1,y1,x2,y2,x3,y3,x4,y4
>This commands draws bezier curves. :-)
>
>>While I do very little GFA work anymore, I used to use BMOVE all the time
>>(along with PUT, GET, SPUT and SGET) to build screens in the background
>>(at a logical address) and then 'pop' them to the foreground (at the
>>physical address). It's also a great way to simulate complex sprites.
>
>A much faster way of doing this is to switch the logical and the physical
>address. That way you only move a couple of bytes (and it isn't dependent
>on the screensize).

Yeah, but how do you do that?

Atarinator

251. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 21:27:35 UTC
From: gopher@gov.nt.ca
Message-ID: <1995Jan23.212735.5594@gov.nt.ca>
Source record: 11989

In article <9501201440.AA00348@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, gopher@gov.nt.ca (Gopher User) wrote:
>
>> For all you GFA Basic programmers out there, I have stumbled upon
>> something that I get the impression has stumped many GFA programmers
>> for some time. I got the BMOVE command to do some VERY NICE
>> horizontal scrolling. With this, the posibilities are limitless!
>[...]
>> - Atarinator
>
>This isn't a pirate BBS... we use real names here (more polite, ya know?)
>
I'm sorry for not using my real name, but I don't think it's a good idea to
say who you are when you have hacked into an unauthorized account and are
using it to post messages on the Usenet.

>-Hutch- @ Fair Dinkum Tech

Atarinator

252. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-23 21:55:50 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>
Source record: 11791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
] > PS: Anyone out there know about a source for a DE600 adaptor ? --
]
] Or in my case - the board to connect a DE600 to the cartridge port (or even
] a source for the PCB - or *even* a picture of the PCB ;-)

I seem to remember that there have been pictures of the cartridge port
to DE600 connector in the driver package from TU-Wien. They have been
in GEM-img format which is supposed to be easy to handle on the ST. It
is even possible to use them on a unix-box if you have the pbmplus (or
netpbm as it's called nowadays) package to convert the image data...

Greetings,
Ripley

PS: There is ka9q giving SLIP for the ST, but is there a PPP package ?
I didn't get the SLIP on my unix machine to work at all...

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

253. RSC-file >64K ???

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-24 00:53:34 UTC
From: vegard@henry.interlink.no
Message-ID: <3g1j2e$gj@henry.interlink.no>
Source record: 11790

[No readable article body recovered]

254. GCC: Usage of -mbaserel

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-24 08:55:23 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.95Jan24085523@hpbeo82.bbn.hp.com>
Source record: 11792

Good morning.
I'm looking for documentation of the -mbaserel option in the newer Atari
versions of GCC. I only found some rather old docs on atari.archive,
which didn't mention this option.

Thanks in advance,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

255. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 00:57:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2xs0L.Aw1@cix.compulink.co.uk>
Source record: 11794
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In message <H.elB.HKYgb5dS&HcC2@nostromo.in-berlin.de>,
ripley@nostromo.in-berlin.de said:
>
> In <D2u2GD.KwG@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:] > PS: Anyone out there know about a
> source for a DE600 adaptor ? --]
>] Or in my case - the board to connect a DE600 to the cartridge port
> (or even] a source for the PCB - or *even* a picture of the PCB ;-)
>
> I seem to remember that there have been pictures of the cartridge port
> to DE600 connector in the driver package from TU-Wien. They have
> been in GEM-img format which is supposed to be easy to handle on the
> ST. It is even possible to use them on a unix-box if you have the
> pbmplus (or netpbm as it's called nowadays) package to convert the
> image data...

Well its the TU-Wien stuff I'm working from. I have 1 .IMG file and 3(?)
.HP files full of plotter commands. Although I have no use for the
software, the newest version of MiNT-Net apparently has a driver for a
DE600 using the TU-Wien interface board.

Today I tried a sharware package (PRINTGL) on my PC which can display the
.HP files, and they are indeed the PCB masters that I thought they were,
plus the original circuit diagram which is also in the .IMG file. There
is also a block diagram (in a .HP file) which shows which chips plug where.

I'm still interested in speaking to anybody who has built this board,
especially if they can sell me a pre-made PCB.

> PS: There is ka9q giving SLIP for the ST, but is there a PPP package
> ? I didn't get the SLIP on my unix machine to work at all...

I though KA9Q did this anyway. And also MiNT-Net does PPP AFAIK (though
I'm using CSLIP).

:-)

Roland.

@CiX

256. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 00:57:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D2xs0n.AwM@cix.compulink.co.uk>
Source record: 11795
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> I know a source for *expensive* DE600's ($280) here in Germany. If
> anyone wants to know this I can look up the address. But I'm sure
> you can get it cheaper somewhere.

Thats expensive. I'm sure I've bought them *new* less than that! I think my company might be prepared to part with one for a small fee if I ask them nicely. We did use them alot, but now use DE620s and Longshines.

> The PCB's are available as HP plotter files from fortec.tuwien.ac.at.
> You can use GNU's hp2xx-3.1.4.tar.gz (available from every GNU site,
> eg. gnu.ai.mit.edu) to convert into something printable.

Thanks - I've found something on the PC which seems to do the job as well.

> You could ask Peter Mayr (pm@fortec.tuwien.ac.at), the author of the
> adapter hardware, whether the board is still available (it was in
> the past for few bucks).

Will do.

> The driver for the DE600 is contained within MintNet 0.7, which is
> available from my WWW home page from now on and should appear on
> a.a.u.e these days.

Which is why I'm interested! :-)

Anybody going to do a driver for Linux/68K for this board as well? It would make sense to have this as a standard.

:-)

Roland.

@CiX

257. Re: Recalibrating a RLL-Harddisk

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 09:08:48 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2501950908480001@ngalm099.gal.nt.com>
Source record: 11796

In article <3g0djj$g8q@majestix.uni-muenster.de>, bowinke@uni-muenster.de wrote:

> Hi atari-freaks,
>
> I'm searching for a recalibrating-tool for RLL/MFM-Harddisks,
> like under Norton Utilities for the PC.

How does Norton recalibrate a hard disk, please explain?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

258. Re: .GEM or .CVG file-format

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 11:24:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3g5ce7$3i6@percy.cs.bham.ac.uk>
Source record: 11797

Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>The format was documented in an old issue of ST-World, and also (I think) in
>the Atari Compendium, if you really feel you should roll-your-own.

There's also some metafile stuff in the early issues of ST
Applications.

Rolling your own code is of course necessary if you want to run on
setups without GDOS installed. But frankly, everyone should get a good
GDOS: NVDI 3 or Speedo 5.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

259. Re: SozobonX JAS 2.0 pl 7 workaround

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 12:57:39 UTC
From: rossi@titan.rz.uni-osnabrueck.de
Message-ID: <3g5hs3$k97@deimos.rz.Uni-Osnabrueck.DE>
Source record: 11798

A corrected version of JAS can be found at

ftp.cs.tu-berlin.de

in

/pub/atari/Programming/Sozobon.c/jas2x9.lzh

BUT: We've just discovered a very nasty bug in the Xdlibs strtoul()
routine that causes JAS to behave in rather strange ways when
reading large numerical constants (hexadecimal).

I'll upload a new version linked with a working strtoul() as soon
as possible (probably tomorrow), so make sure when FTPing jas2x9.lzh,
that it is newer than say 25th January '95.

Until then, best thing is to use an older JAS together with TOP.

Sorry,
-tr

Thorsten Roskowetz Internet: rossi@titan.rz.uni-osnabrueck.de
---

260. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 14:21:54 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1995Jan25.142154.10541@rhrk.uni-kl.de>
Source record: 11800
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

roemer@achilles.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:

>In <D2u2GD.KwG@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>> > PS: Anyone out there know about a source for a DE600 adaptor ? --
>>
>>Or in my case - the board to connect a DE600 to the cartridge port (or even
>>a source for the PCB - or *even* a picture of the PCB ;-)

>I know a source for *expensive* DE600's ($280) here in Germany. If anyone wants
>to know this I can look up the address. But I'm sure you can get it cheaper
>somewhere.

Hello,
u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
the VME-Bus and without software.

greetings Gunther

--

261. HTML editor for ST?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 15:24:13 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3g5qet$aa2@eccdb1.pms.ford.com>
Source record: 11799

I know there us no graphical WWW viewer for the ST but is there an editor?

Failing that can someone reccommend some software to create HTML files on a pc?

--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

262. Reading Arrows

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 17:01:00 UTC
From: ejb7595@venus.tamu.edu
Message-ID: <25JAN199512013233@venus.tamu.edu>
Source record: 11801

Whoever needed the arrow reading code, here is what BIX (Byte, Feb or Mar 87, can't remember now) says:

Solution 1: Cconin/Crawin return long, the low word is ASCII value, the high is 0, but for arrows, low is 0 and high is stuff like 4C and other arrow codes.

Solution 2: The following C function:

```
char rawread(int *code)
{
char c;

asm{ move.w #7, -(sp)
trap #1
addq.1 #2, sp
move.b d0, c
swap d0
move.w d0, (code)
}
return(code);
}
```

I just got my 1040ST at a junk sale and have no software, so can not verify.

Eric B. (ebattalio@tamu.edu)

263. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 18:37:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501251736.AA01223@ilmen.lanl.gov>
Source record: 11803

In a previous article, gopher@gov.nt.ca (Atarinator) wrote:

> I'm sorry for not using my real name, but I don't think it's a good idea to
> say who you are when you have hacked into an unauthorized account and are
> using it to post messages on the Usenet.

No worries, er... "Joe." :)

Each to their own, as long as it ain't 'really' illegal.

-Hutch- @ Fair Dinkum Tech

264. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-25 19:12:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9501251811.AA01241@ilmen.lanl.gov>
Source record: 11802

```
In article 5151@gov.nt.ca, gopher@gov.nt.ca (Atarinator) writes:
>In article <3fp9f3$fva@crow.cybercom.com> drz@raven.cybercom.com (Doctor Zweistein)
writes:
>>
>>A much faster way of doing this is to switch the logical and the physical
>>address. That way you only move a couple of bytes (and it isn't dependent
>>on the screensize).
>
>Yeah, but how do you do that?

I use 3 routines I've written to do 'page flipping' as the good Doctor prescribed.
These routines are generic (for ST resolutions) so you can just merge them into
your programs and use them with little fuss. Of course, you can optimize them for
your own use. They may need some slight modification for use with GFA 2.0, though.

These were published in a great little book called 'The GFA BASIC Toolkit' which
was written and compiled by a nice guy whose only fault is his undue modesty. :)
The book is now out of print but you are free to use these routines. And NO
nit-picking from you 'GFA gurus' out there! The price is right, after all. :)

Page Flipping Routines for GFA BASIC
====================================
Use: Call the alt_screen procedure once, early in your program to reserve
space for one or more background video screens. Use the set_screen procedure
to modify a hidden background screen and when finished, "pop" it to the
foreground with the copy_screen procedure. For example:

setup_alt_screen ! create a background screen
set_screen(scr1%,scr0%) ! draw on scr 1, view scr 0
BOX 100,50,200,100 ! draw something in the background
copy_screen(scr1%,scr0%) ! pop the background to the foreground
set_screen(scr0%,scr0%) ! reset draw & view scr to be the same

PROCEDURE setup_alt_screen
' Call this routine once to prepare an alternate, background screen.
scr0%=XBIOS(2) ! adr of physical screen
scr1$=SPACE$(32256) ! reserve some space
scr1%=V:scr1$ ! adr of background screen
RETURN
'
PROCEDURE set_scrn(draw%,see%)
' Use this routine to direct video output to one screen address, while
' accepting graphics input to another screen address. This routine allows
' you to draw on a hidden screen while viewing another in the foreground.
' draw% the adr of screen to send all graphics commands
' see% the adr of screen to send video output
```

```
VOID XBIOS(5,L:draw%,L:see%,-1)
RETURN
'
PROCEDURE copy_screen(from%,to%)
' Use this routine to copy screen data from one screen address to another.
BMOVE from%,to%,32000
RETURN
```

265. Re: GFA Basic breakthrough (maybe)

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 01:41:01 UTC
From: drz@raven.cybercom.com
Message-ID: <3g6ujd$1jq@crow.cybercom.com>
Source record: 11804

```
: : A much faster way of doing this is to switch the logical and the
physical
: : address. That way you only move a couple of bytes (and it isn't dependent
: : on the screensize).

: I tried doing this -- swapping physbase with logbase, but it doesn't seem to
: work for me. Could you post an example? It would seriously speed up some
: routines I use.

From what I remember, it's something like this:
log%=something on a 256-byte boundary
phy%=something else on a 256-byte boundary
DO
update_screen
VOID XBIOS(5,log%,phy%,L:-1)
SWAP log%,phy%
LOOP

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
'':::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
'':::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!
```

266. Re: Falcon 256 colour regs.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 08:59:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FA1VBIVUUp@stingray.manawatu.gen.nz>
Source record: 11805

```
>
>Hi, I am in the process of writing an extension for STOS for the Falcon. I have
>various bits
>up and running, but am having trouble with the 256 colour palette. My poblem is,
>where are the
>palette entries stored?
>
>The hardware document (you know the one I mean...) says that they are stored in
>longwords from
>$ff9800 to $ff98fc. How can this be? I make it 252 bytes - ie 63 longwords, not
>256.
>

That's 256 bytes - $ff98fc is a longword, therefore uses fc,fd,fe&ff - that's
256 - I think you forgot to include $ff98fc. I can't help with the other
stuff though, sorry.

Richard.

--

_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first
```

267. GNU C and regexp

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 10:31:46 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f277a61@sirius.herts.ac.uk>
Source record: 11806

I have gnu c 2.5.8 and cannot seem to get to make regular expressions work.

Whenever I use the functions regexec and regcomp, it compiles ok, but keeps
on saying it can't find a reference to _regerror.

Any ideas?

Alex Nicholls
A.I.Nicholls@herts.ac.uk

268. EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 13:06:00 UTC
From: thomah@ifi.uio.no
Message-ID: <3g86no$oa9@gyda.ifi.uio.no>
Source record: 11807

In a program I'm making in GFA, I've used the EVERY command... however, when the program is compiled and run this command is totally ignored, even though it works perfectly fine when I run the program from the Interpreter.

Any suggestions?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

269. Re: HTML editor for ST?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 14:43:10 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3g8cdu$m4n@frigate.doc.ic.ac.uk>
Source record: 11809

Hi Karl, you said:

> I know there us no graphical WWW viewer for the ST but is there an editor?
> Failing that can someone reccommend some software to create HTML files on a
> pc?

There is no specific-HTML editor for the ST, but then again I think the existing HTML editors that exist are very restricting - and so resort to a simple text editor (Everest, say, or MicroEmacs) to edit my web pages.

Once you've understood HTML there is basically no problem in writing whole pages totally without WYSIWYG. At least, I can... and as long as you have access to an HTML viewer, such as Mosaic or Netscape on the PC, you'll be able to check them and then re-edit them there and then.

Hope that helps, Leon.

--
-+-+ In real life: Leon Brocard Editor of DocSoc Magazine! +-+-
-+-+ Internet: lglb@doc.ic.ac.uk ^------ Wow! +-+-
-+-+ What follows is a real-time, changing .sig... (wait and be amazed!) +-+-

.. Vizzini: Now, a clever man would put the poison into his own goblet,
.. because he would know that only a great fool would reach for what he was
.. given. I am not a great fool, so I can clearly not choose the wine in
.. front of you. But you must have known I was not a great fool, you would
.. have counted on it, so I can clearly not choose the wine in front of me..

270. Re: SozobonX JAS 2.0 pl 7 workaround

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 15:22:01 UTC
From: rossi@titan.rz.uni-osnabrueck.de
Message-ID: <3g8emq$f6@deimos.rz.Uni-Osnabrueck.DE>
Source record: 11808

In my last post I wrote:

> BUT: We've just discovered a very nasty bug in the Xdlibs strtoul()
> routine that causes JAS to behave in rather strange ways when
> reading large numerical constants (hexadecimal).

Looks like that was false alarm. That bug only appears in the yet to
be released x10 version of JAS. I'm sorry if I caused any confusion,
but this bug really bit me hard while working on the next c68 release.

-tr

Thorsten Roskowetz Internet: rossi@titan.rz.uni-osnabrueck.de
---

271. Mark Williams C - Help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 17:00:51 UTC
From: Mark Grimshaw <Mark.Grimshaw@ucsalf.ac.uk>
Message-ID: <3g8kg3$3q1@plato.ucsalf.ac.uk>
Source record: 11810

Hi,

Using Mark Williams C v3.0* and Atari STf 1040 expanded to 4Meg.

I've been having problems using fsel_input().

99% of the time I can load and save files no problem but every so often the computer bombs (variably 2 or 3 bombs) when I click on OK or hit <return> after having input or chosen my file. This happens even when loading a file is the very first thing I do upon entering the program. I can't track down this bug and it's driving me up the wall.

Any help or suggestions would be appreciated.

P.S. My file input and output function is almost code for code the exact one given as an example in the Mark Williams manual.

Mark Grimshaw

272. Re: Falcon 256 colour regs.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 17:03:44 UTC
From: dazy@scinfo.u-nancy.fr
Message-ID: <3g8klg$q68@arcturus.ciril.fr>
Source record: 11811

```
: That's 256 bytes - $ff98fc is a longword, therefore uses fc,fd,fe&ff - that's
: 256 - I think you forgot to include $ff98fc. I can't help with the other
: stuff though, sorry.

No. The end address is $ff9bfc, there was just a confusion between the
characters B and 8, I guess... The format of one color, as I already mailed to
this guy, is four bytes, in the binary format:

RRRRRR.. GGGGGG.. ........ BBBBBB..

Where R, G and B are of course the red-green-blue values for the
color you want, between 0 and 63 (so they are multiplied by 4 when stored in
this binary format). So when you got red, green and blue, the correct value is

blue+256*(256*(green+256*red)), in a long word.

Cheers :)

__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/

"Increasingly, the mathematics will demand
the courage to face its implications"
```

273. Re: HPGL

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 18:20:53 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.23.001259A7@cam.ac.uk>
Source record: 11812

In article <1995Jan23.140135.24010@rhrk.uni-kl.de> kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
>> On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
>> On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
>But the HP2xx does not work correctly...
>I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes
>pbm to everything u wants..

No, gemview will only turn it into another bitmap format. Turning the hpgl
into another vector format such as .gem would be more useful.

--
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Too boring to write a witty tagline **

274. e-mail sent to gopher....

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-26 20:58:11 UTC
From: joe_user@gov.nt.ca
Message-ID: <1995Jan26.205811.1133@gov.nt.ca>
Source record: 11813

If anyone sent E-mail to gopher@inukshuk.gov.nt.ca last night, I probably didn't get it. Please send it to joe_user@inukshuk.gov.nt.ca from now on.

Thanks.

Atarinator

275. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 01:08:47 UTC
From: vegard@henry.interlink.no
Message-ID: <3gc5ev$bsj@henry.interlink.no>
Source record: 11814

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In a program I'm making in GFA, I've used the EVERY command... however, when
: the program is compiled and run this command is totally ignored, even though
: it works perfectly fine when I run the program from the Interpreter.

: Any suggestions?

As far as I can remember, you should use '$I+ at the start of the file
(flag to compiler) and $U+ / $U- when you actually use it. In my
experience, though, this GFA command is so bugged it is not worth
bothering with... :-/

Vegard Hofs&#65533;y
vegard@interlink.no

276. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 09:43:27 UTC
From: diehl@wink.io.org
Message-ID: <3gd3k2$504@ionews.io.org>
Source record: 11820

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In a program I'm making in GFA, I've used the EVERY command... however, when
: the program is compiled and run this command is totally ignored, even though
: it works perfectly fine when I run the program from the Interpreter.

: Any suggestions?

You need to put compiler directives in your program before compiling. The
directives are $I+ $U

For example, you'd do:

```
<code here>
$I+ $U
EVERY ticks GOSUB routine
<more code>
$I- $U
EVERY STOP ! To turn it off
```

This is the same for the AFTER command.

```
: --
: - Thomas Hansen - E-mail: thomah@ifi.uio.no
: - Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah
```

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

277. STOS vs. SAMPLES/MODS??? Help for game under construction

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 11:16:05 UTC
From: ki7zd@coho.halcyon.com
Message-ID: <3gd91l$ndi@news.halcyon.com>
Source record: 11815

In in the middle of touching up a game program (or 12) I am creating, and thought it would be kewl to add mod music. And samples.
I know they are big, but man, much better sound. And I have several that I have created over the years. Good tunes!

Also, any people using STOS 3d out there? If so, when you build an object, how can you make its surfaces solid? Seems when objects rotate, they become transparent in places, causing ugly colors to show from within!

Any help, code/source would be of great help!

COMING SOON:

FRONTIERS: A game of universal exploration and warfare in a fictional dimension. Hard drives need only apply! 5 Floppies (estimated) to install!

ftp atari.archive.umich.edu

--
/-/-/ ~~~~~~
| Amateur Radio Station Inet: ki7zd@halcyon.com
| KI7ZD
| WWA CN87 73's _._ .. __... __.. _.. "If RST > 519, Reduce Power!"

278. VT100 and TOSWin

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 13:52:16 UTC
From: drz@raven.cybercom.com
Message-ID: <3gdi6g$opl@crow.cybercom.com>
Source record: 11816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I managed to MiNT and term running nicely. My only problem is that the windows in TOSWin only do VT52, and lynx, pine, etc don't run in VT52. So the question is: Is there any way I can have these TOSWin windows do vT100? Myabe a proggie which I run which then in turn calls trsh (termshell) or something? Myabe something completely different? (But not X, I don't feel like installing that (yet).) advTHANKSance

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

279. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 13:53:33 UTC
From: thomah@ifi.uio.no
Message-ID: <3gdi8t$m1g@draupnir.ifi.uio.no>
Source record: 11817

In article <3gc5ev$bsj@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:

> As far as I can remember, you should use '$I+ at the start of the file
> (flag to compiler) and $U+ / $U- when you actually use it. In my
> experience, though, this GFA command is so bugged it is not worth
> bothering with... :-/

Hm... so I should just drop, it, should I? Well, well. I was using it to display elapsed time once a second, but who cares about time these days anyway... :-)

Or do you know of any other commands I could use for this purpose?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

280. Carrier detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 13:57:55 UTC
From: thomah@ifi.uio.no
Message-ID: <3gdih3$m1i@draupnir.ifi.uio.no>
Source record: 11818

Does anybody know how to turn of the Carrier Detect on a modem?

The problem is this: I wish to dial up a remote phone (not a modem), and, when the remote phone is answered, continue to transmit numbers (touch tone signals) to the remote phone. The remote phone is, as you may have guessed, answered by a machine.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

281. Re: Mark Williams C - Help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 17:36:28 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA2B376Cmrn@albemuth.equinox.gen.nz>
Source record: 11832

Mark Grimshaw <Mark.Grimshaw@ucsalf.ac.uk> writes:

>Using Mark Williams C v3.0* and Atari STf 1040 expanded to 4Meg.

>I've been having problems using fsel_input().

>99% of the time I can load and save files no problem but every so often
>the computer bombs (variably 2 or 3 bombs) when I click on OK or hit
><return> after having input or chosen my file. This happens even
>when loading a file is the very first thing I do upon entering the
>program. I can't track down this bug and it's driving me up the wall.

>Any help or suggestions would be appreciated.

Check that the size of the arrays for storing the path and file specs
are large enough. Any intermitant bug like this is probably because
under some circumtances your program code or data may be getting
trampled on.

>P.S. My file input and output function is almost code for code the
>exact one given as an example in the Mark Williams manual.

It shouldn't be too large so post it here if you like. It's always
easier to tell what's happening if one can see it! :-)

Cheers,
John

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

282. Re: Carrier detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 20:14:37 UTC
From: larserik@oslonett.no
Message-ID: <1E3C9C87.larserik@oslonett.no>
Source record: 11819

> Does anybody know how to turn of the Carrier Detect on a modem?

This doesn't have anything to do with your problem :-/

> The problem is this: I wish to dial up a remote phone (not a modem), and, whe
> the remote phone is answered, continue to transmit numbers (touch tone signal
> to the remote phone. The remote phone is, as you may have guessed, answered b
> a machine.

Just add a ";" at the end of the dial-string and the modem will not try
to handshake, but will return to command-mode...

AT 123456; will dial up and then give
OK

AT 123456 will now send the DTMF tones

To dial automatic pagers some modems have a voice detect-command

AT 123456 @ 123456 % Dial pager 123456, wait for answer, send 123456
and wait for confirmation tone (the % command)
--
SoupRead ST Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Newsreader Atari Developer Pager +47 96634222 larserik@oslonett.no
for Atari SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

283. ar for MiNT (actually MacMiNT) needed. please help.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-28 21:52:50 UTC
From: georg@marie.physik.tu-berlin.de
Message-ID: <georg.791329970@marie>
Source record: 11821
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer

I need ar for MacMiNT. If anybody could tell me an ftp site that has it,
please let me know. Thanks a lot.

284. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 01:18:11 UTC
From: vegard@henry.interlink.no
Message-ID: <3geqcj$94r@henry.interlink.no>
Source record: 11822

Thomas Hansen (thomah@ifi.uio.no) wrote:

: In article <3gc5ev$bsj@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:

: > As far as I can remember, you should use '$I+ at the start of the file
: > (flag to compiler) and $U+ / $U- when you actually use it. In my
: > experience, though, this GFA command is so bugged it is not worth
: > bothering with... :-/

: Hm... so I should just drop, it, should I? Well, well. I was using it to
: display elapsed time once a second, but who cares about time these days
: anyway... :-)

: Or do you know of any other commands I could use for this purpose?

Well, you could use the TIMER...?

Vegard

285. RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 02:54:50 UTC
From: vegard@henry.interlink.no
Message-ID: <3gf01q$bc7@henry.interlink.no>
Source record: 11823

I am writing a program where the RSC-file is about to tip over the 64k mark. I understand from the Atari Compendium that this is a hard limit, any larger and I will have to use the new RSC-file format. This would make the program limited to the newest TOS versions, and so is unacceptable to me...

Is there a way around this? (I have allready placed all large bitmap icons and a lot of text strings, like alerts, outside the RSC...)

Vegard Hofsy //e-mail: vegard@interlink.no//

286. Speedo/eDVI off-screen bitmap

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 03:06:17 UTC
From: vegard@henry.interlink.no
Message-ID: <3gf0n9$bc7@henry.interlink.no>
Source record: 11824

Does anybody know how the off screen bitmap support in SpeedoGDOS and eDVI works? I have managed to open & close a workstation with Speedo & MEMORY.SYS, but it allocates its own memory, witch is not what I want. I (ideally) want to:

1. Open a workstation to my own in-memory mono bitmap
2. Use this to modify (drawing VDI commands) the bitmap
3. Change adress/size to fit other bitmaps in memory
4. Close only at program termination

As an alternative to 3, I could have a workstation open to all bitmaps in memory, if possible.

I think this is available in some way in eDVI, a system enhancement embedded in NVDI, but the NVDI3 documentation is not very helpful...

Can anybody help? (no help in the GDOS.FAQ on this...)

Vegard Hofs y //vegard@interlink.no//

287. GDPS scanner drivers

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 04:04:14 UTC
From: vegard@henry.interlink.no
Message-ID: <3gf43u$bc7@henry.interlink.no>
Source record: 11825

```
Do anybody know anything about theese (and how to access them)? I want to
access scanner drivers from a graphics program I'm writing.
```

Vegard Hofs&#65533;y //vegard@interlink.no//

288. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 13:14:49 UTC
From: thomah@ifi.uio.no
Message-ID: <3gg4c9$85e@altjof.ifi.uio.no>
Source record: 11826

In article <3geqcj$94r@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:

> : Hm... so I should just drop, it, should I? Well, well. I was using it to
> : display elapsed time once a second, but who cares about time these days
> : anyway... :-)
>
> : Or do you know of any other commands I could use for this purpose?
>
> Well, you could use the TIMER...?

Yup, I'm using the TIMER to time the elapsed time (so to speak...), but I used the EVERY command to *display* the elapsed time on-screen once a second.

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

289. Re: Carrier detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 13:20:04 UTC
From: thomah@ifi.uio.no
Message-ID: <3gg4m4$864@altjof.ifi.uio.no>
Source record: 11827

In article <1E3C9C87.larserik@oslonett.no>, larserik@oslonett.no (Lars-Erik 0sterud) writes:
> > Does anybody know how to turn of the Carrier Detect on a modem?
>
> This doesn't have anything to do with your problem :-/

Hm, OK, got it from a friend.

> Just add a ";" at the end of the dial-string and the modem will not try
> to handshake, but will return to command-mode...

Thank you!

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

290. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 14:48:05 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995Jan29.144805.15965@nntp.brisnet.org.au>
Source record: 11828

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: I am writing a program where the RSC-file is about to tip over the 64k
: mark. I understand from the Atari Compendium that this is a hard limit,
: any larger and I will have to use the new RSC-file format. This would
: make the program limited to the newest TOS versions, and so is
: unacceptable to me...

: Is there a way around this? (I have allready placed all large bitmap
: icons and a lot of text strings, like alerts, outside the RSC...)

: Vegard Hofs y //e-mail: vegard@interlink.no//

Save the resource as source code, and compile it as part of the
executable. No limits that way, sizewise. You _do_ have to access

Dancer
it a little differently, but a couple of new subroutines fixes that.

291. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 17:45:22 UTC
From: ripley@nostromo.in-berlin.de
Message-ID: <H.elB.qPUgWinyGPFO_@nostromo.in-berlin.de>
Source record: 11829
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
] u can have the (original) Atari Ethernet Cards for 300 DM ($150). They for
] the VME-Bus and without software.

Where in a 520STM is a VME-slot ?
It doesn't even have the Mega-ST slot...

Greetings,
Ripley

--
Hans-Ch. Eckert, Regensburger Str.2, 10777 Berlin, Germany * ISO 8859-1
(intl) ripley@nostromo.in-berlin.de, * ï¿½ ï¿½ ï¿½
Alternative: ripley@cs.tu-berlin.de * aeoeuess
NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de (and nowhere else!) * ï¿½ ï¿½ ï¿½

292. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 21:40:00 UTC
From: m9036@oden.abc.se
Message-ID: <3gh1vg$16s@oden.abc.se>
Source record: 11830

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: I am writing a program where the RSC-file is about to tip over the 64k
: mark. I understand from the Atari Compendium that this is a hard limit,
: any larger and I will have to use the new RSC-file format. This would
: make the program limited to the newest TOS versions, and so is
: unacceptable to me...

: Is there a way around this? (I have allready placed all large bitmap
: icons and a lot of text strings, like alerts, outside the RSC...)

Split up the RSC-file into two, and then load the one you need. You can't have two RSC-files loaded at the same time, so you'll have to remove the one you're using from memory when you wish to load in the second RSC-file.

-Mattias Flodin-

293. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-29 23:20:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D36wu0.J17@cix.compulink.co.uk>
Source record: 11831
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

> In <1995Jan25.142154.10541@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de
> (Gunther Kemeny [Chemie]) writes:] u can have the (original) Atari
> Ethernet Cards for 300 DM ($150). They for] the VME-Bus and without
> software.
>
> Where in a 520STM is a VME-slot ?
> It doesn't even have the Mega-ST slot...

Its in the TT or MSTE you buy to upgrade from your STM ;-(

These cards sound quite good - but I reckon I can get a DE600 for about
the same price. The disadvantages is that a VME connection is better than
the DE600 parallel connection. The advantages is that there are supported
drivers for the DE600 (for MiNT-Net at least) and that a DE600 is of use in the
PC world so has some residual value.

Roland.

@CiX

294. 68000 assembly??!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 06:20:47 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <17812.wilh0011@maroon.tc.umn.edu>
Source record: 11833

Hello everybody,

Sorry for the newbie question, but I have a course comping up next quarter that requires programming the Motorola 68000 microprocessor, and I was wondering if the Atari ST series used this as it's main CPU. (I seem to remember it using one...) I'd much rather get an Atari than an old fishbowl mac, so any help would be appreciated...

Many thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

295. Req: GIF depacking routine

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 07:21:07 UTC
From: dazy@scinfo.u-nancy.fr
Message-ID: <3gi413$h8n@arcturus.ciril.fr>
Source record: 11834

Hi.
I've got a friend who's actually coding a paint software on Falcon.
He needs a 68030 routine for GIF-depacking. If you got one, please E-mail me.

Cheers :)

```
__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

"I'm your truth, telling lies
I'm your reason, alibis
I'm inside, open your eyes
I'm you!"

296. binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 14:36:58 UTC
From: incp@troubadix.rz.tu-clausthal.de
Message-ID: <3gitia$odf@ikarus.rz.tu-clausthal.de>
Source record: 11835

Hi!
I'm trying to compile the pbmplus package on my falcon with gcc 2.x
Unfortunately, make doesn't work, so I have to figure out the file
dependencies myself :-/

But the actual problem is: How do I force gcc-compiled progs to write
binary data to stdout? If I run tgatoppm, the resulting raw ppm file
is corrupted, because every newline (\n) is replaced by CR+LF instead
of a single LF.
For example,
tgatoppm color.tga > color.ppm
produces a corrupt ppm file.

My interim solution is a named file out.ppm, opened with
ofp = fopen("out.ppm", "wb")
by tgatoppm. So
tgatoppm color.tga
works, but this is only a hack.

Solutions, anyone?

Thanks in advance,
Chris

--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
http://www.rz.tu-clausthal.de/~incp/---------------------------------------+

297. Pop-up menus, anyone?

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 15:53:27 UTC
From: artoj@mits.mdata.fi
Message-ID: <3gj21n$rdl@prime.mdata.fi>
Source record: 11836

Is there PD sources for pop-up menus? With pop-up menus I mean
those that come when you press a box. (to clarify more, I don't
mean heararchical menu structures)
They are present from aes 3.30 onwards, but I want to
get them work with ST's too. And why re-invent the wheel
if someone has already done it?

Thanks,

You can also mail me: artoj@mits.mdata.fi

---
* Kivi 1.21 *

298. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 18:35:49 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3gjbi5$bdb@izar.brunel.ac.uk>
Source record: 11837

In article 16s@oden.abc.se, m9036@oden.abc.se (Mattias Flodin) writes:
> Split up the RSC-file into two, and then load the one you need. You can't
> have two RSC-files loaded at the same time, so you'll have to remove the one
> you're using from memory when you wish to load in the second RSC-file.
>
> -Mattias Flodin-

Better still write your own .rsc file loader (the Atari one make a poor job
of loaded .rsc files at different resolution anyway). Then you can load
as many .rsc files as you like. The basic code for loading a .rsc file
is included in Warwicks GEM++ library.

Steven

299. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-30 23:06:23 UTC
From: wilh0011@maroon.tc.umn.edu
Message-ID: <wilh0011.791507183@maroon.tc.umn.edu>
Source record: 11838

Many, many thanks to all who responded to my post! :) Now, all I need to do find a cheap machine and an assembler... Anyone know where I might look for either of these?

Thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

"... Putting grapes back on the vine ..."

300. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-31 10:06:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3gl23m$5fc@percy.cs.bham.ac.uk>
Source record: 11839

dancer@nntp.brisnet.org.au (Andrew Vesperman) writes:
>Vegard Hofsoey (vegard@henry.interlink.no) wrote:
>: I am writing a program where the RSC-file is about to tip over the 64k
>: mark. I understand from the Atari Compendium that this is a hard limit,
>: any larger and I will have to use the new RSC-file format. This would
>: make the program limited to the newest TOS versions, and so is
>: unacceptable to me...
>
>: Is there a way around this? (I have allready placed all large bitmap
>: icons and a lot of text strings, like alerts, outside the RSC...)
>
>: Vegard Hofs&#65533;y //e-mail: vegard@interlink.no//
>
> Save the resource as source code, and compile it as part of the
> executable. No limits that way, sizewise. You _do_ have to access
> it a little differently, but a couple of new subroutines fixes that.

Or, use a RSC editor like Interface, which can save files in one of the new formats. There is source code supplied with Interface which you use instead of rsrc_load, and which loads the new RSC files on any TOS.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

301. Readers / Writers with Psemaphore

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-31 10:37:57 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3gl3u5$786@nyheter.chalmers.se>
Source record: 11890

I need a solution for the notorious readers/writers problem using MiNT.
Psemaphore seems to be the call to use, but the solutions I've found
is based on the possibility to pass a semaphore to another process without
releasing it. Is this possible or should I use something else and not
Psemaphore? Maybe there is a good solution using Psemaphore as it is :-).

All help is appreciated...

Regards, Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

302. Re: ar for MiNT (actually MacMiNT) needed. please help.

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-31 12:17:09 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.791554629@asterix.urc.tue.nl>
Source record: 11891
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.atari.st,comp.sys.atari.programmer

georg@marie.physik.tu-berlin.de (Georg Schwarz) writes:

>I need ar for MacMiNT. If anybody could tell me an ftp site that has it,
>please let me know. Thanks a lot.

Do you mean the program to creat libraries for c-compilers? If so for
which compiler?

Erlend.

303. GFA: MiNT compatibility

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-31 16:26:58 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.791569287@proffa>
Source record: 11892

I had intended to post this when I lost my interest in GFA about
a year ago. But better late than never :-)

Here are some things that might be useful when programming things
with MiNT. Main things to avoid are PRINT and INPUT command (and
GFA's propiatory MENU & WINDOW commands of course, but who would
use them anyway?).

```
----
$m 1024
DEFWRD "a-z" !variables word size as a default
'
cr$=CHR$(13)+CHR$(10)
IF @mint
printf("Path: ")
path$=@gets$(32)
handle%=@dopendir(path$)
IF SHR(handle%,24)=&HFF
printf("Error:"+STR$(handle%)+"."+cr$)
ELSE
DO
file$=@dreaddir$(32,handle%)
EXIT IF file$=""
printf(file$+cr$)
LOOP
dclosedir(handle%)
ENDIF
ELSE
printf("MiNT not present."+cr$)
ENDIF
EDIT
'
' mint friendly procedures
'
' returns MiNT 'version' or 0 if MiNT not present
> FUNCTION mint
LOCAL cj%,mint%
cj%=LPEEK(&H5A0) !cookiejar address
IF LONG{cj%}
REPEAT
IF LONG{cj%}=&H4D694E54 !MiNT ?
mint%=LONG{cj%+4}
ENDIF
ADD cj%,8
UNTIL LONG{cj%}=0
```

```
ENDIF
RETURN mint%
ENDFUNC
' return input line (max. lenght = 252 characters)
> FUNCTION gets$(lenght)
LOCAL addr%,buf$
buf$=SPACE$(lenght+3)
addr%=V:buf$
WORD{addr%}=SHL(lenght,8)+lenght !buffer lenght & characters to read
~GEMDOS(10,L:addr%)
BYTE{addr%+BYTE{SUCC(addr%)}+2}=0 !null-terminate
RETURN CHAR{addr%+2} !jump over lenght
ENDFUNC
' print buf$ (without newline)
> PROCEDURE printf(buf$)
buf$=buf$+CHR$(0)
~GEMDOS(9,L:V:buf$)
RETURN
' open directory buf$ in normal mode, return dirhandle% (remember to close!)
> FUNCTION dopendir(buf$)
buf$=buf$+CHR$(0)
RETURN GEMDOS(&H128,L:V:buf$,0) !return dirhandle% ($FFxxxxxx = error)
ENDFUNC
' return a filename (max. lenght namelen) from a directory (handle dirhandle%)
> FUNCTION dreaddir$(namelen,VAR dirhandle%)
LOCAL a$,error%
buf$=SPACE$(namelen+5)
error%=GEMDOS(&H129,namelen,L:dirhandle%,L:V:buf$)
IF error%
' printf(STR$(error%)+cr$)
RETURN ""
ELSE
RETURN CHAR{V:buf$+4} !jump over index
ENDIF
ENDFUNC
' close directory opened with opendir()
> PROCEDURE dclosedir(VAR dirhandle%)
~GEMDOS(&H12B,L:dirhandle%)
RETURN
```

304. PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-01-31 21:12:16 UTC
From: illusion@rz.tu-ilmenau.de
Message-ID: <3gm93g$p2@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11893
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Hallo alle !

Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedake mich jetzt schon mal dafuer

DJ Illusion

A R T A C A D E M Y - We make computers dream...	DJ Illusion
P.O.Box 159, 98682 Ilmenau, Germany	of
e-mail:illusion@rz.tu-ilmenau.de	AA

P.S. ich probier auch was gleich wertiges zurueckzuschicken...
und bitte nur auf legaler ebene, also PD und solche sachen...

305. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 00:25:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kfEmkYJMVfQ@semprini.waterloo-rdp.on.ca>
Source record: 11894

In <3gf01q$bc7@henry.interlink.no>, Vegard Hofsoey writes:
>I am writing a program where the RSC-file is about to tip over the 64k
>mark. I understand from the Atari Compendium that this is a hard limit,
>any larger and I will have to use the new RSC-file format. This would
>make the program limited to the newest TOS versions, and so is
>unacceptable to me...

Warwick's GEM++ C++ class library lets you load any number of RSC files, which is certainly one way around this limit... most RSC editors won't let you work on a RSC larger than 64k, so it's easier to split them (you could put all your strings, alerts, icons, etc in one and put your menus and dialogs and whatnot in the other).

The code could easily be converted to plain ol' C.

>Is there a way around this? (I have allready placed all large bitmap
>icons and a lot of text strings, like alerts, outside the RSC...)

If you use your own RSC handling code (like that from Warwick's GEM++ library), you can use any size you want, or multiple RSC files (which is probably a better idea, just so your RSC editor doesn't have a fit).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

306. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 07:09:36 UTC
From: m9036@oden.abc.se
Message-ID: <3gnc3g$67k@oden.abc.se>
Source record: 11895

Andrew Vesperman (dancer@nntp.brisnet.org.au) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : I am writing a program where the RSC-file is about to tip over the 64k
: : mark. I understand from the Atari Compendium that this is a hard limit,
: : any larger and I will have to use the new RSC-file format. This would
: : make the program limited to the newest TOS versions, and so is
: : unacceptable to me...

: : Is there a way around this? (I have allready placed all large bitmap
: : icons and a lot of text strings, like alerts, outside the RSC...)

: : Vegard Hofs�y //e-mail: vegard@interlink.no//

: Save the resource as source code, and compile it as part of the
: executable. No limits that way, sizewise. You _do_ have to access

Er... I might be missing something obvious here but how do you do to save
the resource file in the first place? I mean, before you convert the
resource into a source code you'll have to save it as a .RSC-file.

And besides, how do you persuade your RSC-editor into letting you add yet
another object when the RSC-file is about to go past the 64Kb limit? It will
give a stupid error telling us that it cannot add another object because the
file would exceed 64kb.

-Mattias Flodin-

307. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 07:17:47 UTC
From: m9036@oden.abc.se
Message-ID: <3gncir$67k@oden.abc.se>
Source record: 11896

Ryan K Wilhm (wilh0011@maroon.tc.umn.edu) wrote:
: Many, many thanks to all who responded to my post! :) Now, all I need to
: do find a cheap machine and an assembler... Anyone know where I might
: look for either of these?

Well I don't know _where_ to find it, I've never been to Minesota (I haven't even been to the USA... ;-)), but Devpac 3.1 i probably the best package to get. It is very fast when it comes to assembling (Compiling) your programs, and it has a comprehensive macro language and a very good debugger, although I've seen better debuggers (Not on the Atari range of computers, though).

-Mattias Flodin-

308. Re: binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 08:33:42 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3BBsE.7q4@news.gu.se>
Source record: 11897

Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

> But the actual problem is: How do I force gcc-compiled progs to write
> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
> is corrupted, because every newline (\n) is replaced by CR+LF instead
> of a single LF.
> For example,
> tgatoppm color.tga > color.ppm
> produces a corrupt ppm file.

> My interim solution is a named file out.ppm, opened with
> ofp = fopen("out.ppm", "wb")
> by tgatoppm. So
> tgatoppm color.tga
> works, but this is only a hack.

> Solutions, anyone?

This is purely a redirection problem and has nothing to do with gcc.
The solution is to include the 'b' flag in the UNIXMODE-env.
This will force the redirections and pipes to do binary transferring instead
of ascii. You don't even have to recompile.

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se

309. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 08:39:23 UTC
From: Marc Meister <meism@info.isbiel.ch>
Message-ID: <3gnhbr$2c@vega.info.isbiel.ch>
Source record: 11898

thomah@ifi.uio.no (Thomas Hansen) wrote:
>
>
> In a program I'm making in GFA, I've used the EVERY command... however, when
> the program is compiled and run this command is totally ignored, even though
> it works perfectly fine when I run the program from the Interpreter.
>

I've had the same problem with the EVERY command. I've come to the point,
that this is an error of the compiler. I've made it with a repeat function
that asks the timer about when and where.

Not very clean and fast, but it worked.

Greetings

Musty

Marc Meister | Forgot something? Add these at wish: :-) ;-) >:-/ 8->
meism@info.isbiel.ch | There is more than one side to the coin,
SMail: Hohgantweg 6, | Life is not what it seems...
CH-3138 Uetendorf| ... it's no more than a dream!
Voice: +41(0)33 45 41 14| ..ooOO M U S T Y OOoo.. (just as you read it)

310. HELP! STOS vs. MODS/SAMPLES

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 11:44:44 UTC
From: ki7zd@coho.halcyon.com
Message-ID: <3gns7c$elk@news.halcyon.com>
Source record: 11899

Any stos folks out there know anything about samples and stos?
How bout mods? Is there any routines I could look at to get an idea of
how to use these formats within a program?

Thanks, ALOT!!!!!

ki7zd@halcyon.com

--
/-/-/ ~~~~~~
| Amateur Radio Station Inet: ki7zd@halcyon.com
| KI7ZD
| WWA CN87 73's _._ .. __... __.. _.. "If RST > 519, Reduce Power!"

311. Re: binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 12:23:38 UTC
From: avg@cwi.nl
Message-ID: <avg.791641418@news.cwi.nl>
Source record: 11903

>Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

>> But the actual problem is: How do I force gcc-compiled progs to write
>> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
>> is corrupted, because every newline (\n) is replaced by CR+LF instead
>> of a single LF.
>> For example,
>> tgatoppm color.tga > color.ppm
>> produces a corrupt ppm file.

gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

>This is purely a redirection problem and has nothing to do with gcc.
>The solution is to include the 'b' flag in the UNIXMODE-env.
>This will force the redirections and pipes to do binary transferring instead
>of ascii. You don't even have to recompile.

Curious. If the solution is to set UNIXMODE, then clearly this
has something to do with gcc (or its libraries). For no other
C programming systems react to the UNIXMODE variable.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

312. Re: Pop-up menus, anyone?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 12:25:42 UTC
From: avg@cwi.nl
Message-ID: <avg.791641542@news.cwi.nl>
Source record: 11904

artoj@mits.mdata.fi (Arto Jalkanen) writes:

>Is there PD sources for pop-up menus? With pop-up menus I mean
>those that come when you press a box. (to clarify more, I don't
>mean heararchical menu structures)
> They are present from aes 3.30 onwards, but I want to
>get them work with ST's too. And why re-invent the wheel
>if someone has already done it?

Because someone else's wheel doesn't always fit into
your suspension system...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

313. Re: binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 13:32:09 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb1143209@issan.informatik.uni-dortmund.de>
Source record: 11906

In article <avg.791641418@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:

|>> Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

|>>> But the actual problem is: How do I force gcc-compiled progs to write
|>>> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
|>>> is corrupted, because every newline (\n) is replaced by CR+LF instead
|>>> of a single LF.
|>>> For example,
|>>> tgatoppm color.tga > color.ppm
|>>> produces a corrupt ppm file.

|> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

|>> This is purely a redirection problem and has nothing to do with gcc.
|>> The solution is to include the 'b' flag in the UNIXMODE-env.
|>> This will force the redirections and pipes to do binary transferring instead
|>> of ascii. You don't even have to recompile.

|> Curious. If the solution is to set UNIXMODE, then clearly this
|> has something to do with gcc (or its libraries). For no other
|> C programming systems react to the UNIXMODE variable.

It depends on the library. This is a feature of the MiNT library,
which is available for GCC, Lattice and PureC.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

314. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 15:06:34 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3go81q$nk2@motmot.doc.ic.ac.uk>
Source record: 11900
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

```
|>Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
|>Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
|>ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
|>ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
|>emulieren kann.
|>
|>entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
|>ich bedake mich jetzt schon mal dafuer

I hope tyhat you can understand English, because I have a few problems
with German:

You can buy a hardware board called "PC-Speed" which will change your
Atari into a 286-based PC.

I hope that helps.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"How many people think dirty?" - Jeff Magee
```

315. Re: Speedo/eDVI off-screen bitmap

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 17:53:48 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3gohrc$dso@whitbeck.ncl.ac.uk>
Source record: 11901

In article <3gf0n9$bc7@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:
>Does anybody know how the off screen bitmap support in SpeedoGDOS and
>eDVI works? I have managed to open & close a workstation with Speedo &
>MEMORY.SYS, but it allocates its own memory, witch is not what I want. I
>(ideally) want to:

NVDI comes with Pure C libraries for using OBM support. I've ported these to Lattice C & HiSoft Basic, it's very straight-forward.

>1. Open a workstation to my own in-memory mono bitmap
>2. Use this to modify (drawing VDI commands) the bitmap
>3. Change adress/size to fit other bitmaps in memory
>4. Close only at program termination

How I do this in CLAv3 is to open a single OBM workstation. This gives you a VDI handle to draw with, and the MFDB structure for that OBM as well.

Copy the MFDB so that you have two identical MFDB's (call them source & dest).

Now allocate another block of memory large enough to hold the bitmap, and set fd_addr in the dest MFDB to point to it.

Now use one of the vr_cpyfm() functions to blit the source bitmap (the one which is drawn to using the VDI handle) onto the dest bitmap.

This process can be repeated as many times as you like, only using one workstation handle.

>As an alternative to 3, I could have a workstation open to all bitmaps in
>memory, if possible.

This won't work as there is a severely limited number of OBM handles available (at least from the EdDI extensions) - around 32 I think.

>I think this is available in some way in eDVI, a system enhancement
>embedded in NVDI, but the NVDI3 documentation is not very helpful...

There is a better doc on the NVDI disc as a text file, with some example programs (at least there was in NVDI2.5).

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

316. PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-01 17:58:36 UTC
From: illusion@rz.tu-ilmenau.de
Message-ID: <3goi4c$7em@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11902
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Hallo alle !

Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
emulieren kann.

oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
auf dem Atari ST oder STE lesen kann.

entweder mail zu mir oder hier rein oder gleich in mein PSF schicken
ich bedanke mich jetzt schon mal dafuer.

DJ Illusion

A R T A C A D E M Y - We make computers dream...	DJ Illusion
P.O.Box 159, 98682 Ilmenau, Germany	of
e-mail:illusion@rz.tu-ilmenau.de	AA

P.S. ich probier auch was gleich wertiges zurueckzuschicken...
und bitte nur auf legaler ebene, also PD und solche sachen...

317. Re: EVERY command in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-02 05:06:19 UTC
From: vegard@henry.interlink.no
Message-ID: <3gpp8b$dse@henry.interlink.no>
Source record: 11905

Thomas Hansen (thomah@ifi.uio.no) wrote:

: > : Hm... so I should just drop, it, should I? Well, well. I was using it to
: > : display elapsed time once a second, but who cares about time these days
: > : anyway... :-)
: >
: > : Or do you know of any other commands I could use for this purpose?
: >
: > Well, you could use the TIMER...?

: Yup, I'm using the TIMER to time the elapsed time (so to speak...), but I used
: the EVERY command to *display* the elapsed time on-screen once a second.

Besides malfunctioning, EVERY added about 30k to the size of my compiled
file, so maybe you could try this:

Use TIMER to track elapsed time. When the elapsed time changes, display
it! Make a procedure that compares the last displayed time with the
current time and displays if different, and call this procedure from your
main loop...

Hope this helps.

Vegard Hofs&#65533;y

318. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-02 11:02:45 UTC
From: zincke@buran.fb10.tu-berlin.de
Message-ID: <950202120245.3555AAAAO.rainer@energija>
Source record: 11907
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ>
ERZ> oder eine Programm womit ich 720kByte-PC-dos formatierte Disketten
ERZ> auf dem Atari ST oder STE lesen kann.
ERZ>
ERZ>

Dazu brauchst du kein Programm, denn das geht sowieso, das Atari und das DOS Format ist eigentlich identisch, nur es durfte nicht identisch sein aus igendwelchen rechtlichen Gruenden.

Also hat Atari an die Stelle, an der DOS die Version des Betriebssystems ablegt, einfach quatsch gesetzt, da diese Frage am Atari ignoriert wird.

In Klartext, auf DOS formatierte Disks lassen sich auf den Atari weiterverarbeiten,
auf Atari formatierte aber nicht auf der DOS Kiste.

Urspruenglich hatten wir uns mal ein kleines Assembler Prg geschrieben, um Atari disks auch noch nachtraeglich umzusetzen, spaeter, jedenfalls glaube ich, wenn wir mit FCopy 3.0 formatiert haben, war das bereits 100%iges DOSformat.

Rainer

ERZ> --
--
ERZ> |A R T A C A D E M Y - We make computers dream... | DJ Illusion
|
ERZ> | P.O.Box 159, 98682 Ilmenau, Germany | of
|
ERZ> | e-mail:illusion@rz.tu-ilmenau.de | AA
|
ERZ> --
--
ERZ> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
ERZ> und bitte nur auf legaler ebene, also PD und solche sachen...
ERZ>

319. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-02 11:05:11 UTC
From: zincke@buran.fb10.tu-berlin.de
Message-ID: <950202120511.3555AAAAP.rainer@energija>
Source record: 11908
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

ERZ> Date: 1 Feb 1995 17:58:36 GMT
ERZ> From: illusion@rz.tu-ilmenau.de (Alexander Goerlitz)
ERZ> Subject: PC-Emulator gesucht fuer Atari ST
ERZ>
ERZ> Hallo alle !
ERZ>
ERZ> Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
ERZ> Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst
besitze,
ERZ> ist nur fuer einen guten freund, uns fehlt eben das nullmodemkabel,
ERZ> ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das
Ataridiscformat
ERZ> emulieren kann.

Es gab da mal eine Softwareversion vor langer langer Zeit, habe aber nur schlechte Erinnerungen daran, der SoftwareAladin (MacEmulator) war da viel stabiler

Rainer

320. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-02 19:46:01 UTC
From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de
Message-ID: <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Source record: 11909
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

```
> In the future there will be hardware available to plug a $50 ne2000 card
> into your atari. Prototypes exist already and a MintNet driver is currently
> beeing written.

And it works fine by this moment :-) (So we should do something on the speed
which is between 90 and 170k/second (depending on the counterpart...))

Bye
Steve

--
-----------------------------------------------------------------
---------- Stephan Skrodzki - Karlsruhe / Germania -------------
----------- "Frau Werwolf sagt, das muss so sein." -------------
-----------------------------------------------------------------
```

321. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-03 00:52:50 UTC
From: vegard@henry.interlink.no
Message-ID: <3grup2$3ob@henry.interlink.no>
Source record: 11910

Mattias Flodin (m9036@oden.abc.se) wrote:

: And besides, how do you persuade your RSC-editor into letting you add yet
: another object when the RSC-file is about to go past the 64Kb limit? It will
: give a stupid error telling us that it cannot add another object because the
: file would exceed 64kb.

Yes, that IS a problem :-/ I'm currently using K-RES (prone to
chrashing...), but I'm looking for a new RSC-editor. New RSC-editors
SHOULD support files >64k, because the new RSC-format sopports this. The
problem is with ~RSRC_LOAD()

BTW, does anybody know if ORCS (Ottos Resource Construction Set) is still
supported? From what I've heard this (& Interface) is one of the best...

Vegard

322. CC65

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-03 00:58:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2F31AE20_Per.Erik.Peterson@asb2.ct.se>
Source record: 11911

```
* Originally from Area 'COMP.SYS.ATARI.8BIT'
* Originally from Per.Erik Peterson
* Originally to All
* Forwarded by Per.Erik Peterson on 2:203/221.10, 03 Feb 95 02:09:38

I can inform evryone that I have solved my problem whith Floats in CC65.
It tooked me 2 weeks to understand that the example in the FP65-manual was
corrupt. The example looks like this...

#include "stdio.h"
#include "math.h"

main (argc, argv)
int argc;
char *argv[];
{
char buf[20];
char f1[6], f2[6];

atof(f1, argv[1]);
atof(f2, argv[2]);

fadd(f1, f1, f2);

printf("%s + %s = ", argv[1], argv[2]);
fputs(ftoa(buf, f1), stdout);
fputc('\n', stdout);
}

And the second last Line is the one who have gived me this 2 weeks of trouble.

The correct line is...

fputs(ftoa(f1, buf), stdout);

Can someone open the FP65 package and edit this manual. I cannot as I take This
Newsgroup throw Fiodonet. I sugest ex Michael Current to do this so not evryone
goes ion this doc and makes changes. CB-)
Can you confirm this suggestion Mike.?? (Y/n)

I dont want enyone else to get the same problem I had as it unnescisary.
But I have learned a lot of it I can tell you all as I have tried many
combinations here to make an own simpler program who I wanted to print out 1.0
to the screen as String to float back to string again. The XE only wanted to
print 1.0 as 0.100043E-<6 and I understand that if this program wanted to put
the buf into the float instead of put the float into the buf.
```

I was very happy 5 am this morning when I notised this error in the only list example there is for CC65 at all. One list, one error.
(I have also baught Prospero C and Lattice C in second hand for my ST and Prospero is GREAT. I havent looked at Lattice yet as I picked it up today. But I will program my dear 130XE in first place.)

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

(UUCP Dialup connection)

323. Re: binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-03 13:41:53 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3FFDt.HMG@news.gu.se>
Source record: 11912

Annius Groenink (avg@cwi.nl) wrote:

> >Christian Perle (incp@troubadix.rz.tu-clausthal.de) wrote:

> >> But the actual problem is: How do I force gcc-compiled progs to write
> >> binary data to stdout? If I run tgatoppm, the resulting raw ppm file
> >> is corrupted, because every newline (\n) is replaced by CR+LF instead
> >> of a single LF.
> >> For example,
> >> tgatoppm color.tga > color.ppm
> >> produces a corrupt ppm file.

> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

> >This is purely a redirection problem and has nothing to do with gcc.
> >The solution is to include the 'b' flag in the UNIXMODE-env.
> >This will force the redirections and pipes to do binary transferring instead
> >of ascii. You don't even have to recompile.

> Curious. If the solution is to set UNIXMODE, then clearly this
> has something to do with gcc (or its libraries). For no other
> C programming systems react to the UNIXMODE variable.

Actually this probably has something to do with the shell that is used.
As I recall the UNIXMODE has to do with the libraries. If so, the shell
has to be recompiled to make it work without the environment needed.

324. diskette transfer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-03 20:58:24 UTC
From: 1brittmi@uvsc.edu
Message-ID: <1brittmi.5.2F3298F0@uvsc.edu>
Source record: 11913

I have an atari diskette that I would like to transfer on a PC or MAC, but I
don't have the right tools to do it.
Is there anyone out there willing to help me???
thanks and e-mail me please.
1brittmi@uvsc.edu
michel

325. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-03 21:51:53 UTC
From: joachim@tequila.in-ulm.de
Message-ID: <1995Feb3.215153.194@tequila.in-ulm.de>
Source record: 11917
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Rainer Zincke (zincke@buran.fb10.tu-berlin.de) wrote:

> In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> weiterverarbeiten,
> auf Atari formatierte aber nicht auf der DOS Kiste.

Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

cu, Joachim
--
* Joachim Grill * joachim@tequila.in-ulm.de *
* Rapunzelweg 50 * joachim@tequila.ulm.sub.org *
* 89077 Ulm * 0731-385221@phone *

326. Re: binary output to stdout?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-04 12:38:38 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3gvsge$8a1@nyheter.chalmers.se>
Source record: 11914

```
In article <3gitia$odf@ikarus.rz.tu-clausthal.de>,
Christian Perle <incp@troubadix.rz.tu-clausthal.de> wrote:
>
>But the actual problem is: How do I force gcc-compiled progs to write
>binary data to stdout? If I run tgatoppm, the resulting raw ppm file
>is corrupted, because every newline (\n) is replaced by CR+LF instead
>of a single LF.

I had similar problems when I first ported MGIF to gcc, but all was fine
after I did as follows:

if ((stream = fopen(fname, "wb")) == NULL)
return(0);

/*
* This is the important part.
*/

#ifdef __GNUC__
stream->_flag |= _IOBIN; /* The GNU libraries don't like "wb" */
#endif

I believe that changing 'stream' above to 'stdout' will solve your problem.
There is probably a nicer way to do the same, but this works fine.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN
```

327. Re: Pop-up menus, anyone?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-04 17:17:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3h0cqc$lrp@prime.mdata.fi>
Source record: 11915

```
> >get them work with ST's too. And why re-invent the wheel
> >if someone has already done it?
> Because someone else's wheel doesn't always fit into
> your suspension system...

:). That's why I'm looking for sources, not libraries. I can
always modify sources for my needs. But there seems to be
many libraries that offer this capability so it's not a
problem any more.

---
* Kivi 1.21 *
```

328. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-04 17:17:05 UTC
From: artoj@mits.mdata.fi
Message-ID: <3h0cqh$lrq@prime.mdata.fi>
Source record: 11916

> BTW, does anybody know if ORCS (Ottos Resource Construction Set) is still
> supported? From what I've heard this (& Interface) is one of the best...

I think ORCS is nowadays commercial product. A while ago I visited
one German ftp which had a text saying this. Don't know more about
it...

---
* Kivi 1.21 *

329. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-05 06:52:34 UTC
From: vegard@henry.interlink.no
Message-ID: <3h1sji$s5v@henry.interlink.no>
Source record: 11918

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <3gf01q$bc7@henry.interlink.no>, Vegard Hofsoey writes:
: >I am writing a program where the RSC-file is about to tip over the 64k
: >mark. I understand from the Atari Compendium that this is a hard limit,
: >any larger and I will have to use the new RSC-file format. This would
: >make the program limited to the newest TOS versions, and so is
: >unacceptable to me...

: Warwick's GEM++ C++ class library lets you load any number of RSC files,
: which is certainly one way around this limit... most RSC editors won't
: let you work on a RSC larger than 64k, so it's easier to split them (you
: could put all your strings, alerts, icons, etc in one and put your menus
: and dialogs and whatnot in the other).

Thank you, this sounds like a very flexible and good solution to my problem,
but... (see below)

: The code could easily be converted to plain ol' C.

The problem is, I'm not using C, I'm using GFA basic... I guess I could
write my own routines (or convert the Warwick ones to GFA... OR, if
anybody have done this, they could send it to me? :-)

Vegard Hofs y
///vegard@interlink.no///

330. Re: RSC-file size >64k

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-05 10:47:16 UTC
From: m9036@oden.abc.se
Message-ID: <3h2abl$sh2@oden.abc.se>
Source record: 11919

Steven M Eker (csstsme@brunel.ac.uk) wrote:
: In article 16s@oden.abc.se, m9036@oden.abc.se (Mattias Flodin) writes:
: > Split up the RSC-file into two, and then load the one you need. You can't
: > have two RSC-files loaded at the same time, so you'll have to remove the one
: > you're using from memory when you wish to load in the second RSC-file.
: >
: > -Mattias Flodin-

: Better still write your own .rsc file loader (the Atari one make a poor job
: of loaded .rsc files at different resolution anyway). Then you can load
: as many .rsc files as you like. The basic code for loading a .rsc file
: is included in Warwicks GEM++ library.

Only it is a little more complicated...

-Mattias Flodin-

331. Re: HELP! STOS vs. MODS/SAMPLES

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-05 10:52:05 UTC
From: m9036@oden.abc.se
Message-ID: <3h2akl$sh2@oden.abc.se>
Source record: 11920

Randy Seacat (ki7zd@coho.halcyon.com) wrote:

: Any stos folks out there know anything about samples and stos?
: How bout mods? Is there any routines I could look at to get an idea of
: how to use these formats within a program?

If you want to play samples you always have STOS Maestro. Or, even better,
that extension from Top Notch... what was it called... I believe it was
"Misty"...

Anyway, I don't know of any MOD replayers for STOS.

-Mattias Flodin-

332. Re: PAM's NET and MiNTnet

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-05 16:17:44 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBFNFFWMUP@cabal.shnet.org>
Source record: 11922
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

In <SKRODZKI.95Feb2194601@teco40m.tk.telematik.informatik.uni-karlsruhe.de>
Skrodzki Stefan wrote:

From: skrodzki@teco40m.tk.telematik.informatik.uni-karlsruhe.de (Skrodzki Stefan)
^^
Wow! Has anyone in here seen a longer address yet? And btw, welcome,
Stefan, to _the_ net. May I mention that you are a good source of
information on the Volksfarben 4000 board?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

333. Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-05 18:30:58 UTC
From: sanders@sci.kun.nl
Message-ID: <D3JI3M.5L7@sci.kun.nl>
Source record: 11921

```
Hi,

Is there a system call in MiNT/MultiTOS to (temporary) disable
multitasking? It would come in handy if you needed real-time
applications, and a lot of games could use it. Even if it's not
exactly pushing clean programming, I would like such a quirk better
than having to reboot my Falcon without MultiTOS everytime I want to
run such a program.

Idea?

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

334. Re: Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 06:40:56 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D3KFw9.6F5@hpbbrd.bbn.hp.com>
Source record: 11923
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st

Alexander Goerlitz (illusion@rz.tu-ilmenau.de) wrote:
> Ich suche einen PC-Emulator fuer einen Atari-ST oder STE.
> Ich brauch das aber auf einer Disc, da ich diesen Rechner nicht selbst besitze,
> ausserdem weiss ich nicht, ob ich auf einem SGI-Rechner das Ataridiscformat
> emulieren kann.
[...]
> P.S. ich probier auch was gleich wertiges zurueckzuschicken...
> und bitte nur auf legaler ebene, also PD und solche sachen...

Es gibt keine PD-Software zur PC-Emulation. Solltest Du doch was
finden, lass die SGI eine DOS-Diskette schreiben. Ataris
lesen sowas einfach so.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

335. Re: diskette transfer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 06:42:17 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D3KFyH.77q@hpbbrd.bbn.hp.com>
Source record: 11841

MICHEL BRITTE (1brittmi@uvsc.edu) wrote:
> I have an atari diskette that I would like to transfer on a PC or MAC, but I
> don't have the right tools to do it.

Just take the disk and read it on the PC. The disk format is the same.
(Some clones will not be able to read some of the fancier formats,
though.)
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

336. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 09:40:49 UTC
From: donderer@Informatik.TU-Muenchen.DE
Message-ID: <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>
Source record: 11925
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

Joachim Grill schrieb:
> > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
> > weiterverarbeiten,
> > auf Atari formatierte aber nicht auf der DOS Kiste.
>
> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter Linux.
> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.

Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der Dos-Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen wird immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht mehr, welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen koennen soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren enthalten... (also nicht mehr dem ueblichen Dos-Format entsprechen).

Falls ich mich taeusche, dann korrigiert mich bitte.

Guenther (donderer@informatik.tu-muenchen.de)

337. Re: 68000 assembly??!

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 11:18:54 UTC
From: cmckinno@cs.strath.ac.uk
Message-ID: <3h50iu$du@dunlop.cs.strath.ac.uk>
Source record: 11924

Rex Wilhm asked about a cheap assembler:

Hunt around the anon. ftp sites & you'll find a package called
Sozobon C. This is a 'C' compiler for the Atari and includes a fair
68000 assembler.

Note that code which you write, and library subroutines will use
'C' argument passing - values are pushed on the stack (a top - down
LIFO). If you get confused, you can always compile 'C' functions to
assembly and see how IT does this.

Doing it this way, you can always use 'C' for the difficult things.

Assembly statements can be placed in-line as follows:

```
retnd_value=asm("
move.b #A_BYTE, D1 ;comment
LABEL1:move.w #A_WORD, D2 ;
.
.
");
```

Automatic (local) varaibles are not specifically referenced in the
compilers output - only their position on the stack. Global variables
and functions have an underscore character prefixed.

'Fraid you can't get Public Domain Hardware though.

```
__ | _|
/ \_ |
| _ \ | | _ \
\ \ / < | | | / |
\____/ \___/ _| _| _| |
```
* cmckinno@cs.strath.ac.uk *

338. Release of the Desk Acc. Buffer memory ???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 13:55:46 UTC
From: geirfo@ifi.uio.no
Message-ID: <3h59p2$oig@garm.ifi.uio.no>
Source record: 11926

Hi !

I`m running the wordprocessor That's Write on my old
520 STM. I have too little free mem when running this prog with
more than one font, so i wonder if there is possible to
release the memory which the Desk Acc. Buffer uses ?
If so, how can it be done.

I've heard that this buffer is almost 50k. Is that right ?

Old ST-user

Geir Fossum

email: geirfo@ifi.uio.no

339. AES query

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 14:35:12 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3h5c30$5pa@izar.brunel.ac.uk>
Source record: 11927

Is one supposed to lock the screen and hide the mouse before calling graf_shrinkbox() and similar functions? I suspect not but I can't find anything about it in the developer docs.

Steven

340. Re: STOS vs. SAMPLES/MODS??? Help for game under construction

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 15:00:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5dhs$hup@bs33n.staffs.ac.uk>
Source record: 11930

Randy Seacat (ki7zd@coho.halcyon.com) wrote:
: In in the middle of touching up a game program (or 12) I am creating, and
: thought it would be kewl to add mod music. And samples.
: I know they are big, but man, much better sound. And I have several that
: I have created over the years. Good tunes!

: Also, any people using STOS 3d out there? If so, when you build an
: object, how can you make its surfaces solid? Seems when objects rotate,
: they become transparent in places, causing ugly colors to show from within!
:
: Any help, code/source would be of great help!

I am currently Beta Testing the STOS NINJA TRACKER extension which is easily the most advanced and flexible way of using soundtracker modules within your STOS creations. However you might like to ftp a copy of the STOSMOD source code which (you'll need Devpac) lets you assemble module into a single executable and then replay this from STOS - it uses the Wizcat replay routine and is pretty good - with options for STFM or STE and frequency settings.

The only problem is - I hope your game isn't too processor heavy, because both the above will gobble up your precious cpu time like nothing on earth. Perhaps you ought to just use the mods for the intro or something.

Anyway let us know how your games are coming along...

RiCH

341. GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 15:05:09 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3h5dr6$hup@bs33n.staffs.ac.uk>
Source record: 11928

I have to confess I'm fed up to the back teeth with the inflexible nature of STOS - even though I have a hundred extensions for it its the actual format of the code that bothers me. So I recently saw a firm selling off GFA Basic quite cheap and was tempted to buy - except, does it work on the Falcon? I know that a few people are using GFA on the Falcon but are there fixes I need first (like with STOS)? and are these on FTP sites?

Thanks anyway,

RiCH

342. Please Help! - Internet Related!

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 15:10:16 UTC
From: dedurham@execpc.com
Message-ID: <dedurham-0602950910160001@deimos.execpc.com>
Source record: 11929

Hi...I am not sure if this has been discussed here...and if it has I am sorry.

I used to have a Atari St and I do not anymore, but my cousin does and he wants to get software for his Atari ST so he can get a PPP pr SLIP account on the Internet. I have a MAC and we have a WEB Browser, Fetch - For FTP Sites, Eudora - Mail Reader...etc...
There must be somethong out there for Atari? A Internet Package? Something he can use besides a basic Shell Account??

Please help..I obviously do not get to read this group often so could you please send details to my internet address below?

Thanks for any help in advance!!

~*~
D & E Durham
West Allis, WI
Internet: dedurham@execpc.com
Debbie, Agent-In-Training FGC Frisco Headquarters
~*~

343. Re: HPGL

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 15:58:54 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <11370@eagle.ukc.ac.uk>
Source record: 11931

In article <mnb20.23.001259A7@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>In article <1995Jan23.140135.24010@rhrk.uni-kl.de> kemeny@rhrk.uni-kl.de (Gunther Kemeny [Chemie]) writes:
>>> On atari.archive.umich.edu as atari/Graphics/hp2xx.zoo
>>> On ftp.cs.tu-berlin.de as pub/atari/Graphics/hp2xx312.zoo
>>But the HP2xx does not work correctly...
>>I can only convert hpgl to pbm (and nothing else!!). But Then gemview changes
>>pbm to everything u wants..
>
I regularly use hp2xx to convert to postscript

The only problem I have noticed is when rotating use option -r 90
(the manual say no space) - THIS IS FROM MEMORY

what was the problem you were having ?

cheers
beau webber

344. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-06 19:42:01 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3h5u29$49c@oak24.doc.ic.ac.uk>
Source record: 11932

In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|>I have to confess I'm fed up to the back teeth with the inflexible nature
|>of STOS - even though I have a hundred extensions for it its the actual
|>format of the code that bothers me. So I recently saw a firm selling off
|>GFA Basic quite cheap and was tempted to buy - except, does it work on
|>the Falcon? I know that a few people are using GFA on the Falcon but are
|>there fixes I need first (like with STOS)? and are these on FTP sites?

STOS is more inflexable than GFA Basic? Give me a break... (yes I have used
GFA & STOS, the latter wins every time).

What is this? I think we should rename this group alt.lovers.gfa.basic

Anyone use any other language out here?

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+
"You will have the military after you - fine - don't come to me"
- Ian Hodkinson

345. Portfolio slot

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 00:24:31 UTC
From: saposoft@hotfusion.dsnet.it
Message-ID: <saposoft-0702950123300001@hotfusion.dsnet.it>
Source record: 11933

anyone has the portfolio slot specs ?
any schematics and infos will be OK.
thanks a lot
Alessandro

346. GAUNTLET II for PC: wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 04:18:50 UTC
From: sythe@ecst.csuchico.edu
Message-ID: <3h6sba$ljb@charnel.ecst.CSUChico.EDU>
Source record: 11934
Cross-posted to:
rec.games.video.misc,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.marketplace,comp.sys.atari.programmer

I'm looking to purchase a copy of both GAUNTLET and GAUNTLET II
for the PC. I know its discontinued by Atari, so this is the only way.
If anyone out there has a copy or knows where to get one, please e-mail
any information! Thanx in advance...

-Syther
--
==========
True virtual reality games will require a 200MHz Pentium.
After all, what is a 90MHz Pentium other than a mere
stepping stone in the world of computer graphics...

347. Re: PC-Emulator gesucht fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 08:55:21 UTC
From: <>
Message-ID: <3h7chp$93t@btmplq.god.bel.alcatel.be>
Source record: 11937
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,de.comp.sys.st,fido.ger.atari,hanse.software,maus.sys.atari,maus.sys.atari.talk,thur.comp.software,zer.t-netz.rechner.atari.binaer,zer.t-netz.rechner.atari.8bit,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari,zer.z-netz.rechner.atari.allgemein,zer.z-netz.rechner.atari.spiele

```
In article <3h4qr1$4sc@hpsystem1.informatik.tu-muenchen.de>,
donderer@Informatik.TU-Muenchen.DE (Guenther Donderer) writes:
>
>Joachim Grill schrieb:
>> > In Klartext, auf DOS formatierte Disks lassen sich auf den Atari
>> > weiterverarbeiten,
>> > auf Atari formatierte aber nicht auf der DOS Kiste.
>>
>> Bist Du Dir da sicher? Ich hatte bisher noch keine Probleme,, Atari-
>> formatierte Disks mit dem PC einzulesen, weder unter Dos noch unter
>Linux.
>> Die Disketten hab ich ganz normal vom Atari-Desktop aus formatiert.
>
>Ich hab mir sagen lassen, dass (wenn Du unter Dos arbeitest) es von der
>Dos-
>Version abhaengt, ob Du ST-Disks laden kannst. Bei alten Dos-Versionen
>wird
>immer die uebliche Kennung auf dem Boot-Sektor (ich weiss leider nicht
>mehr,
>welche Zeichenfolge das war ... MSDOS ?) verlangt. Neuere Versionen
>koennen
>soviel ich weiss sogar Disketten einlesen, die mehr als 80 Spuren
>enthalten...
>(also nicht mehr dem ueblichen Dos-Format entsprechen).
>
>Falls ich mich taeusche, dann korrigiert mich bitte.
>
>-------------------------------------------
>Guenther (donderer@informatik.tu-muenchen.de)
>
Auf Atari formatierte disketten, formatiert mit (ich glaube) TOS < 1.4,
ist das media-byte nicht gut gesetzt im bootsector.
--
------------------------------------------------------------------------
Peter Hofman
------------------------------------------------------------------------
1) Do not make someone curious, and then not give all information
2) Do not send replies, only followups, because more poeple might have the
same question as me
```

348. DSP56001 Assembler anywhere?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 08:56:49 UTC
From: jhh@cwi.nl
Message-ID: <jhh.792147409@news.cwi.nl>
Source record: 11935

I have version 1.2 of a56, the 56001 assembler for the Falcon, but it always crashes with a bus-error. This happens either with or without MiNT loaded, and from any desktop or Cli I tried. Q: Is there a _working_ assembler around somewhere? Please help: now that I finally came across a reasonable book on Motorola DSP programming, I still can't make my own digital effects because the assembler is brain-dead.

JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

349. Re: HELP! STOS vs. MODS/SAMPLES

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 09:57:01 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3h7g5d$afu@m1.cs.man.ac.uk>
Source record: 11936

In article <3gns7c$elk@news.halcyon.com>, ki7zd@coho.halcyon.com (Randy Seacat) writes:
|>
|> Any stos folks out there know anything about samples and stos?
|> How bout mods? Is there any routines I could look at to get an idea of
|> how to use these formats within a program?
|>

The STOS Maestro extension enables samples to be played. The Missing Link (or was it Misty) extension can also play samples, and is shareware....

As for .MODs, the STOS tracker extension allows them to be played (after being converted to it's own ABK format.

I believe there is a tracker extension for the Falcon (Rich?), not to mention the extension that I am writting. This will be Falcon only, so wont be much use if you have an ST....

OK?

Anthony

350. Re: AES query

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 12:12:03 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D3Mpw3.DEs@muster.hrz.uni-giessen.de>
Source record: 11840

Hi,

Steven M Eker (csstsme@brunel.ac.uk) wrote:
: Is one supposed to lock the screen and hide the mouse before calling
: graf_shrinkbox() and similar functions? I suspect not but I can't find anything
: about it in the developer docs.
: Steven

To my mind, it is _NOT_ necessary to lock the screen and so on.
My Profibook, the german atari bible, does not say anything what you have
to care for. So, I guess, you don't have to care for anything (f.i.
locking the screen etc.)

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

351. printer redirection

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 16:55:04 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.142.000BEB58@cfcsc.dnd.ca>
Source record: 11939

I've posted this originally in comp.sys.artari.st, then in comp.sys.atari.st.tech, and now here. Hopefully someone can answer my questions - I'm sure others have had similar problems :--)
Bonjour!I have an
Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now, the problem I am having is that when I go to print from something like NeoDesk or Edith Pro I can't! simple, eh?! Is there anything out there in terms of programs, fixes, etc that would allow me to redirect output from the parallel to DMA? This problem happens whether or not SpeedoGDOS is loaded, which surprises me as I would have thought GDOS would have redirected output itself. But I guess prg like EdithPro and NeoDesk ignore GDOS. Any help would be appreciated.thanks/merci-ken

352. Help with Crazy Dots card

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-07 18:59:18 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3h8fu6$enf@lastactionhero.rs.itd.umich.edu>
Source record: 11938

Anyone have any experience programming on the Crazy Dots video
Card? Anywhere I can find any specs? They seem to have some limit on
the VDI drawing primitives, but I don't personally have one so testing
for me is limited. Any help would be very appreciated.

Thanks

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

353. Re: diskette transfer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 17:23:11 UTC
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3haulv$895@caro.dsic.emn.fr>
Source record: 11848

1brittmi@uvsc.edu (MICHEL BRITTE) wrote:
>
> I have an atari diskette that I would like to transfer on a PC or MAC, but I
> don't have the right tools to do it.
> Is there anyone out there willing to help me???
> thanks and e-mail me please.
> 1brittmi@uvsc.edu
> michel

Well, you don't said whether you have an atari STF or previous,
or an STE or more. Since TOS 1.6 (STE), disks formatted with the desktop
are PC MSDOS compatibles. If you have an older TOS version, format a
blank disk in 720K format on PC and then copy the files you want to
transfer on this formatted disk. You'll be able to read the disk with
no more problems.

354. GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 18:13:58 UTC
From: artoj@mits.mdata.fi
Message-ID: <3hb1l6$bm4@prime.mdata.fi>
Source record: 11847

> I have to confess I'm fed up to the back teeth with the inflexible nature
> of STOS - even though I have a hundred extensions for it its the actual

You will be fed up with GFA also, but not for the same reasons. ;-)

> GFA Basic quite cheap and was tempted to buy - except, does it work on
> the Falcon? I know that a few people are using GFA on the Falcon but are

GFA Basic works with Falcon straight without any fixes, but you have
to use ST-medium or ST-High.
But if you ask me, get C ;-). GFA makes awful code. One of my
old programs that was coded in GFA Basic didn't work very correctly
on Falcon. But on the whole they have worked well enough...

---
* Kivi 1.21 *

355. Re: printer redirection

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 18:58:55 UTC
From: fox@vulcan
Message-ID: <3hb49f$a9u@filet.nrlssc.navy.mil>
Source record: 11842

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I've posted this originally in comp.sys.artari.st, then in
: comp.sys.atari.st.tech, and now here. Hopefully someone can answer my
: questions - I'm sure others have had similar problems :--)
: Bonjour!I have an
: Atari SLM804 laser printer, hooked up (of course!) through my DMA port. Now,
: the problem I am having is that when I go to print from something like NeoDesk

I'm not sure about interaction with GDOS, but two methods for
getting programs that write to the parallel port to be redirected
to the SLM are to use the DIABLO emulator (emulates a diablo daisy
wheel printer) or LASERBRAIN (emulates 9-pin epson printer). I
used both of these successfully on my Mega but believe only one
of them (forgot which!) works on a TT. Both are in the /Printing
directory at atari.archive.

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

356. Re: diskette transfer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 19:12:48 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950208195124.9784C-100000@mars>
Source record: 11849

To get this diskformat-thing straight:

The ATARI will read any 720k DOS-format disk! (provided it has a doublesided drive)

The PC-Clone will *NOT* read disks formatted on *OLD* Ataries! (if you havn't got one of the clever formatters)

The MAC will *most probably* ONLY read disks it has formatted itself. Use PC Exchange to do this. This Apple-flavoured-DOS-disk-thingy can be read by all the other species...

So format using your Mac (if you have one), else use your PC-clone.

/Jens M. Andreasen

357. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 19:14:06 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3p43n.2yL@news.gu.se>
Source record: 11843

Arto Jalkanen (artoj@mits.mdata.fi) wrote:
> > I have to confess I'm fed up to the back teeth with the inflexible nature
> > of STOS - even though I have a hundred extensions for it its the actual

> You will be fed up with GFA also, but not for the same reasons. ;-)

> > GFA Basic quite cheap and was tempted to buy - except, does it work on
> > the Falcon? I know that a few people are using GFA on the Falcon but are

> GFA Basic works with Falcon straight without any fixes, but you have
> to use ST-medium or ST-High.

This is not quite true! I run GFA Basic in 16 color 640x400 on falcon and
I think that it works with any 16 color or less mode. The graphical
instructions doesn't works in the intepreter with 256 color mode but if you
compile the program it will work fine!

Tomas :)

358. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-08 21:00:23 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D3p90n.I87@exeter.ac.uk>
Source record: 11844

In article <D3JI3M.5L7@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

> Is there a system call in MiNT/MultiTOS to (temporary) disable
> multitasking? It would come in handy if you needed real-time

Yes - just switch the processor to Supervisor mode - then MiNT won't pre-empt
you until you switch back to User mode.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.60 * Minxfs 0.60pl10 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

359. Re: AES query

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 00:08:26 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950209004507.16522C-100000@mars>
Source record: 11845

On 6 Feb 1995, Steven M Eker wrote:

>
> Is one supposed to lock the screen and hide the mouse before calling
> graf_shrinkbox() and similar functions? I suspect not but I can't find anything
> about it in the developer docs.
>

I usually hide the mouse whenever I draw anything on screen, else the mouse
gets stuck in unwanted places. And of course show it again when im done.
If you are not painting more than one object (like graf_slidebox()) this
will be well in time of the next vertical scan.

/Jens

360. Re: AES query

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 00:19:27 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950209011247.16522D-100000@mars>
Source record: 11846

```
On 6 Feb 1995, Steven M Eker wrote:

>
> Is one supposed to lock the screen and hide the mouse before calling
> graf_shrinkbox() and similar functions? I suspect not but I can't find anything
> about it in the developer docs.
>

Ooopps It seems like I was a litle too fast.. :-)

The swedish doc Atari/hardfacts states that AES will hide the mouse for you
and show it again when ready, for functions like graf_growbox().

/Jens (again)
```

361. Returning to Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 01:25:33 UTC
From: tlivings@freeside.fc.net
Message-ID: <3hbqud$s0d@villa.fc.net>
Source record: 11850

I am returning my Atari 800xl to service for an indefinite amount of time, and require some assistance getting caught up with the latest on them. If someone could send me a FAQ, it would be appreciated. Otherwise, I am interested in knowing any WWW or other sources for files and information, as well as info on any-one who may still be in the business of selling related hardware and software. Last I knew (now about 2 years back) BRE Software was still selling stuff...don`t know anymore.

Few simple questions as well:

I am running a 256k 800xl with an ATR8000. What is the fastest modem supported on this configuration these days?

When I last ran my BBS, I had seen some files out there to give a good 80 column display on the system. Anyone got anything that works well with communication software...I intend to use this system primarily to log into the internet and other local chat boards.

Thanks for any help. I have loads of stuff as well, as soon as I also temporarily return the old 8" floppy drives to service long enough to copy everything down to a 3.5in disk (hope I can get those suckers formatted beyond 720k...would like to format em to 1.44, but 720 k is better than 192k on a std drive...)

Thanks again in advance.

--Todd--

362. Re: diskette transfer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 10:36:29 UTC
From: emb@resun03.roe.ac.uk
Message-ID: <D3qAsv.AHA@festival.ed.ac.uk>
Source record: 11851

In article <3haulv$895@caro.dsic.emn.fr>, Patrice MANDIN
<i2a06a@iut-nantes.univ-nantes.fr> writes:
|> 1brittmi@uvsc.edu (MICHEL BRITTE) wrote:
|> >
|> > I have an atari diskette that I would like to transfer on a PC or MAC, but I
|> > don't have the right tools to do it.
|> > Is there anyone out there willing to help me???
|> > thanks and e-mail me please.
|> > 1brittmi@uvsc.edu
|> > michel
|>
|> Well, you don't said whether you have an atari STF or previous,
|> or an STE or more. Since TOS 1.6 (STE), disks formatted with the desktop
|> are PC MSDOS compatibles. If you have an older TOS version, format a
|> blank disk in 720K format on PC and then copy the files you want to
|> transfer on this formatted disk. You'll be able to read the disk with
|> no more problems.

Disks formated with TOS1.4 (STFM) are also MSDOS Compatible.
Also, FCOPY III/Pro alows disks to be formatted as MSDOS compatible
if 9 traks, 80 sectors is chosen. I presume some other formatting programs
also have this feature.

EMB

363. Advertising...?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 13:09:56 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3hd474$iat@motmot.doc.ic.ac.uk>
Source record: 11852

I write lots of games programs for the ST (in STOS, but don't flame me
for that!) - some are sharaware, others PD. I know that advertising is
frowned upon on the Internet, I was wondering whether or not talking about
games of mine on this group would constitute "Advertising", and so
would not be allowed. Could I, for example, state on which archives my
PD games could be found? (As yet, there are none).

Perhaps the charter owner for this group could post it, so that I could
read it and clear this up? Thanks,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"I've found it unwise to predict what the Doctor can and cannot do."
- The Castellan, Arc of Infinity

364. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 14:03:31 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D3qKDv.KuD@news.gu.se>
Source record: 11858

```
Aasa Berndtsson (pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
> Arto Jalkanen (artoj@mits.mdata.fi) wrote:
> > > I have to confess I'm fed up to the back teeth with the inflexible nature
> > > of STOS - even though I have a hundred extensions for it its the actual

> > You will be fed up with GFA also, but not for the same reasons. ;-)

> > > GFA Basic quite cheap and was tempted to buy - except, does it work on
> > > the Falcon? I know that a few people are using GFA on the Falcon but are

> > GFA Basic works with Falcon straight without any fixes, but you have
> > to use ST-medium or ST-High.

> This is not quite true! I run GFA Basic in 16 color 640x400 on falcon and
> I think that it works with any 16 color or less mode. The graphical
> instructions doesn't works in the intepreter with 256 color mode but if you
> compile the program it will work fine!

> Tomas :)

They're talking about v3.5!! v3.5 of GFA-Basic is an ST/STe version. This
version requires ST-Low, ST-Medium or ST-High.
v3.6, which is the TT version, supports 16 color 640x400 mode on the falcon.

Stefan

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se
I'm watching you Tomas!!! (Hehe... my brother)
```

365. Re: Returning to Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 16:00:17 UTC
From: tomoug@auto-trol.com
Message-ID: <1995Feb9.160017.10535@auto-trol.com>
Source record: 11859

While I cannot answer your modem and terminal software questions, they
can be answered in the group:

comp.sys.atari.8bit

There is a FAQ and a venders list that is kept well maintained for that group.

366. Re: Advertising...?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 16:02:19 UTC
From: bjgrier@bnr.ca
Message-ID: <3hdeab$u6@brtph500.bnr.ca>
Source record: 11853

I would suggest using the comp.sys.atari.announce group. It is a moderated group so you would have to find out who the moderator is and mail your post to them. I believe the moderator is Yat @ Lexicor (I am not sure of the email address)

Brian

367. MAD MAX MUSIC

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 16:46:00 UTC
From: hardyd@cs.man.ac.uk
Message-ID: <3hdgs8$fjt@m1.cs.man.ac.uk>
Source record: 11854

Does anyone know the format for MAD MAX music? I believe they have all have filenames with the extension MUS (i.e. *.MUS). I would like to write my own player and so would be grateful for any information regarding this file format).

Thanks.

Dom

368. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 22:27:00 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3he4rk$g1v@helios.herts.ac.uk>
Source record: 11857

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

: In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
: |>I have to confess I'm fed up to the back teeth with the inflexible nature
: |>of STOS - even though I have a hundred extensions for it its the actual
: |>format of the code that bothers me. So I recently saw a firm selling off
: |>GFA Basic quite cheap and was tempted to buy - except, does it work on
: |>the Falcon? I know that a few people are using GFA on the Falcon but are
: |>there fixes I need first (like with STOS)? and are these on FTP sites?

: STOS is more inflexable than GFA Basic? Give me a break... (yes I have used
: GFA & STOS, the latter wins every time).

: What is this? I think we should rename this group alt.lovers.gfa.basic

: Anyone use any other language out here?

Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
you have that crap mouse pointer and the menus look dreadful I have yet
to see a good stos utility. All that comes out of STOS is either a sad
game or another ART PACKAGE. I hate the file selectors, and as for the
key click!!! Can you merge in C or 68000 into STOS er???

STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

STOS Your Inflexable friend.............

(STOS Lovers don't bother flaming me as I pay as much attention to you
as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)

369. Looking for .PI1 and .NEO files

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-09 23:19:26 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.91.950209231504.28856A@tower.york.ac.uk>
Source record: 11855

Does anyone know where I could get hold of some Degas PI1 and NEOChrome image files? I am working on some image conversion tools and I need some data to test them on, and unfortunately my ST is about 300 miles away so I can't make any of my own :-)

Anything would do, just a bunch of lines or something, as long as the image is recognizable so that I can see if it is being converted properly.

If anyonee has some such files that they could mail me, I would be extremely grateful.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

370. window attributes on the fly?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 00:22:44 UTC
From: vegard@henry.interlink.no
Message-ID: <3hebkk$okt@henry.interlink.no>
Source record: 11856

Is there a way to change the window attributes (closer/full box/info line/arrows/sliders) *without* closing, deleting and opening a new window?

Specifically, I want to loose the arrows and sliders for "iconifying" a window (reducing it to the move/title bar only. I now do this by closing and deleting the window, and then creating and opening another, but this seems like a "kludgy"(?) way to do it... Does anyone have a better idea?

Vegard Hofs&#65533;y
//vegard@interlink.no//

371. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 10:00:18 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3hfdfi$2rl@m1.cs.man.ac.uk>
Source record: 11860

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|> : In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
|> (Requiem) writes:
|> : |>I have to confess I'm fed up to the back teeth with the inflexible nature
|> |> : |>of STOS - even though I have a hundred extensions for it its the
|> actual
|> : |>format of the code that bothers me. So I recently saw a firm selling off
|> |> : |>GFA Basic quite cheap and was tempted to buy - except, does it work on
|> |> : |>the Falcon? I know that a few people are using GFA on the Falcon but
|> are
|> : |>there fixes I need first (like with STOS)? and are these on FTP sites?
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).
|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?

Just C, Pascal,STOS,GFA,68k....

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

Yes, you dont have access to GEM, but that doesn't mean that you have to use STOS's own routines. I have never used the MENU command....

The keyclick can be replaced (with the standard one), and the mouse-pointer is user defineable, so if it's crap, its the programmers fault, not STOS's.

Yes, and yes respectively for using other languages. load the compiled / assembled program, and use the instruction CALL (but dont use Malloc etc.).

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Why not? Use 68000 for your speed critical routines, and use STOS for general admin stuff...

|> STOS Your Inflexable friend.............

I was told that GFA can only include binarys that are < 64k in size....

Why????

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, just pointing the error of your ways.... :)

372. STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 11:11:57 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3hfhlt$q2k@oak75.doc.ic.ac.uk>
Source record: 11861

|>Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|>you have that crap mouse pointer and the menus look dreadful I have yet
|>to see a good stos utility.

That wasn't the point I was arguing: STOS is better for games writing. As
for utilities, and the look thereof - it's up to the author of the package
to define the look - I _could_ write a utility in STOS that looks
EXZCTLY the same as one in GFA Basic - but why would I want to? I hate
the look of GEM, and so does everyone I know. Use C.

As for a "good STOS utility", look no further than Kosmic (now in it's
third version, I believe) which has scored 80+ in ST Format (I forget the
exact figure). Okay, you may not find it too useful, but it's excellent
for what it does.

|>All that comes out of STOS is either a sad
|>game or another ART PACKAGE. I hate the file selectors, and as for the
|>key click!!! Can you merge in C or 68000 into STOS er???

a) Write your own file selector if you're picky
b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
c) You can turn the key click off - but I agree it is more annoying than
the standard GEM one.

The thing I like most about STOS (other than the ability to use line numbers
if you want to, and that it's easy to get into, unlike GFA) is it's
expandability. Want new instructions? Just plug in a new extension file.
I don't think you can do that with GFA, but I am prepared to be corrected
on this one...

Your yapping about utility programming doesn't make sense. If you want to
write a utility, you do it in a portable language like C. If you want to
write a game, which generally is not portable because games need to squeeze
the machine for performance, then you do so in whatever language you like.
STOS gives you easy to use instructions to put graphics to the screen, to
move and animate sprites, etc. As far as I know, GFA doesn't.

Each to their own, but I'm sticking with STOS+Assembly for games and C
for utilities.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
You know how most packages say "Open here". What is the protocol if the
package says "Open somewhere else"?

373. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 13:05:55 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3hfobj$7l6@m1.cs.man.ac.uk>
Source record: 11862

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).
|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?

What, you mean like C, Pascal, 680x0, STOS etc?

yep.

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

Yeh, STOS cannot use GEM, but you dont have to use STOS stuff either... If you dont like the STOS keyclick, you can disable it, and re-enable the standard one. The mouse pointer is user-defineable, and so, if the mouse pointer is crap its the programmers fault - not STOS's.

Yes, you can include C/68k into STOS. Load it into a bank and use the CALL command (of course, your .PRG must not use GEM / memmory allocation etc.)

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Why not? use it to control the main flow of the program, with other stuff done in 68k for speed...

|> STOS Your Inflexable friend.............

When was the last time you heard a 16-track .DTM played by GFA?

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, i'm just pointing out the error of your ways! :)

374. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 13:54:16 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3hfr68$8qe@m1.cs.man.ac.uk>
Source record: 11863

In article <3he4rk$g1v@helios.herts.ac.uk>, C.A.Roberts@herts.ac.uk (Chris Roberts) writes:
|> Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:
|>
|> : In article <3h5dr6$hup@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
|> (Requiem) writes:
|> : |>I have to confess I'm fed up to the back teeth with the inflexible nature
|> |> : |>of STOS - even though I have a hundred extensions for it its the
|> actual
|> : |>format of the code that bothers me. So I recently saw a firm selling off
|> |> : |>GFA Basic quite cheap and was tempted to buy - except, does it work on
|> |> : |>the Falcon? I know that a few people are using GFA on the Falcon but
|> are
|> : |>there fixes I need first (like with STOS)? and are these on FTP sites?
|>
|> : STOS is more inflexable than GFA Basic? Give me a break... (yes I have
|> used
|> : GFA & STOS, the latter wins every time).
|>
|> : What is this? I think we should rename this group alt.lovers.gfa.basic
|>
|> : Anyone use any other language out here?
|>

You mean like C, Pascal, 680x0, STOS etc?

Yeh.

|> Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
|> you have that crap mouse pointer and the menus look dreadful I have yet
|> to see a good stos utility. All that comes out of STOS is either a sad
|> game or another ART PACKAGE. I hate the file selectors, and as for the
|> key click!!! Can you merge in C or 68000 into STOS er???

OK, so you cannot use GEM, but you dont have to use the STOS functions either. If you dont like the key click, use the standard on! (click off: poke $42a,8 if I remember correctly...)

The mouse-pointer is user definable, so if its crap, it the programmers fault, not STOS's.

I'm sure a lot of crap programs are written in GFA as well. I dont believe that you can say that all programs written in a given language are crap. The quality of the program is due to the programmer....

Yes, you can merge C or 68k programs into STOS. Simply load them into a bank, and run then using the command CALL. (of course, the program must not use GEM / memmory allocation etc.)

|> STOS is o.k for kiddies to play with but hey, I wouldn't use it!!!!

Fine. The reason for having lots of programming language is that there will be one that suits your needs...

|> STOS Your Inflexable friend..............

When was the last time you heard GFA playing a 16-track .DTM module?

|> (STOS Lovers don't bother flaming me as I pay as much attention to you
|> as I do to amiga owners, NONE!!!! So it'll only be your time your wasting)
|>

I'm not flaming, just showing the error of your ways! :-)

Anthony

375. Re: GFA on the Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 15:43:46 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3hg1ji$c0q@m1.cs.man.ac.uk>
Source record: 11864

Sorry about that! (sending 3 different versions...

My news-reader told me that it hadn't sent them, and crashed....

Bloody thing!

Anthony

(ps. the question still stands - does GFA need fixes to work on the Falcon?)

376. Re: Returning to Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 17:14:53 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D3snwv.Cs0@cs.vu.nl>
Source record: 11865

tlivings@freeside.fc.net (Todd Livingston) writes:

>I am returning my Atari 800xl to service for an indefinite amount
>of time, and require some assistance getting caught up with the
>latest on them. If someone could send me a FAQ, it would be
>appreciated. Otherwise, I am interested in knowing any WWW or
>other sources for files and information, as well as info on any-

Take a look at http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

It contains a collection of docs, pointers to other resources and the
FAQs.

>one who may still be in the business of selling related hardware
>and software. Last I knew (now about 2 years back) BRE Software
>was still selling stuff...don`t know anymore.

>Thanks again in advance.

> --Todd--

Bye,
Ivo

377. emulator for Atari ST ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 17:27:40 UTC
From: mp@rob.cs.tu-bs.de
Message-ID: <mp.792437260@maud>
Source record: 11869

Does anybody know, if there is an emulator for Atari ST running either on a
UNIX-workstation (eg Sun, NeXT, SG)?

Martin (M.Pruefer@tu-bs.de)

--
Martin Pruefer, DL8OAU, mp@rob.cs.tu-bs.de | Tel: +49 531 / 391-7453
Institute for Robotics and Computer Control | Fax: +49 531 / 391-5696
Hamburger Strasse 267, 38114 Braunschweig, FRG |

378. Re: Advertising...?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-10 21:16:45 UTC
From: rm03@ic.ac.uk
Message-ID: <3hgl3t$sic@ccserver.cc.ic.ac.uk>
Source record: 11866

in article <3hd474$iat@motmot.doc.ic.ac.uk>,
Paul Ian Harman (pih@doc.ic.ac.uk) wrote:
>I write lots of games programs for the ST (in STOS, but don't flame me
>for that!) - some are sharaware, others PD. I know that advertising is
>frowned upon on the Internet, I was wondering whether or not talking about
>games of mine on this group would constitute "Advertising", and so
>would not be allowed. Could I, for example, state on which archives my
>PD games could be found? (As yet, there are none).

I don't really think anyone will mind, but the proper newsgroup to use is
comp.sys.atari.announce (It's a moderated newsgroup).

Generally speaking, adverts only generate bad feeling when they are
(a) off-topic for the newsgroup, and/or (b) posted repeatedly.
An article saying `My wonderful new game, _MutantKongFroggerLhamaAttack_
is now available on atari.archive' is fine.

Good luck with the games, BTW.

-- Robert Mellish (Unofficial Abject Admirer & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk

379. GFA Basic Books?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-11 04:43:38 UTC
From: abstract@wam.umd.edu
Message-ID: <3hhf9q$dfv@cville-srv.wam.umd.edu>
Source record: 11867

Anybody know of any good GFA Basic programming books? I used
Basic a little bit, a long time ago, but GFA Basic seems like a good
language to learn now... Any references would be greatly appreciated.
Please reply by email. Many thanx in advance!
--Lunatic

380. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-11 14:38:39 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3hien6$6gl@utrhcs.cs.utwente.nl>
Source record: 11868

Hello,

In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

>Yes - just switch the processor to Supervisor mode - then MiNT won't
>pre-empt you until you switch back to User mode.

If I recall right this is not documented and may change in future. The
best way is to go to IPL 7 (though you have to be in supervisor mode to
do that..)

Greetinx,

Ric Klaren

381. Mag!C v2 - MAGX.H header file errors

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-11 23:22:03 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D3uzKr.EIq@cix.compulink.co.uk>
Source record: 11870

Working my way through the Mag!X v2 manual (English edition) and the
MAGX.H file supplied on disc, I came across the following errors.

1) MAGX.H has some impossible declarations:

```
typedef struct
{
char *in_dos; /* Adresse der DOS- Semaphore */
int *dos_time; /* Adresse der DOS- Zeit */
int *dos_date; /* Adresse des DOS- Datums */
long res1; /* */
long res2; /* */
long res3; /* ist 0L */
void *act_pd; /* Laufendes Programm */
long res4; /* */
int res5; /* */
void res6; /* */
void res7; /* interne DOS- Speicherliste */
void (*resv_intmem)(); /* DOS- Speicher erweitern */
long (*etv_critic)(); /* etv_critic des GEMDOS */
char * ((*err_to_str)(char e)); /* Umrechnung Code->Klartext */
long res8; /* */
long res9; /* */
long res10; /* */
} DOSVARS;
```

What on earth does 'void res6' mean? A variable of type nothing!
erm...

2) The definition:

```
/* Cookie MagX --> */

typedef struct
{
long config_status;
DOSVARS *dosvars;
AESVARS *aesvars;
} MAGX_COOKIE;
```

is _wrong_. The DOSVARS and AESVARS are reversed.

3) The DOSVARS description does not match reality in any way!

--
John Watkins.

382. Re: Mag!C v2 - MAGX.H header file errors

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-12 10:38:16 UTC
From: richcsst@crash.cts.com
Message-ID: <D3vuvs.ls6@crash.cts.com>
Source record: 11871

Uuuh... The descriptions given in the Mag!X manual work as "advertised" for me. So what's the problem?? However, the DOS and AES vars are redundant. Just use the TOS method and you get the same results. Check your source again.

As far as I can remember a C declaration of "void" is quite legal. I believe it is used as a two byte (or four?) "filler" within a structure. This means the space is filled but not used or assigned to an actual storage location (variable). I also think it is also used as a way of inserting a double pointer. I guess that would mean "don't use this, but use what it is pointing to (and their declarations). Then again, I could be blowing smoke. It's been a while since I used "C".

Rich

383. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-12 13:41:50 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3hl36u$r2n@whitbeck.ncl.ac.uk>
Source record: 11872

My baby brother used to use STOS because he thought the ability to slap a sprite on the screen would make it easier to build a complex game. Now he doesn't use STOS......here are his reasons:

o Crap editor.
o Incompatibility problems with more recent machines.
o Lack of structure in the language (Functions & Procedures, etc).
o Debugging sucks.

He's now moved over to using HiSoft Basic instead, as that is a modern structured basic, which also allows language extensions to be added in assembly language or C if you want (I coded him a few extensions to get him started). He's planning to move over to Pascal RSN 'coz the Pure Pascal source level debugger is a real 'gem' :)

One more thing - my baby brother is 14 years old.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

384. TrueColor

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-12 20:01:46 UTC
From: pblagay@xmission
Message-ID: <3hlpfa$aba@news.xmission.com>
Source record: 11873

Someone posted me a routine for Hardware Scrolling in Truecolor
and I mislaid it. Please could anyone who has a routine please send it to me
or explain what I need to do.

i have set Linewid to 320 because I am displaying a 320 window of a 640 wide
image. If I set only this then it displays correctly. However if I try to
change the video base address in order to scroll 1 of 2 things will happen.

1) Nothing happens.
2) The screen goes haywire.

The above are two different variations of the coding.

Please help me. I know it is probably a simple error.

Paul Blagay

385. Re: MAD MAX MUSIC

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-13 10:06:37 UTC
From: choben@cs.strath.ac.uk
Message-ID: <3hnavd$fra@dunlop.cs.strath.ac.uk>
Source record: 11874

If your looking to rip out the music file from a say demo, the process is fairly simple. Using MONST or equivelant decrpypt or (and) depack the file. The instructions to initialise the music are...

```
MOVEQ #1,D0 ;1 is the tune number
JSR $90000 ;90000 is address of the music (could be any number)
```

if at the address $90000 there are 3 JSR or BSR instructions in a row its a fairly safe bet that this is a music file (if you want conformation search from this point on for the letters TFMX which I believe are embedded in all his music files). Then save the file from the first of the three JSR's.

To play them back in your own program is very simple.

I assume some assembly knowledge,

1) go supervisor mode.

2) call the initialise routine above.

3) during each vbl jsr music+8 (where music is the address of your music).

Programs are available to automate this process but I would recommend doing it the monST way. It helps you learn the machine..

If you want some disks with code, music files etc give me your address and I'll post your some stuff. Or I may even e-mail you it if I can figure out how to..

386. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-13 13:19:33 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3hnm95$flq@oak64.doc.ic.ac.uk>
Source record: 11875

```
|>My baby brother used to use STOS because he thought the ability to
|>slap a sprite on the screen would make it easier to build a complex
|>game. Now he doesn't use STOS......here are his reasons:
|>
|> o Crap editor.

Agreed, I suppose. But you _can_ use a text editor to write your code, then
import it as ASCII into STOS. Bit too much of a pig, though.

|> o Incompatibility problems with more recent machines.

Unless you're talking about the Falcon, I don't believe you (even then, it's
just the mouse that doesn't work). That's not the same as saying that STOS
can't use the new advanced features of machines - which is up to the
extension writers.

|> o Lack of structure in the language (Functions & Procedures, etc).

Agreed - I want procedures too, however you get around it! Again, this could
be an extension (I already have the CONTROL extension which gives me
CASE (switch) statements.

|> o Debugging sucks.

Eh? You can't possibly say that about an INTERPRETED language! It tells you
exactly what error happened, and exactly which line it happened on. Give
me a better debugger than that!

|>He's now moved over to using HiSoft Basic instead, as that is a modern
|>structured basic, which also allows language extensions to be added in
|>assembly language or C if you want (I coded him a few extensions to get
|>him started). He's planning to move over to Pascal RSN 'coz the Pure Pascal
|>source level debugger is a real 'gem' :)

Personally, I'd use C, but then I'm biased 'cos I have to use that in my
holiday job. Pascal? Urgh... he'll be using Modula-2 soon, if you don't
watch him... but I'm off-topic.

|>One more thing - my baby brother is 14 years old.

Hey - I'm only 19. So your brother used STOS to get into programming and he
grew out of it - good for him. I still only use it to link assembly
mods together, and 'cos it provides those easy-to-use graphics stuff.

Ozzy.

--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
```

+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"I think, pyschologically, that you get better as you get older"
- Anne Mitchell

387. Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-14 02:48:01 UTC
From: drz@raven.cybercom.com
Message-ID: <3hp5l1$75m@crow.cybercom.com>
Source record: 11876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I've sort of succeeded (not really) at installing X, but I'm not sure what's wrong. :-(My question is, could somebody who has got it all running please mail me his mint.cnf, .xinitrc, .twmrc and any other setup I might need. A brief explanation of how your directory structure is put together would also be very helpful. advTHANKSance.

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

388. Re: TrueColor

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-14 03:10:02 UTC
From: ralunsfo@uncc.edu
Message-ID: <3hp6ua$4sm@news.uncc.edu>
Source record: 11877

Paul, I tried to email you, but it bounced. If you find the source for the true color scrolling, could you please forward me a copy? I've asked about this before and didn't get a reply. When I tried, I got the same symptoms as you.

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

389. Drag and Drop

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-15 10:54:20 UTC
From: dt93rk@pt.hk-r.se
Message-ID: <3hsmgs$b78@ronneby.hk-r.se>
Source record: 11878

```
Best Regards From Roger Karlsson
Atari 4-ever!
Atari owner since 1987, 4 mb Ste + HD-interface, 120 mb Hard-Disc.
```

390. Drag And Drop

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-15 11:00:51 UTC
From: dt93rk@pt.hk-r.se
Message-ID: <3hsmt3$b78@ronneby.hk-r.se>
Source record: 11879

One of my friend is programming a Jingel-Program for Radio Carlskrona On a Falcon under Multi-Tos. And he is wondering how he should program the "Drag and Drop" function in C for Multi-Tos. He is using Laser-C.
With Regards from Roger

391. Re: Help with Crazy Dots card

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-15 13:23:08 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3hsv7s$dcm@lastactionhero.rs.itd.umich.edu>
Source record: 11880

> In <3h8fu6$enf@lastactionhero.rs.itd.umich.edu> Dan Ackerman wrote:
>> Anyone have any experience programming on the Crazy Dots video
>>Card? Anywhere I can find any specs?
>
>I'd strongly advise you _not_ to program it directly. Use VDI routines
>instead!
>
>>They seem to have some limit on
>>the VDI drawing primitives, but I don't personally have one so testing
>>for me is limited. Any help would be very appreciated.
>
>Well, for information on the VDI and programming graphics system
>compliant, you should either get the Profibuch in English , the
>Atari development informations or - if that doesn't help - get in contect
>e.g. with the NVDI authors.

>Thorsten

>CrazyDots HC/NVDI 3.01

I don't program directly. I use the VDI. However several
bugs/problems occur with the CrazyDots card only. Could you be so kind
as to try my program and see if you see anyway to avoid the problems.
All my calls are standard VDI calls, so it was really irritating when it
was discovered that the CrazyDots card wouldn't run it properly.

The program is AstroPanic 94! it's on most of the archives now.
Make certain you get rev d. so look for p94_revd.zip. The problem occurs
when you run it in resolutions higher than 640x400.

Thanks

Dan

392. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-15 19:09:53 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D422KH.L9p@exeter.ac.uk>
Source record: 11881

In article <3hien6$6gl@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren) writes:

> In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

> >Yes - just switch the processor to Supervisor mode - then MiNT won't
> >pre-empt you until you switch back to User mode.

> If I recall right this is not documented and may change in future. The
> best way is to go to IPL 7 (though you have to be in supervisor mode to
> do that..)

I highly doubt it will change, ever, because all interupt handling
routines must run in supervisor mode, and pre-empting an interrupt
handler would be a very silly thing for MiNT to do.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minxfs 0.60pl10 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

393. Help with C

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 03:54:12 UTC
From: abstract@wam.umd.edu
Message-ID: <3hui94$fih@cville-srv.wam.umd.edu>
Source record: 11882

```
I'm trying to teach myself C or C+, or whatever it's at now.
Anyone know of any good reference materials? Thanx in advance!
--Lunatic
```

394. Howto make res-independent RSC's ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 09:01:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>
Source record: 11883

Hi!

I've got a little question regarding resolution independent RSC-File design.
How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of other resolutions?

I know that rsrc_obfix() is used. The Compendium writes:
"All objects in '.RSC' Files have their coordinates based on character positions rather than screen coordinates to allow an object tree to be shown in any resolution. This function converts those character coordinates to pixel coordinates based on the current screen resolution."

But using this command doesn't seem to be enough. Any better ideas or tips?

Greetings,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se

(UUCP Dialup connection)

395. Re: window attributes on the fly?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 13:21:40 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3hvjh4$ogg@mercury.dur.ac.uk>
Source record: 11884

```
Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: Is there a way to change the window attributes (closer/full box/info
: line/arrows/sliders) *without* closing, deleting and opening a new window?
: Specifically, I want to loose the arrows and sliders for "iconifying" a
: window (reducing it to the move/title bar only. I now do this by closing
: and deleting the window, and then creating and opening another, but this
: seems like a "kludgy"(?) way to do it... Does anyone have a better idea?

Kludgy it may be, but it's the only legal way.

ATB,

Martin

--
**********************************************************************
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
**********************************************************************
```

396. Re: DSP56001 Assembler anywhere?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 13:32:36 UTC
From: csstsme@brunel.ac.uk
Message-ID: <3hvk5k$76o@izar.brunel.ac.uk>
Source record: 11885

The DSP assember/debugger that come with the falcon dev docs are pretty good.
The assembler is a straight falcon port of Motorola's own assembler with a post processor to make the .LOD files from the Moto binaries. Very stable & robust.
The GEM based debugger is written by a french company and comes with example code for doing things that are not covered in Atari's docs - like the 56k side of serial data transfers.
I don't know how Hisoft's DevpakDSP compares but I think the falcon dev docs work out slighly cheaper - at least in the UK.

Steven

397. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 14:03:05 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3hvlup$14g@helios.herts.ac.uk>
Source record: 11886

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

: |>Yeah! Right, can you use any GEM functions in STOS. Mmmm Don't think so,
: |>you have that crap mouse pointer and the menus look dreadful I have yet
: |>to see a good stos utility.

: As for a "good STOS utility", look no further than Kosmic (now in it's
: third version, I believe) which has scored 80+ in ST Format (I forget the
: exact figure). Okay, you may not find it too useful, but it's excellent
: for what it does.

You can hardly call kozmic a utility, surly it's more like an art
package?? which is what I said a crappy game or another art package??

: |>All that comes out of STOS is either a sad
: |>game or another ART PACKAGE. I hate the file selectors, and as for the
: |>key click!!! Can you merge in C or 68000 into STOS er???

: a) Write your own file selector if you're picky
: b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
: c) You can turn the key click off - but I agree it is more annoying than
: the standard GEM one.

Because your not using GEM you cannot call the gem file selector which
means you cannot use replacemnet selectors such as little green filselector..

: The thing I like most about STOS (other than the ability to use line numbers
: if you want to, and that it's easy to get into, unlike GFA) is it's
: expandability. Want new instructions? Just plug in a new extension file.
: I don't think you can do that with GFA, but I am prepared to be corrected
: on this one...

Line numbers went out with the spectrum, how annoying to write some code
and have to use line numbers why do you need them??

: Your yapping about utility programming doesn't make sense. If you want to
: write a utility, you do it in a portable language like C. If you want to
: write a game, which generally is not portable because games need to squeeze
: the machine for performance, then you do so in whatever language you like.
: STOS gives you easy to use instructions to put graphics to the screen, to
: move and animate sprites, etc. As far as I know, GFA doesn't.

: Each to their own, but I'm sticking with STOS+Assembly for games and C
: for utilities.

Stos+Assembly If you could use assembly properly then you would use that
alone and not even touch stos and you would also write your games in it
or even C as these both are much more quicker than stos and you can

'squeeze' the machine as you put it. Optimizing the machines capability
is far more effeciently achieved in assembly or even C then using
prebuilt sprite + graphics routines in stos....

398. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 17:34:20 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3i02as$1qs@oak70.doc.ic.ac.uk>
Source record: 11887

```
|>: As for a "good STOS utility", look no further than Kosmic (now in it's
|>: third version, I believe) which has scored 80+ in ST Format (I forget the
|>: exact figure). Okay, you may not find it too useful, but it's excellent
|>: for what it does.
|>
|>You can hardly call kozmic a utility, surly it's more like an art
|>package?? which is what I said a crappy game or another art package??

It's the best I could come up with on the spur of the moment!

|>: a) Write your own file selector if you're picky
|>: b) YES YOU CAN IMPORT MACHINE CODE INTO STOS. I know - I do it all the time.
|>: c) You can turn the key click off - but I agree it is more annoying than
|>: the standard GEM one.
|>
|>Because your not using GEM you cannot call the gem file selector which
|>means you cannot use replacemnet selectors such as little green filselector..

True. But I wouldn't write a utility in STOS anyway.

|>: The thing I like most about STOS (other than the ability to use line numbers
|>: if you want to, and that it's easy to get into, unlike GFA) is it's
|>: expandability. Want new instructions? Just plug in a new extension file.
|>: I don't think you can do that with GFA, but I am prepared to be corrected
|>: on this one...
|>
|>Line numbers went out with the spectrum, how annoying to write some code
|>and have to use line numbers why do you need them??

Line numbers are very useful from a debugging point of view: at least, I
think so. Okay, it would be nice to turn them off now and then! But to do
that, the whole language would have to be rewritten.

Line numbers also mean that the newbie programmer isn't forced to program
in a highly efficient structured manner from the word go. This (in my
experience) has put a lot of people off programming - all I have to do is
look around the lab here at Imperial to the non-computery people trying to
do their lab: they hate it. Of course, I am a firm believer in structured
code but I think that at the starting stage, programming of any kind is better
than no programming at all.

[next paragraph slightly altered from a punctuation point of view]

|>Stos+Assembly. If you could use assembly properly then you would use that
|>alone and not even touch STOS, and you would also write your games in it
|>or even C as these both are much quicker than STOS, and you can
|>'squeeze' the machine as you put it. Optimizing the machines capability
```

|>is far more effeciently achieved in assembly or even C then using
|>prebuilt sprite + graphics routines in STOS....

The point is that I _can't_ write code fully in Assembly Language yet - I'm still learning. While I'm doing so, I'd rather call the assembly routines from a language that I know and understand, rather than using C.

I am also learning C slowly at college, I am getting to the state where I could use C rather than STOS. I consider C to be a more "frightening" language than STOS because of it's nasty syntax: in STOS for example you don't have to worry about types etc. Such concepts do noting to improve the beginner's understanding of programming: in fact it is irritating not to be able to divide a floating point number by an integer, since the language forces you to change the integer to a floating point.

When I have learnt a bit more C and a lot more Assembly language, then I will dump STOS. But I don't see why - after all, I am programming for my own enjoyment and not for any sort of profit or recognition. If I were, do you think I would be writing naff platform games in STOS on the ST? No, I'd be writing lightning fast utilities in C on the Iris Indigo, Sun Sparc and Power Macintosh.

Ozzy (defending STOS to the last whether you like it or not)

--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"You can use a shotgun for this - it's quite good fun!" - Tony Field

399. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-16 22:05:27 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3i0i77$437@helios.herts.ac.uk>
Source record: 11888

Paul Ian Harman (pih@doc.ic.ac.uk) comp.sys.atari.programmer wrote:

---Text Cut Due to lack of relavence---

: I am also learning C slowly at college, I am getting to the state where I
: could use C rather than STOS. I consider C to be a more "frightening" language
: than STOS because of it's nasty syntax: in STOS for example you don't have to
: worry about types etc. Such concepts do noting to improve the beginner's
: understanding of programming: in fact it is irritating not to be able to
: divide a floating point number by an integer, since the language forces
: you to change the integer to a floating point.

: When I have learnt a bit more C and a lot more Assembly language, then I will
: dump STOS. But I don't see why - after all, I am programming for my own
: enjoyment and not for any sort of profit or recognition. If I were, do you
: think I would be writing naff platform games in STOS on the ST? No, I'd
: be writing lightning fast utilities in C on the Iris Indigo, Sun Sparc
: and Power Macintosh.

I thought the original argument came about from sombody asking for a
flexible language? Your entire argument since then has been about the
easy of use of STOS, and has become more and more contradicting. I think
you are writting naff platform games on the ST because this is all you
can write, or at least at the moment and when you can do somthing better
such as an X-Windows utility Or a Power Mac utility then you probably
will. But it appears to me that you have used STOS for a while and like
it and have never realy tried anything else......

: Ozzy (defending STOS to the last whether you like it or not)

: --
: -+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
: +-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
: "You can use a shotgun for this - it's quite good fun!" - Tony Field

400. Re: MSTE Clock speed adjustment

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 00:59:18 UTC
From: vegard@henry.interlink.no
Message-ID: <3i0sd6$9v@henry.interlink.no>
Source record: 11889

```
buxmjp@zippy.dct.ac.uk wrote:
: Can anyone tell me how to change a Mega STEs clock speed from within my own
: code (preferably GFA basic or devpac source) and also to tell what speed it
: is currently at, without doing a speed test.

: thanx

: the hatter

To read the current speed in GFA:

a|=PEEK(&HFF8E21)
IF BTST(a|,1)
'speed=16
ELSE
'speed=8
ENDIF

To set:

a|=PEEK(&HFF8E21)
a|=BSET(a|,1) 'set to 16
a|=BCLR(a|,1) 'set to 8
SPOKE(&HFF8E21)

To read/switch the cache, substitute bit 0 for bit 1

Hope this helps...
```

Vegard Hofs&#65533;y
E-mail: vegard@interlink.no

401. Re: Midi TOS Buffer

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 08:21:45 UTC
From: hjv@phil.ruu.nl
Message-ID: <3i1map$q6a@chico.staf.phil.ruu.nl>
Source record: 11740

martin24@vaxa.mdx.ac.uk writes:

>Can anyone tell me how to increase the MIDI TOS buffer on the ST in the
>same way as Notator
>I am using GFA-BASIC which allows access to bios,xbios and gemsys
>parameters.

Here's a bit of C-code that does the trick. Hope you're able to read it and
transform it to GFA...
Important note: have the new buffer italled as short as possible -- i.e.
have all your MIDI I/O enclosed in a structure like
new_buf();
midi_io();
old_buf();

```
/* ------------------- MIDI BUFFERS -------------------------- */

long *midibuf_init( void )
/* Only called once, at the beginning of the program. Sets the (global)
pointer 'newbuf' to point at a newly malloc'ed buffer of appropriate
size. Also sets the global variables 'oldbuf' and 'oldsiz'.
In case of failure, NULL is returned. In case of success the address
of the new buffer is returned
*/
{
oldbuf = Iorec(2)->ibuf; /* old midi-buffer address */
oldsiz = Iorec(2)->ibufsiz; /* and size */

newbuf = (long *) malloc(BUFSIZE);
return newbuf;
}

void new_buf( void )
/* install new (larger) MIDI buffer */
{
Iorec(2)->ibuf=newbuf;
Iorec(2)->ibufsiz=BUFSIZE;
Iorec(2)->ibufhd=0;
}

void old_buf( void )
/* re-install the old system-MIDI-buffer */
{
Iorec(2)->ibuf=oldbuf;
Iorec(2)->ibufsiz=oldsiz;
Iorec(2)->ibufhd=0;
```

```
}
```

Hope this helps.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

402. [Q] Any HC11 cross Ass known ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 08:34:15 UTC
From: stkocz@sun1000.ci.pwr.wroc.pl
Message-ID: <3i1n27$4fq@sun1000.ci.pwr.wroc.pl>
Source record: 11741

[Article crossposted from comp.sys.atari.st]
[Author was Sebastian Tkocz]
[Posted on 17 Feb 1995 08:30:14 GMT]

So, is there any PD/SW csross assembler, that I could use to test HC11 code
on my MEGA ST2 ?
Or is there perhaps a HC11 simulator ?

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

403. Re: Mag!C v2 - MAGX.H header file errors

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 09:19:51 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3i1pnn$km8@percy.cs.bham.ac.uk>
Source record: 11742

```
richcsst@crash.cts.com (Richard John Kelsch) writes:
>Uuuh... The descriptions given in the Mag!X manual work as "advertised"
>for me. So what's the problem?? However, the DOS and AES vars are
>redundant. Just use the TOS method and you get the same results. Check
>your source again.
>
>As far as I can remember a C declaration of "void" is quite legal. I
>believe it is used as a two byte (or four?) "filler" within a structure.

No, it is an error. Padding bytes get automatically added by the
compiler and there's usually not much the programmer can do about it.
The declarations are probably meant to be 'void *', but as I don't
have MagiC I cannot check it.

What is the structure used for anyway?

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix
```

404. Re: DSP56001 Assembler anywhere?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 12:15:35 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <D458q0.9uM@comp.lancs.ac.uk>
Source record: 11743

In article <3hvk5k$76o@izar.brunel.ac.uk> csstsme@brunel.ac.uk writes:
>The DSP assember/debugger that come with the falcon dev docs are
>pretty good.
>The assembler is a straight falcon port of Motorola's own
>assembler with a post processor to make the .LOD files from the Moto
>binaries. Very stable & robust.
>The GEM based debugger is written by a
>french company and comes with example
>code for doing things that are
>not covered in Atari's docs - like the 56k side of serial data
>transfers.
>I don't know how Hisoft's DevpakDSP compares but I think
>the falcon dev docs
>work out slighly cheaper - at least in the UK.

I tried to get hold of the falcon dev. doc.s a while ago, and after I pestered Atari for a while, they recommended that I contact HiSoft, get DevpacDSP and the Atari Compendium (I was NOT impressed). Apparently they've not got any Falcon dev. doc.s left !?!

Still DevpacDSP works, and once you realise that some of the Atari Compendium is copied straight from the Falcon Dev. Doc.s and therefore contains the same mistakes, it's what you need (just more damn expensive).

Neil
(nab@comp.lancs.ac.uk)

405. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 18:44:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2f44eec8_Christian.Dahl@tnogobl.ct.se>
Source record: 11749

> I highly doubt it will change, ever, because all interupt handling
> routines must run in supervisor mode, and pre-empting an interrupt
> handler would be a very silly thing for MiNT to do.

Why? I rather say that it would be highly likely to do such a change. At least
if you want several threads in the kernal running.

CD

(UUCP Dialup connection)

406. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 19:34:01 UTC
From: ersmith@netcom.com
Message-ID: <ersmithD45t0p.L99@netcom.com>
Source record: 11744

In article <3hien6$6gl@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren) writes:
> In article <D3p90n.I87@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk says...

> >Yes - just switch the processor to Supervisor mode - then MiNT won't
> >pre-empt you until you switch back to User mode.

> If I recall right this is not documented and may change in future. The
> best way is to go to IPL 7 (though you have to be in supervisor mode to
> do that..)

In fact it is documented (somewhere :-)) that MiNT will not pre-empt a
task running in supervisor mode, and that is not something that's ever
going to change.

Going to IPL 7 for anything more than a few instructions is generally not
a good idea -- it means that not only are task switches not going to happen,
but keyboard and modem input are going to be lost!
--
Eric R. Smith ersmith@netcom.com

407. Re: .GEM picture format

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-17 19:41:02 UTC
From: rm03@ic.ac.uk
Message-ID: <3i2u4e$jae@ccserver.cc.ic.ac.uk>
Source record: 11745

in article <3ho9pk$mmn@dux.dundee.ac.uk>,
Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
>Can anybody give me details on the gem vector picture format

It should be in Dave Baggett's picture format list,
(ftp to src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc)
and ST Applications magazine ran a Programmer's Forum series on it a
couple of years ago.

>and in particular how to write a file in this format using GFA basic.

Probably the simplist way (if you have GDOS or a clone) is to open
a physical workstation to the metafile driver (31), then use VDI calls
to draw your picture. (I _think_ this is possible in GFA.)
The driver will create a file called GEMFILE.GEM which is your metafile.
This way means you don't have to know anything about the metafile format.

>Thanks
>N. Coyle
>
-- Robert Mellish ([U]AA & YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`Maybe you ate a clove.' [8f04]

408. Re: Help with Crazy Dots card

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-18 00:25:03 UTC
From: vegard@henry.interlink.no
Message-ID: <3i3eov$ll1@henry.interlink.no>
Source record: 11746

```
Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <3h8fu6$enf@lastactionhero.rs.itd.umich.edu> Dan Ackerman wrote:
: >They seem to have some limit on
: >the VDI drawing primitives, but I don't personally have one so testing
: >for me is limited. Any help would be very appreciated.

: Well, for information on the VDI and programming graphics system
: compliant, you should either get the Profibuch in English , the
: Atari development informations or - if that doesn't help - get in contect
: e.g. with the NVDI authors.

Profibuch in english? Is there such a thing? I have the Atari Compendium,
but is always on the lookout for more & better docs. As my german is
*very* rusty, I would like more info on this: Where do I get one?
```

Vegard Hofs&#65533;y
E-mail: vegard@interlink.no

409. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-18 01:21:09 UTC
From: Doctor Zweistein <drz@raven.cybercom.com>
Message-ID: <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>
Source record: 11747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 17 Feb 1995 selick@acs.bu.edu wrote:

> : I've sort of succeeded (not really) at installing X, but I'm not sure what's

> What problems are you having? I "sort of have X running" on my machine, and
> might be able to help. I have X successfully displaying Mosaic from my host
> machine through Mintnet. Still have to work on automating the login, as I have
> a list of about 12 commands I have to type manually to get it all running.

I can get xinit to run, but then all I see when I run it is an xterm window
(at least I assume it's xterm) which I can't move. And I can't figure out
how to run an extra xterm in a diff window on a different place on the
screen.

.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

410. Re: Mag!C v2 - MAGX.H header file errors

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-18 12:59:26 UTC
From: richcsst@crash.cts.com
Message-ID: <D475F3.p1@crash.cts.com>
Source record: 11748

```
: No, it is an error. Padding bytes get automatically added by the
: compiler and there's usually not much the programmer can do about it.
: The declarations are probably meant to be 'void *', but as I don't
: have MagiC I cannot check it.

: What is the structure used for anyway?

: --
: --Chris
: Other email addresses:
: Work: C.Ridd@imc.exec.nhs.uk
: Cix: chrisridd@cix
```

Chris, the structure points various key memory locations and structures used by MagiC. However, all of the same (necessary) variables and structures pointed to by this structure are also pointed to by documented "official Atari" pointers. So, the structure listed is redundant. I believe this redundant structure was created to access extended features (in the future) and other MagiC specific info (like date of creation etc.).

The structure points to the AES variable table, OS variable table, memory management tables (different than TOS)l, etv_critic handler, shell driver, VDI driver, etc.

As far as the structure being (incorrect). Perhaps in syntax with C, but considering I use GfA Basic and assembler, it makes perfect sense to me. It's real easy to use.

Also, as to syntax, could it be another "dialect" of C? Remember, Mag!X/MagiC was written in Germany, and who knows which "C" they used for reference.

Anyway, I wish him luck. MagiC is a darn good OS.

Rich

411. Interrupt

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-19 03:28:34 UTC
From: feh2o@sci.fi
Message-ID: <3i6dt2$l21@tron.sci.fi>
Source record: 11750

How it is possible that Timer B is sometimes ignored with Adspeed STE
on AEI mode if module player(no matter what) is used at the same time?

...Jackdaw of Aggression... rulesss!

412. Re: MSTE Clock speed adjustment

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-19 06:41:12 UTC
From: richcsst@crash.cts.com
Message-ID: <D48IKp.Hyz@crash.cts.com>
Source record: 11751

```
Daniel Eriksson (root@icon.pp.se) wrote:
: In <1995Feb13.122934.11468@zippy.dct.ac.uk>, buxmjp@zippy.dct.ac.uk writes:
: > Can anyone tell me how to change a Mega STEs clock speed from within my own
: > code (preferably GFA basic or devpac source) and also to tell what speed it
: > is currently at, without doing a speed test.

: A couple of years ago I wrote a couple of very small utilities that
: would do exactly this. I used Devpac and I think I included the
: source with the binaries. I think they are at atari.archive in the
: pub/atari/Ste/speedsw.zoo or something like that.

: If you can`t find it then mail me!

: --
: | Daniel Eriksson, root@icon.pp.se (UUCP), der@astrakan.hgs.se |
: | Voice +46 26 72905, Fax +46 26 72123, F030/14/2000/Tower/17"/CDROM/DAT |
: |"Peacekeeping - it`s not a job for soldiers, but only soldiers can do it!"|

Instead of blowing smoke up a tree and pushing a product...

Here's a direct answer:

The memory address for Mega STE Cache and Processor control is 00FF8E20
and is a BYTE wide register.

The following table indicates the values to set and their meanings:

Value HEX|Decimal Meaning
---------------- ------------------------
FF | 255 16MHz with cache ON
FE | 254 16MHz with cache OFF
F4 | 244 8MHz no cache (Normal ST mode)

I hope that helps

Rich
```

413. Re: Howto make res-independent RSC's ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-19 06:55:09 UTC
From: richcsst@crash.cts.com
Message-ID: <D48J7x.JED@crash.cts.com>
Source record: 11752

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:
: Hi!

: I've got a little question regarding resolution independent RSC-File design.
: How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of
: other resolutions?

: I know that rsrc_obfix() is used. The Compendium writes:
: "All objects in '.RSC' Files have their coordinates based on character
: positions rather than screen coordinates to allow an object tree to be shown in
: any resolution. This function converts those character coordinates to pixel
: coordinates based on the current screen resolution."

: But using this command doesn't seem to be enough. Any better ideas or tips?

: Greetings,
: Christian

: +++
: C. Mittendorf
: Mejerigatan 2-1333
: 41276 Goeteborg/Sweden
: Internet: christian.mittendorf@space.ct.se

: (UUCP Dialup connection)

Unfortunately there are too many differences in the standard ST resolutions to make a resolution independent resource file. First, low rez has too few pixel real estate to make a decent dialog box and menu line. Second, medium rez has a weird elogated pixel screen to make vertical positioning a nightmare. My advice is to ALWAYS use a special RCS file for low resolution (you have to abreviate the crud out of things to make them fit). You can create a standard file for medium rez and up, but in order for it to look presentable you must create the file in medium rez. However, on higher resolutions the verticle positioning will be off and things will look widely spaced. So, leave low rez to games and make two RCS files. One for medium and another for other resolutions like ST high, TT and Falcon modes. Create the resource in a monochrome mode and once it's created go to a color mode (if you have a TT or Falcon) and "pretty" it up and go back to the monochrome mode to see if it still looks ok.

If you must have low rez, then frankly a minimum of three files are necessary one for low, one for medium, and the last for ST high, TT, and Falcon modes. OR ... you could include all three in one RCS file (as long as it doesn't exceed 64K). Sure, this approach is lame, but it's the only solution I have been able to find that doesn't make the dialog boxes

"cheesey" looking.

Good luck!

Rich

414. Re: .GEM picture format

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-19 09:28:16 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <D48qB4.576@cix.compulink.co.uk>
Source record: 11753

In message <3i2u4e$jae@ccserver.cc.ic.ac.uk>, rm03@ic.ac.uk said:
> in article <3ho9pk$mmn@dux.dundee.ac.uk>,
> Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
> > Can anybody give me details on the gem vector picture format
>
> It should be in Dave Baggett's picture format list, (ftp to
> src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc) and ST
> Applications magazine ran a Programmer's Forum series on it a couple
> of years ago.

To be precise, the ST Applications coverage was 3 articles in the summer
of 91, issues 7, 8 and 9 of the mag. Full description of the format and
C source for a program to decode metafiles.

Jon.
jonellis@cix.compulink.co.uk

415. Telling AES about res changes ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-20 10:17:17 UTC
From: avsec@westminster.ac.uk
Message-ID: <D4An8t.In1@westminster.ac.uk>
Source record: 11754

```
Hi,

Does anyone know how to let the AES know about changes in resolution ?

I am trying to make a Blow-up software type program.

Cheers,
Phil.
--
/*-------------------------------------------------------------------------*/
Phil Shore - email: avsec@wmin.ac.uk or shore@afrc.ac.uk

Atari Falcon030 4mb/120HD/FPU
```

416. Re: .GEM picture format

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-20 13:55:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ia711$ngq@percy.cs.bham.ac.uk>
Source record: 11755

rm03@ic.ac.uk (Mr R. Mellish) writes:
>in article <3ho9pk$mmn@dux.dundee.ac.uk>,
>Neil Coyle (nrcoyle@its.dundee.ac.uk) wrote:
>>Can anybody give me details on the gem vector picture format
>
>It should be in Dave Baggett's picture format list,
>(ftp to src.doc.ic.ac.uk : /packages/atari/Graphics/picfmts.doc)
>and ST Applications magazine ran a Programmer's Forum series on it a
>couple of years ago.

There's a new version of picfmts.doc around which now covers the XIMG format. I've converted it all into an ST-Guide hypertext which I shall upload to hensa ASAP.

I'm also trying to gather information for revising the .GEM format section as well, so that it covers Speedo calls as well as the metafile escapes.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

417. Pure C, Megamax C ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-20 13:59:38 UTC
From: kcclaess@cs.ruu.nl
Message-ID: <3ia78a$2o8@krant.cs.ruu.nl>
Source record: 11756

Help!

I have a problem! I bought the C-compiler Pure C, but now I'm not able
to use the graphical stuff of the Atari. Pure C allows to use RSC's, but
that's all. It has an own BGI (Borland Graphical Interface), so that on
all Borland-compilers the same graphical functions can be used, but
it is too restricted.

How can I just draw a line on the screen, not having to use RSC's, and
still use my mouse-pointer? I'd like to write programs like in GFA-Basic,
but then a little faster, but I can't manage it!

Does the Megamax-C-compiler have the same problems? Do I have to buy it?

Greetings,
Koen.

--
_ __ __	Koen Claessen, kcclaess@cs.ruu.nl,
	|/ / / _|	Dept. of Mathematical and Computer Science,
	(((_	University of Utrecht, The Netherlands.
|_|_\ __|	-- Als ik deze zin had afgemaakt, -- [D.H.]

418. Source for res-change on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-20 15:57:31 UTC
From: drz@raven.cybercom.com
Message-ID: <3iae5b$9uo@crow.cybercom.com>
Source record: 11757

Hi,

I'm sure this question has been asked a hundred times already, but here goes. Does anybody have assembly source to change the video-res on the Falcon, and to change it back again at the end of my program? advTHANKSance

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

419. Implementing F030 Network

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-20 18:26:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iamsf$bbg@dux.dundee.ac.uk>
Source record: 11758

I want to implement (write) a simple piece of netoworking software which will allow the Network port on the Falcon to be used. The software will allow the connection of any RS type device to the F030 network port and will run in the background and allow access to disks, printers etc.

Does anyone know of the existence of any documentation on the net that covers this.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

420. ikbd scan code vector

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 00:31:48 UTC
From: mua01apa@gold.ac.uk
Message-ID: <D4Bqt2.HMs@gold.ac.uk>
Source record: 11759

```
--
where's the vector for scan codes from the ikbd?
I've got documentation (kbdvbase) for mouse packets,
joystick data, midi, clocks, but basic key presses?

My software provides the severely disabled with access
to TOS machines, and I'm now providing an alternative
keyboard access - only I can't emulate the keyboard key
presses.

Any info would be extremely useful.

Thanks,

Anthony Aldridge

*****************************
* Anthony Aldridge *
* *
* Music Department *
* Goldsmiths' College *
* University of London *
* UK *
* *
* email mua01apa@gold.ac.uk *
*****************************
```

421. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 10:51:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3icgj2$gk7@whitbeck.ncl.ac.uk>
Source record: 11760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <Pine.LNX.3.91.950217202007.2148A-100000@raven.cybercom.com>, Doctor Zweistein <drz@raven.cybercom.com> writes:
>I can get xinit to run, but then all I see when I run it is an xterm window
>(at least I assume it's xterm) which I can't move. And I can't figure out
>how to run an extra xterm in a diff window on a different place on the
>screen.
>

You need to have twm run as the last thing in your .xinitrc file in your home directory.

Example .xinitrc

```
# Fix the keymap for QWERTY
xvt -ls /usr/local/bin/X11/xmodmap /etc/ukXkbd.map
# Run a shell to be ready for commands.
xvt -ls -n Craig1 /bin/sh &
# Run TWM to manage the windows.
twm
```

You also need a .twmrc file in your home directory to configure twm to how you like it.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7
```

422. Sample playing

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 12:41:10 UTC
From: d92jk@efd.lth.se
Message-ID: <3icn16$3a2@nic.lth.se>
Source record: 11761

I've set up a buffer for sample playing and it works fine, but when I want to change the buffer to start playing from somewhere else in the memory before the old one has finished the new one can't be heard.

How do I make the old sample stop playing so I can play the new one instead?

Johan

423. SLIP

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 12:47:33 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.793370853@news.cwi.nl>
Source record: 11762

Hi,

A friend of mine wants to set up a slip connection with an
InterNet provider. His home computer is an Atari-ST 1040.
Is SLIP software available for the AtariST, or any other
Atari line (like the Ste)?

I checked atari.archive.umich.edu, and notably the communication
area, but couldn't find it.

Thanks in advance for pointers,

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
The World Wide Web "http://www.cwi.nl/~jansteen/"

424. Lattice C For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 12:53:28 UTC
From: breeze@bu.edu
Message-ID: <3icno8$2tr@news.bu.edu>
Source record: 11763
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have Lattice C, complete with all disks and docs for sale.
Never even used it, and paid like $175 for it. I'll sell it for
$75/bo.

JB

425. Cubase 3.0 For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 12:56:50 UTC
From: breeze@bu.edu
Message-ID: <3icnui$2tr@news.bu.edu>
Source record: 11764
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I wound up with Cubase 3.0 disks and the dongle, but no
Manuals, when a partnership broke up. Don't have much
use for it, but the dongles the important part. So it'd be a working
version of Cubase 3.0, but you'd have to get manuals elsewhere,
or figure it out yourself. Make me an offer if you are interested.

JB

426. Dr T's Software for sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 13:06:24 UTC
From: breeze@bu.edu
Message-ID: <3icogg$2tr@news.bu.edu>
Source record: 11765
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,rec.music.makers.marketplace

A whole stack of Dr T's for sale!

KCS Omega LEvel II, with Tiger, Quick Score and Song Editor, and PVG,
for algorithmic composition. It includes KCS 3.0.
I also have previous versions of KCS
XoR universal Librarian/editor, with a fair amount of profiles, including
some of the MOTU profiles they wrote for it.
Copyist notation software - multiple versions
all docs and discs.

This is all for the Atari ST

Make me an offer if you are interested. I'm not shipping out of the
country...too much hassle.

427. PAM's Ethernet and TU-Wien-Soft

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 16:01:39 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4Cxus.IJM@muster.hrz.uni-giessen.de>
Source record: 11767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,de.comp.sys.st

Hi all !!

For all who waited for a possibility to conect their Ethernetcard from
PAM's (Germany), here is the solution:

Torsten Lang and I made some changes in the Riebel card software from the
University of Vienna. It is now possible to use it with PAM's VME and
EMega Ethernet card. Further information: See the readme file.

The software was uploaded to fortec.tuwien.ac.at in Vienna/Austria.
It should appear in Munich as well.

For further infomation email me (address below) or
torsten.lang@physik.uni-giessen.de directly.

Have fun !

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

428. Library files

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 16:27:24 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D4Cz1p.BF1@cee.hw.ac.uk>
Source record: 11769

Does anybody have a program to convert between GNU, GST and DRI library file types? If not, does anybody have or know where I can get file formats for these files? I am aware of a DRI->GNU convertor, but I want to convert GNU and GST types to DRI.

Any help would be appreciated. Thanks.

+--+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+--+

429. Re: Pure C, Megamax C ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 16:40:46 UTC
From: hjv@phil.ruu.nl
Message-ID: <3id52e$stp@chico.staf.phil.ruu.nl>
Source record: 11768

kcclaess@cs.ruu.nl (Koen Claessen) writes:

>I have a problem!

No, you don't. Or at least you have a different problem than you think you
have :-).

>I bought the C-compiler Pure C, but now I'm not able
>to use the graphical stuff of the Atari. Pure C allows to use RSC's, but
>that's all. It has an own BGI (Borland Graphical Interface), so that on
>all Borland-compilers the same graphical functions can be used, but
>it is too restricted.

How about opening a virtual workstation (v_opnvwk), and then using vdi
functions to do the required drawing. Take a look in the PC-help file.
Look e.g. at Libraries/VDI/* .
And you might like to invest in a good Atari book. The Atari Profibuch is
excellent (also translated in Dutch: het complete Atari ST boek).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

430. PRN:->[file]

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 17:03:14 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <429_9502211930@sherwd.fidonet.org>
Source record: 11772

In a message of 13 Feb 95 10:46:40, Colin Mckinnon Its94 wrote:

CM> From: cmckinno@cs.strath.ac.uk (Colin McKinnon ITS94)
CM> Newsgroups: comp.sys.atari.programmer
CM> Organization: Univ. of Strathclyde, Glasgow, UK
CM>
CM> Like it says in the subject - anyone know of an easy way to
CM> redirect ouptut from the parallel port to a file?
CM>
CM> [The university has much better printers than I've got, but
CM> they haven't caught up on the computer side ;-)]

Colin, you can use BARRELL or REDIRECT. I think both of them are available for ftp various places. Having a deskjet, I don't worry about it so I don't know where to look, sorry.

--
| Fidonet: Rich Tietjens 1:106/6969
| Internet: Rich.Tietjens@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.

431. portfolio

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 17:15:25 UTC
From: gdubost@dir.univ-rouen.fr
Message-ID: <3id73e$smp@zaphod.crihan.fr>
Source record: 11766

Lo,

I have got an atari portfolio with ram 128ko

1) can i upgrade the ram, by myself ? and how ?
2) is there an ftp site with programs for the portfolio ?

Bye, gael.

432. Re: Howto make res-independent RSC's ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-21 23:27:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.T2R1WGfxuGk@semprini.waterloo-rdp.on.ca>
Source record: 11770

In <ftn_2.203.202.11$fidonet.org_2f4315fb_Christian.Mittendorf@ostkupan.ct.se>, Christian Mittendorf writes:
>Hi!
>
>I've got a little question regarding resolution independent RSC-File design.
>How do I have to built a RSC which can be used in ST-Low, ST-Medium and lots of
>other resolutions?
>
>I know that rsrc_obfix() is used. The Compendium writes:
>"All objects in '.RSC' Files have their coordinates based on character
>positions rather than screen coordinates to allow an object tree to be shown in
>any resolution. This function converts those character coordinates to pixel
>coordinates based on the current screen resolution."
>
>But using this command doesn't seem to be enough. Any better ideas or tips?

ST-Low and ST-Medium use 8x8 characters, and *all*other* resolutions use
8x16 characters.

Thus, for true resolution-indepenace, you practically need to make 8x8
RSC and an 8x16 RSC and use 8x16 unless the resolution is < 640x400.

Another thing you could do is roll your own rsrc_obfix() that also takes
the resolution the RSC was created in (like rsrc_obfix(blah, 8, 16))
and makes appropriate fixes. Warwick's GEM++ library does this
automagically when you load a RSC file (since he's got a custom RSC
loader, which also gives you the ability to have more than one RSC file
loaded).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

433. Re: Sample playing

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 00:26:10 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3ie0b2$377@lastactionhero.rs.itd.umich.edu>
Source record: 11774

>I've set up a buffer for sample playing and it works fine, but when I
>want to
>change the buffer to start playing from somewhere else in the memory before
>the old one has finished the new one can't be heard.

>How do I make the old sample stop playing so I can play the new one instead?

> Johan

What type of system are you using? In the DMA sound system you
just need to set the bit for play_enable to 0. On the Falcon, just off
the top of my head, I believe its just Buffoper(0). Make any sense? If
you need any more help just let me know.

Dan
aka. baldrick@terminator.rs.itd.umich.edu

434. picture in windows

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 00:48:17 UTC
From: ttennis@bu.edu
Message-ID: <3ie1kh$jun@news.bu.edu>
Source record: 11771

Does anyone have any examples in Turbo C where a gem window is opened (similar to gem view I guess) and an image such as an IMG, GIF or whatever is displayed in it?

Thanks

435. PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 13:23:14 UTC
From: sanders@sci.kun.nl
Message-ID: <D4EL6s.Gv0@sci.kun.nl>
Source record: 11773

Say,

Being supposed not to use LineA on my Falcon, how can I simply put one
pixel on the screen in Pure C _without_ having to use BGI?

Thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

436. Re: Cubase 3.0 For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 20:47:29 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D4F5r6.IG1@news.hawaii.edu>
Source record: 11775
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Jeff Baust (breeze@bu.edu) wrote:
: I wound up with Cubase 3.0 disks and the dongle, but no
: Manuals, when a partnership broke up. Don't have much
: use for it, but the dongles the important part. So it'd be a working
: version of Cubase 3.0, but you'd have to get manuals elsewhere,
: or figure it out yourself. Make me an offer if you are interested.

What did you have in mind? I might be interested, although I hae to
check with Steinberg about the cost of upgrading to Cubase Audio Falcon.

The Borg
jperez@uhinix.uhcc.hawaii.edu

437. Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 23:03:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D4FC11.79t@watserv3.uwaterloo.ca>
Source record: 11776

Hi,

Could someone point me in the right direction: I am looking for a way to eliminate the double-scroll problem, i.e. you click on an arrow and GEM sees two clicks, and scrolls twice.

Thanks,

--
Art
atwareck@novice.uwaterloo.ca

438. Chimera/PBM/MintX

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-22 23:32:18 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D4FDDv.7n0@watserv3.uwaterloo.ca>
Source record: 11777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hey all,

I downloaded the source for Chimera for X11R5 but I am I nowhere near
having it compiled. I haven't yet compiled anything sucessfully bacause
every single version of gcc I've tried (with anything, not just Chimera)
gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
for the atari? The source distribution includes files for coverting
Degas and Spectrum pictures so I assume some atari user has already got
those tools compiled.

As well, it seems that Chimera (BTW, for those who don't know Chimera
is a graphical WEB browser for X11 that doesn't need motif) requires
a utility called xmkmf, which I assume is a make utility of X based systems,
and all its makefiles are called Imakefile. I really don't know
what I'm doing so if anyone has any suggestions for me they would
be greatly appreciated - if anyone really knows what they're doing
compiling X/network applications maybe you could e-mail me.

Thanks,
Sam

439. Re: SLIP

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 01:57:32 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA4CA25Cmrn@albemuth.equinox.gen.nz>
Source record: 11778

jansteen@cwi.nl (Jan van der Steen) writes:

>A friend of mine wants to set up a slip connection with an
>InterNet provider. His home computer is an Atari-ST 1040.
>Is SLIP software available for the AtariST, or any other
>Atari line (like the Ste)?

>I checked atari.archive.umich.edu, and notably the communication
>area, but couldn't find it.

Have a look in the Network/ directory! :-) There are a couple of major
flavours for SLIP. Have a look at NOS or MiNT-net. If your friend has
still only 1Mb RAM in the machine, MiNT-net probably won't run.

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

440. Re: Sample playing

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 14:50:02 UTC
From: d92jk@efd.lth.se
Message-ID: <3ii7aq$kmp@nic.lth.se>
Source record: 11779

```
> In the DMA sound system you
>just need to set the bit for play_enable to 0.

Worked fine.

Thanks

Johan
```

441. Re: Telling AES about res changes ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 15:38:42 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3iia62$7g4@caro.dsic.emn.fr>
Source record: 11783

avsec@westminster.ac.uk (Philip Shore) wrote:
>
> Hi,
>
> Does anyone know how to let the AES know about changes in resolution ?
>
> I am trying to make a Blow-up software type program.
>
> Cheers,
> Phil.

Hi Phil !

So you want to make a Blow-up type software. I know that you will need to patch a lot of line-A vars (Yes you will have to use the line-A !). When you initialize the line-A it send you the address of an array wich contains its vars. So you will have to them to make system aware of your res changes. I hope you own a copy of the Atari compendium, wich details this array. I don't know if this will be enough, but this is a good beginning.

Good luck !

Xavier Joubert (Xaz)

442. Re: STOS vs GFA (was Re: GFA on the Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 18:36:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3iikjf$tv@bs33n.staffs.ac.uk>
Source record: 11780

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: |> o Incompatibility problems with more recent machines.

: Unless you're talking about the Falcon, I don't believe you (even then, it's
: just the mouse that doesn't work). That's not the same as saying that STOS
: can't use the new advanced features of machines - which is up to the
: extension writers.

Sadly its not _just_ the mouse that doesn't work on the Falcon, there are many pitfalls with STOS on the Falcon (for example any command that requires Line-A useage - ie box!), also the joystick commands don't work, change mouse doesn't work, the compiler needs playing with and in the long run its hell. But I spent hours setting my system up right and STOS now works on it faultlessly, if anyone wants the patch programs or extensions that make STOSing on the Falcon possible then mail me and I'll see what I can do.

RiCH

443. FALCON PROGRAMMER WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 19:01:07 UTC
From: alex@tecnation.com
Message-ID: <alex-2302951105550001@tecnation.com>
Source record: 11781

We are looking for someone with major experience in programming on the Atari Falcon 030. Ideally, you will know how to program the BLiTTER and DSP and have experience in both C and assembler.

If you have access to the World Wide Web, you can read about our product at www.tecnation.com/tecnation/

Click on OUR PRODUCTS and then click on SONOVISTA.

If you are interested, please contact us at:

DEPT: BiT BOPPER
TECNATION DIGITAL WORLD
555 BRYANT STREET #257
PALO ALTO, CA 94301, U.S.A.

FAX: (415) 327-4332
EMAIL: work@tecnation.com

Sorry if it's wrong to post this kind of thing on this newsgroup, but we don't know where else to post it.

--
Something Wonderful IS Happening!

TECNATION DIGITAL WORLD

444. FALCON PROGRAMMER WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-23 19:02:47 UTC
From: alex@tecnation.com
Message-ID: <alex-2302951107370001@tecnation.com>
Source record: 11782

Sorry, we made an error in our previous posting...

Our fax number is (415) 327-1910.

Thank you.

TECNATION DIGITAL WORLD

--
Something Wonderful IS Happening!

TECNATION DIGITAL WORLD

445. Mixing samples

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 08:09:11 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ik477$jt5@news.uncc.edu>
Source record: 11784

Does anyone know the technique for mixing samples (Falcon, or I suppose STe would be fine also)? I know there is a call on the Falcon where you can set the number of tracks that will be used, but I haven't seen one for playing on a certain track, so I assume this would be done through software somehow....Any tips, or source?

thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

446. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 08:34:05 UTC
From: jens-and@dsv.su.se
Message-ID: <Pine.ULT.3.91.950224092739.2348A-100000@mars>
Source record: 11785

On Wed, 22 Feb 1995, Sander Stoks wrote:

> Being supposed not to use LineA on my Falcon, how can I simply put one
> pixel on the screen in Pure C _without_ having to use BGI?

Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
to that function. If you must use VDI you could draw a very short line using
v_pline.

/Jens M. Andreasen

447. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 09:39:49 UTC
From: hjv@phil.ruu.nl
Message-ID: <3ik9h5$2oi@chico.staf.phil.ruu.nl>
Source record: 11786

sanders@sci.kun.nl (Sander Stoks) writes:

>Being supposed not to use LineA on my Falcon, how can I simply put one
>pixel on the screen in Pure C _without_ having to use BGI?

v_pline(handle, 1, {x_coord, y_coord}); ?? Or maybe:
v_pline(handle, 2, {x_coord, y_coord, x_coord, y_coord});

Just an idea...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

448. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 10:04:43 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>
Source record: 11787

In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:

|> On Wed, 22 Feb 1995, Sander Stoks wrote:

|>> Being supposed not to use LineA on my Falcon, how can I simply put one
|>> pixel on the screen in Pure C _without_ having to use BGI?

|> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
|> to that function. If you must use VDI you could draw a very short line using
|> v_pline.

To be precise, drawing a line using the same point as starting and
ending point should work. For example:

```
void put_pixel (int x, int y)
{
int pxyarray[4];

pxyarray[0] = x;
pxyarray[1] = y;
pxyarray[2] = x;
pxyarray[3] = y;
v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
}
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

449. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 11:58:25 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D4I6LE.E3n@exeter.ac.uk>
Source record: 11788

In article <ftn_2.203.611.4_2f44eec8_Christian.Dahl@tnogobl.ct.se>
christian.dahl@tnogobl.ct.se (Christian Dahl) writes:

> > I highly doubt it will change, ever, because all interupt handling
> > routines must run in supervisor mode, and pre-empting an interrupt
> > handler would be a very silly thing for MiNT to do.

> Why? I rather say that it would be highly likely to do such a change. At least
> if you want several threads in the kernal running.

Because by its very nature an interrupt implies something must be done _now_.
Not in a minute when the kernel feels like giving the handler more time.
For example, you have a device sending data at highspeed. When data arrives
an interupt signal is given - the interrupt handler is _immediately_ run
to transfer data from the source to memory. If MiNT preempts the handler
then chances are that more data will arrive before the last has been
cleared from the i/o buffer - result - lost data. COnsider also that
most interrupts require that other interrupts be disabled while they are
running - if the handler is pre-empted then there if the chance of MiNT
running through maybe hundreds of other processes - with the interupts
disabled.

Does this convince you that preempting interrupt handlers is bad?
And therefore that MiNT will probably never preempt supervisor mode?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

450. DOS and Unix Filename Source?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 12:21:04 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f4dcedc@sirius.herts.ac.uk>
Source record: 11692
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anybody have any source that will given a filename and a search criteria
tell with that filename meets the search criteria?

For example

*.DAT will meet the filename FRED.DAT
or
HELLO?.TXT will meet the filename HELLO1.TXT

Similar to Fsfirst DOS functions, but just want the C source?

Any help would be most greatful! 8)

Alex Nicholls

451. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 13:07:36 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3iklmo$5oi@turing.fwi.uva.nl>
Source record: 11789

sanders@sci.kun.nl (Sander Stoks) wrote:

:Say,
:
:Being supposed not to use LineA on my Falcon, how can I simply put one
:pixel on the screen in Pure C _without_ having to use BGI?

I do not own a Falcon, and know very little about them, but why are
you not supposed to use LineA on a Falcon?

--
Martijn Dekker | PFF: http://www.fwi.uva.nl/~mdekker/pff.html
University of Amsterdam | or finger -l mdekker@turing.fwi.uva.nl
Math department | E-mail: mdekker@fwi.uva.nl

452. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 15:43:56 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4IH18.8w0@muster.hrz.uni-giessen.de>
Source record: 11690

Hi,

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:
: Hi,

: Could someone point me in the right direction: I am looking for a way to
: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: sees two clicks, and scrolls twice.
You should use "arrowfix", aviable in most FTP sites.

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

453. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 19:36:59 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950224203217.1991A-100000@mars>
Source record: 11691

```
On Wed, 22 Feb 1995, Art Twarecki wrote:

> Could someone point me in the right direction: I am looking for a way to
> eliminate the double-scroll problem, i.e. you click on an arrow and GEM
> sees two clicks, and scrolls twice.
>

This *could* be the "double click bug". I think that's related to the 1.04
release. (There are fixes for that :-)

What OS have you got?

/Jens M. Andreasen
```

454. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-24 21:07:43 UTC
From: Doctor Zweistein <drz@raven.cybercom.com>
Message-ID: <Pine.LNX.3.91.950224160701.2605A-100000@raven.cybercom.com>
Source record: 11693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 24 Feb 1995, Mr N A Barnes wrote:

> Could you tell me where you got versions of X and so on for the atari
> from, as I have a falcon and would love to run Unix and X on it, so I
> could use a real OS for once... I have heard of people installing

Ftp to: atari.archive.umich.edu
I think it's in pub/Atari/Mint
Then you need to set up mint+mintnet, and finally X11

.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D ''':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | Intel inside? Don't divide!

455. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-25 02:36:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4JB98.Lnw@cix.compulink.co.uk>
Source record: 11694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> I can get xinit to run, but then all I see when I run it is an xterm
> window (at least I assume it's xterm) which I can't move. And I can't
> figure out how to run an extra xterm in a diff window on a different
> place on the screen.

I'm pretty sure you need to run 'twm' or another window manager. However when I run twm from either the default shell - or the xterm I start from .xconfig - twm just compains about colours - and runs white on white. It does run though and starts up other programs. I don't know twn enough to do anything useful 'blind'!

;-(

Roland.

@CiX

456. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-25 14:20:31 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D4K7uB.H40@news.gu.se>
Source record: 11695

Jens Andreasen (jens-and@dsv.su.se) wrote:

> On Wed, 22 Feb 1995, Sander Stoks wrote:

> > Being supposed not to use LineA on my Falcon, how can I simply put one
> > pixel on the screen in Pure C _without_ having to use BGI?

> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
> to that function. If you must use VDI you could draw a very short line using
> v_pline.

You can also use VDI call v_pmarker() if you first set the markertype to
a single pixel with VDI call vsm_type(handle,type). Type should be MRKR_DOT (1)
With v_pmarker you may set many pixels at the same time.

Tomas :)

457. Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-25 16:23:29 UTC
From: artoj@mits.mdata.fi
Message-ID: <3inli1$gtv@prime.mdata.fi>
Source record: 11696

How can I check if printer is connected?

---
* Kivi 1.30 *

458. Re: Help with Crazy Dots card

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-25 20:15:54 UTC
From: guenther@cabal.shnet.org
Message-ID: <FBZSEBXNUP@cabal.shnet.org>
Source record: 11697

In <3i3eov$ll1@henry.interlink.no> Vegard Hofsoey wrote:

>Profibuch in english? Is there such a thing?

Hum...rumour spread some time ago that there is. Anyone here care to
enlighten us?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

459. Re: Scroll bar double scr

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 16:07:13 UTC
From: artoj@mits.mdata.fi
Message-ID: <3iq8vh$k9t@prime.mdata.fi>
Source record: 11698

```
j> This *could* be the "double click bug". I think that's related to the 1.04
j> release. (There are fixes for that :-)

It's not only 1.04's problem. My Falcon with TOS 4.04 does also that
with programs I have written. I think the guy who asked about this
wanted to know how he could eliminate this problem in his own code.
I would like to know this too, it's very annoying. Fortunately
it doesn't occur with MultiTOS ;-).

---
* Kivi 1.30 *
```

460. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 17:05:19 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950226175502.15907A-100000@mars>
Source record: 11699

```
On 25 Feb 1995, Arto Jalkanen wrote:

> How can I check if printer is connected?
> ---
> * Kivi 1.30 *
-----------------------------------------------------------
bconstat will do this trick

status = bconstat(device);

long integer status (0=not ready, -1=ready)
short integer device (0=centronics, 1=RS232, 2=monitor, 3=MIDI, 4= IKBD)

/Jens M. Andreasen
```

461. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 17:33:07 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950226182408.16394A-100000@mars>
Source record: 11700

```
Due to a typo in my docs (it wasn't my fault, promise :-) I'll better
correct this......

On Sun, 26 Feb 1995, Jens Andreasen wrote:

> On 25 Feb 1995, Arto Jalkanen wrote:
>
> > How can I check if printer is connected?
> > ---
> > * Kivi 1.30 *
> ----------------------------------------------------------
> bconstat will do this trick

*** No it won't, but Bcostat will! (bios 8) ***

> status = bconstat(device);
>
> long integer status (0=not ready, -1=ready)
> short integer device (0=centronics, 1=RS232, 2=monitor, 3=MIDI, 4= IKBD)

/ Jens M. Andreasen
```

462. Wanted:Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 17:42:11 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3iqehj$5d3@dux.dundee.ac.uk>
Source record: 11708

I am looking for books to rach me how to programme the ST, but mainly
the Falcon.

Any offers?

Please note I would prefer them to come from the UK.

Rod

--
--
Rod McCall, President, Lip Theatre Company
==
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

463. Re: DOS and Unix Filename Source?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 20:15:45 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3iqnhh$pmg@status.gen.nz>
Source record: 11701
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
: Does anybody have any source that will given a filename and a search criteria
: tell with that filename meets the search criteria?

Just use fsfirst()/fsnext(). I don't know where you can get source, but
you could do a similar thing by something like:

call fsfirst() with *.*

check if this matches criteria. If yes then return with filename
If no, then keep going

call fsnext() with *.*
Does it match criteria? Yes? return filename
No, loop back to fsnext()

Or something like that. As for actually checking if each filename matches
criteria, you would want to make up a function to get chars from any
point in a string. Then just see if all the chars which are specified in
the criteria match. If they do then you got a match. You could ignore `?'
and `*' chars.

You probably thought of all that anyhow, but never mind,
-- Mario Becroft (mbecroft@iconz.co.nz)
--

464. 3D-Calc/ST-Club, England

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 21:31:02 UTC
From: tdcflcn@infinet.com
Message-ID: <3iqrum$b3h@horus.infinet.com>
Source record: 11705

I am looking for anyone from the ST_CLUB in England.

E-Mail address: stclub@cix.compulink.co.uk

I have just received an update to 3D-Calc from 2.?? to 3.04, and I
am having some problems with some functions.

Hisoft gave me this E-Mail address and informed me that they now support
3D-Calc, if this is true I hope they can help.

The problems I am having are as follows:

When an area is defined for "HIDE", "PROTECT", "ITALIC", etc. and the
"Set Attrabutes" is selected and "OK" is clicked, the area defined is
cleared of all data in the defined area, this is NOT GOOD! I use this
for my bookkeeping for a small business.

When you try to remove the any of the "Atrrabutes" the same thing
happens.

Also the "Merge file" functions does nothing!

Is there something I am doing wrong?
Is this the latest version?
Can I get an older version that WORKS!!?

Is there a program to convert 3D-Calc files to Lotus 123, any version?

I really need to get this corrected if possable or move the files to
another program if possable.

Please responed with E-Mail to the address below.

Thank you for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

465. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-26 21:52:40 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FB2KEGUSUp@stingray.manawatu.gen.nz>
Source record: 11702

In <3inli1$gtv@prime.mdata.fi> you (Arto Jalkanen) wrote :

>How can I check if printer is connected?

The way to do it, is to check if you can output to the parallel port,
by doing this:

If you have GFA basic:
r!=bios(7,0)
r!=out?(0)

r!=true if you can output to the printer - i.e. it's not busy, and there
is something connected to the parallel port.

With C, or pretty much anything else:
long status;
status=Bcostat(0);

status=0 if not ready (i.e. busy, or nothing connected), else non-zero.

By the way - the 0 in all of those calls means "parallel printer port",
you can use the following instead for other ports:

0 Parallel port
1 Serial port
2 Console device
3 MIDI port
4 Keyboard port (IKBD)
5 Raw screen device

Hope that this helps,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

466. Re: Chimera/PBM/MintX

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 01:44:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>
Source record: 11703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:
>Hey all,
>
>I downloaded the source for Chimera for X11R5 but I am I nowhere near
>having it compiled. I haven't yet compiled anything sucessfully bacause
>every single version of gcc I've tried (with anything, not just Chimera)
>gives me bus errors. Anyway, is NETPBM or PBMplus alreasdy compiled
>for the atari? The source distribution includes files for coverting
>Degas and Spectrum pictures so I assume some atari user has already got
>those tools compiled.

I ported NetPBM (I think it was one version behind the latest, which is
March '94) to MiNT a while back; I'd do a much nicer version (a "merged"
binary, if you've read the NetPBM docs) if I had more RAM. Shared
libraries would be nice, too.

Anway, my port of NetPBM is on atari.archive.umich.edu and mirrors in
Mint/Graphics/Netpbm/* or something like that. There's plain 68k
versions, and 680x0 (x >= 2) w/FPU if I remember correctly.

>As well, it seems that Chimera (BTW, for those who don't know Chimera
>is a graphical WEB browser for X11 that doesn't need motif) requires
>a utility called xmkmf, which I assume is a make utility of X based systems,
>and all its makefiles are called Imakefile. I really don't know
>what I'm doing so if anyone has any suggestions for me they would
>be greatly appreciated - if anyone really knows what they're doing
>compiling X/network applications maybe you could e-mail me.

xmkmf isn't really needed; you can usually create a proper Makefile by
hand. I know this because our systems at work are not set up properly,
and xmkmf fails miserably.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

467. GEM_List?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 02:01:44 UTC
From: vegard@henry.interlink.no
Message-ID: <3irbq8$o0j@henry.interlink.no>
Source record: 11704

I have read the GEM_List-files on the Mega-archive CD-ROM, and would like
to join this list/get the resulting manifest (if agreement was reached...)

Does anybody have info on this?

Vegard Hofs&#65533;y (vegard@interlink.no)

468. Re: Source for res-change on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 10:45:31 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3isagb$j1q@m1.cs.man.ac.uk>
Source record: 11706

In article <3iae5b$9uo@crow.cybercom.com>, drz@raven.cybercom.com (Doctor Zweistein) writes:
|> Hi,
|>
|> I'm sure this question has been asked a hundred times already, but here
|> goes. Does anybody have assembly source to change the video-res on the
|> Falcon, and to change it back again at the end of my program? advTHANKSance

Yeh, its easy .... (when you know how!)

Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The value is encoded in the following way....

F S O P V 8 N N N

where F=vertical rez flag (interlace/double line =1)
S=st-compatibility mode
O=overscan
P=Pal or NTSC mode
V=VGA mode
8=80 column mode
N=number of bits per pixel.... (000=1, 001=2, 010=4, 011=8, 100=16)

A value of -1 returns the current mode.

You can also do it with setscreen. Pass a value of 3 in res (IIRC), and have an extra word which contains the Modecode (as above).

If you want to get higher resolutions than this, you will have to change the video-regs. directly. You could do this using the .FV (v2) file standard. If so, check out Falclib 5. (cannot remember where I got it....)

Hope this helps....

Anthony

469. Re: Source for res-change on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 11:25:32 UTC
From: dazy@scinfo.u-nancy.fr
Message-ID: <3iscrc$lgd@arcturus.ciril.fr>
Source record: 11707

```
: Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The value
: is encoded in the following way....

Well, in the codes I've made on Falcon, I intended to use the XBIOS 5
and 88, but I never managed to make them work correctly, so I made direct
accesses to the 24 video registers, which provides a full control for the
resolution you want, (for instance, reducing the scanned area can be quite nice
when you want to ssaave some time), and it seems that it worked on almost
every machine (Though I've been reported some cases where early F030s couldn't
run my programs).
I think I've still got them somewhere on a disk. In short, these
registers allow to set the size of the virtual screen, the size of the scanfield
and the interlacing or double-lining (plus one or two other things), I'll
check out.

__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/

"And when you kill a man, you're a murderer
Kill many, and you're a conqueror
Kill them all... You're a God."
```

470. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 14:18:09 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ismv1$ie5@whitbeck.ncl.ac.uk>
Source record: 11709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <D4JB98.Lnw@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>I'm pretty sure you need to run 'twm' or another window manager. However
>when I run twm from either the default shell - or the xterm I start from
>.xconfig - twm just compains about colours - and runs white on white. It
>does run though and starts up other programs. I don't know twn enough to
>do anything useful 'blind'!

Have you forgotten to put .fvwmrc in your home directory ? Just a thought...

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

471. EGEM ENGLISH help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 14:37:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f51e3de@sirius.herts.ac.uk>
Source record: 11710
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Well has anyone written a program that uses the menu, and form dialogues from Enhanced GEM?

I've been trying to understand the source code DIALDEMO and translated a bit of it, but it doesn't have that many comments for me to fully comprehend how it works!

Any source or help (or better still an readable manual 8)

Alex Nicholls
A.I.Nicholls@herts.ac.uk

472. How to put an gfx on the GEM backround ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 15:38:03 UTC
From: fvende@simplet_3.univ-lr.fr
Message-ID: <3isrkr$m4s@hp_univ.univ-lr.fr>
Source record: 11711

```
How to put an gfx on the GEM background ?

(I have a Falcon) ..
Thanks
```

473. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 17:53:05 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3it3i1$d4d@acmey.gatech.edu>
Source record: 11712

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

>: Could someone point me in the right direction: I am looking for a way to
>: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
>: sees two clicks, and scrolls twice.

>You should use "arrowfix", aviable in most FTP sites.

If you're programming an application, there is a way to get around this
without using arrowfix. It has to do with setting up a certain AES event
and forcing this event BEFORE you enter the main event loop.
Unfortunately, I can't remember what the trick is. Perhaps someone
following this thread will know and followup. Apparantly this bug is
caused by an improper AES initialization.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

474. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 17:53:10 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D4o70q.4AC@watserv3.uwaterloo.ca>
Source record: 11713

In article <Pine.ULT.3.91.950224203217.1991A-100000@mars>,
Jens Andreasen <jens-and@dsv.su.se> wrote:
>
>
>On Wed, 22 Feb 1995, Art Twarecki wrote:
>
>> Could someone point me in the right direction: I am looking for a way to
>> eliminate the double-scroll problem, i.e. you click on an arrow and GEM
>> sees two clicks, and scrolls twice.
>
>This *could* be the "double click bug". I think that's related to the 1.04
>release. (There are fixes for that :-)
>
>What OS have you got?

This is on a Falcon, the TOS version is 4.xx.

--
Art
atwareck@novice.uwaterloo.ca

475. Re: Sample playing

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 18:00:02 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3it3v2$t54@m1.cs.man.ac.uk>
Source record: 11714

In article <3icn16$3a2@nic.lth.se>, d92jk@efd.lth.se (Johan Karlsson) writes:
|> I've set up a buffer for sample playing and it works fine, but when I want
|> to
|> change the buffer to start playing from somewhere else in the memory before
|> the old one has finished the new one can't be heard.
|>
|> How do I make the old sample stop playing so I can play the new one instead?
|>
|> Johan
|>

I see (from a later post) that you have solved this problem, but I have a
similar
query....

I'm working on the Falcon, and have set up the buffers and connected everything
using the XBIOS commands, but it does not seem to stop when it reaches the end
of the buffer... I can manually stop it, of course.

Do I have to use one of the interupts to detect the end of the sample, and then
set bufferoper(0) to stop it? Surely the OS should stop when it reaches the end
of the buffer...

Cheers,

Anthony

476. Re: Setting up X (is there a FAQ?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-27 23:59:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D4onzp.ELv@cix.compulink.co.uk>
Source record: 11715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In message <3ismv1$ie5@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:
>
> Have you forgotten to put .fvwmrc in your home directory ? Just a

Not got ones of those - though I've got a .twmrc ISTR.

The problem was actually a lack of Xcrms.txt(sp). I had a lowercase x at
the front instead.

:-)

Roland.

@CiX

477. Re: Implementing F030 Network

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 01:06:27 UTC
From: vegard@henry.interlink.no
Message-ID: <3itsuj$hfo@henry.interlink.no>
Source record: 11716

```
Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I want to implement (write) a simple piece of netoworking software which
: will allow the Network port on the Falcon to be used. The software

If this is the same port that my MSTE has (LAN), maybe MSTE's should be
supported too?
```

Vegard Hofs&#65533;y (vegard@interlink.no)

478. Falcon DSP mod player routine

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 02:19:45 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3iu181$6p7@ophelia.waterloo.net>
Source record: 11717
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Howdy, gang. I've pretty much finished a spiffy new MOD player. It runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest of all) automatically scans any floppy you put in the drive and loads any .MODs it contains with no need for the user to even have the ACC open. Unfortuneately I have run into one /small/ problem.

I have _NO_ idea how to play a .MOD. Oops?

So, anyways, can anyone direct me to PD or at least cheap DSP .MODS playing source? Thanks.

Hmm...

479. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 10:29:38 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D4pH5E.F1E@cee.hw.ac.uk>
Source record: 11718

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

: >Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

: >: Could someone point me in the right direction: I am looking for a way to
: >: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: >: sees two clicks, and scrolls twice.

: >You should use "arrowfix", aviable in most FTP sites.

: If you're programming an application, there is a way to get around this
: without using arrowfix. It has to do with setting up a certain AES event
: and forcing this event BEFORE you enter the main event loop.
: Unfortunately, I can't remember what the trick is. Perhaps someone
: following this thread will know and followup. Apparantly this bug is
: caused by an improper AES initialization.
: --
: David Forrai
: Internet: gt1448b@prism.gatech.edu

I believe the solution to the infamous 'double click bug' is to arrange
a timer event of length 0. Since the length is 0, it does not delay your
program: but somehow it rectifies this rather annoying bug.

I think it's just a simple evnt_timer(0) call.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

480. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 11:58:11 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D4pL90.Aws@muster.hrz.uni-giessen.de>
Source record: 11719

```
Hi,

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:

: To be precise, drawing a line using the same point as starting and
: ending point should work. For example:

: void put_pixel (int x, int y)
: {
: int pxyarray[4];

: pxyarray[0] = x;
: pxyarray[1] = y;
: pxyarray[2] = x;
: pxyarray[3] = y;
: v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
/* it _IS_ the right order of args... */
: }

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams
```

481. Re: Mixing samples

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 12:09:11 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3iv3p7$9p9@caro.dsic.emn.fr>
Source record: 11723

ralunsfo@uncc.edu (Russell A Lunsford) wrote:
>
> Does anyone know the technique for mixing samples (Falcon, or I suppose
> STe would be fine also)? I know there is a call on the Falcon where you
> can set the number of tracks that will be used, but I haven't seen one
> for playing on a certain track, so I assume this would be done through
> software somehow....Any tips, or source?

Hi !

This is really easy. What you have to do is to add the values
of each samples and then to divide the result by the number of samples
(To get a result in the range of values the Falcon can play). Just
remember to make signed ops (because the falcon samples are always
signed) and to use 32 bits for the result of the addition (because it
may be greater than 32767). A good way to make the division is to use
a right logical shift (wich is the same as divided a number by 2 and
is quite faster (even on the DSP which miss a real div operation)) (I
guess you already knew that).
The Falcon call is useless for what you wanna do because you
may play only ONE track at the same time with the internal speaker,
the jack or the TV. It is not a call to mix samples but to play
several samples at the same time trough a special hardware extension
in the DSP port. I don't know if there is actually one in existence.
If someone know please tell me.

That's all ! Good luck !

Xavier Joubert (Xaz)

482. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 13:02:06 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3iv6se$fsk@percy.cs.bham.ac.uk>
Source record: 11725

Jens Andreasen <jens-and@dsv.su.se> writes:
>Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>to that function. If you must use VDI you could draw a very short line using
>v_pline.

Try using v_pmarker() and setting the marker type (vsm_type() ?) to a
single dot.
--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

483. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 14:13:54 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ivb32$l9d@m1.cs.man.ac.uk>
Source record: 11720

```
In article <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen
|> <jens-and@dsv.su.se> writes:
|>
|> |> On Wed, 22 Feb 1995, Sander Stoks wrote:
|>
|> |>> Being supposed not to use LineA on my Falcon, how can I simply put one
|> |>> pixel on the screen in Pure C _without_ having to use BGI?
|>
|> |> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
|> |> to that function. If you must use VDI you could draw a very short line
|> using
|> |> v_pline.
|>
|> To be precise, drawing a line using the same point as starting and
|> ending point should work. For example:
|>
|> void put_pixel (int x, int y)
|> {
|> int pxyarray[4];
|>
|> pxyarray[0] = x;
|> pxyarray[1] = y;
|> pxyarray[2] = x;
|> pxyarray[3] = y;
|> v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
|> }

And people wonder why the VDI is so slow!!!

There must be a better way than this.....

|> --
|> Andreas Schwab "And now for something
|> schwab@issan.informatik.uni-dortmund.de completely different"
```

484. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 16:05:58 UTC
From: sanders@sci.kun.nl
Message-ID: <D4pwpz.Csw@sci.kun.nl>
Source record: 11721

In <3ivb32$l9d@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>In article <SCHWAB.95Feb24110443@issan.informatik.uni-dortmund.de>,
>schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>|> In article <Pine.ULT.3.91.950224092739.2348A-100000@mars>, Jens Andreasen
>|> <jens-and@dsv.su.se> writes:
>|>
>|> |> On Wed, 22 Feb 1995, Sander Stoks wrote:
>|>
>|> |>> Being supposed not to use LineA on my Falcon, how can I simply put one
>|> |>> pixel on the screen in Pure C _without_ having to use BGI?
>|>
>|> |> Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>|> |> to that function. If you must use VDI you could draw a very short line
>|> using
>|> |> v_pline.
>|>
>|> To be precise, drawing a line using the same point as starting and
>|> ending point should work. For example:
>|>
>|> void put_pixel (int x, int y)
>|> {
>|> int pxyarray[4];
>|>
>|> pxyarray[0] = x;
>|> pxyarray[1] = y;
>|> pxyarray[2] = x;
>|> pxyarray[3] = y;
>|> v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
>|> }

>And people wonder why the VDI is so slow!!!

>There must be a better way than this.....

I certainly hope so! This is crazy, to say the least. OK, for only a
few pixels it's all right, but what if I wanted to plot, say, a
fractal (and still impress my friends with it)? I didn't want to use
the BGI because I thought it could be done faster...

Am I correct that Line-A isn't even available on the Falcon TOS
anymore? If it is, I _will_ use it (boo hiss!), if it isn't, I'll
have to write my own putpixel(x,y) in assembly... Jeez...

Regards,
--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

485. Re: EGEM ENGLISH help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 16:07:27 UTC
From: sanders@sci.kun.nl
Message-ID: <D4pwsF.Cvt@sci.kun.nl>
Source record: 11722
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In <42332f51e3de@sirius.herts.ac.uk> A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>Well has anyone written a program that uses the menu, and form dialogues from
>Enhanced GEM?

>I've been trying to understand the source code DIALDEMO and translated a bit
>of it, but it doesn't have that many comments for me to fully comprehend
>how it works!

>Any source or help (or better still an readable manual 8)

...or even better: a conversion from the EGEM.HYP to some format
useable with the Pure C online help...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

486. Minixfs and long filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 17:16:18 UTC
From: andrew@minster.york.ac.uk
Message-ID: <1995Feb28.171619.10402@leeds.ac.uk>
Source record: 11724

I've managed to create a minix partition on a disk in Drive A (just testing)
and I've messed around with 'mfsconf' for filename translations but I can't
get long filenames. I want to install MintNET and possibly X on my
Falcon but I don't think I can without a Minix partition.

I think I maybe using the wrong versions of ls, cp, mv, etc. I'm using
those found in fu2-bin.zoo as found at umich.

Can someone e-mail me so that I can discuss the problems I'm having.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk

487. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 17:50:35 UTC
From: Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr>
Message-ID: <3ivnpb$a9m@caro.dsic.emn.fr>
Source record: 11726

sanders@sci.kun.nl (Sander Stoks) wrote:

> I certainly hope so! This is crazy, to say the least. OK, for only a
> few pixels it's all right, but what if I wanted to plot, say, a
> fractal (and still impress my friends with it)? I didn't want to use
> the BGI because I thought it could be done faster...

> Am I correct that Line-A isn't even available on the Falcon TOS
> anymore? If it is, I _will_ use it (boo hiss!), if it isn't, I'll
> have to write my own putpixel(x,y) in assembly... Jeez...

Hi !

If you want to draw a Fractal at the maximum speed, here is
what you'll have to do :
- Allocate enough memory to store your picture
- Compute the fractal in chunky format (means one byte one pixel (or
two bytes one pixel or ... well you understood))
- Convert your picture in VDI format with a quick assembler rout.
(You can also directly compute it in VDI format but I think the way
it is coded is not optimized for directly generate pictures (For
those who know the amiga, they have the same problem :))
- Convert your picture in device dependent mode with vr_trnfm.
- Display it in a window with v-I-don't-remember-its-name.
If you wants to display your fractal while you are computing
it you can compute it line by line.
If you want to display only few pixels then use the line trick
but if you have to modify a big surface my way is the fastest.

Good luck !

Xavier Joubert (Xaz)

488. Atari Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1995-02-28 18:49:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9502281744.AA06905@ilmen.lanl.gov>
Source record: 11727

OK, I'll try again...

Does anyone want any of these Atari programming books? They are
just sitting on my bookshelp collecting dust so they might as
well be doing someone else some good.

Send me an offer for the lot, with postage, if you are interested.
Better restrict this to the continental US, however, as shipping
would be rather dear across the pond, I imagine.

Atari ST Application Programming DataTech
Atari ST GEM Programmer's Reference Abacus
DSP56000/DSP56001 User's Manual Motorola
ST Assembly Language Workshop Taylor Ridge
C-Manship Complete Taylor Ridge
GFA BASIC Toolkit Taylor Ridge

-Hutch- @ Fair Dinkum Tech

489. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-01 13:33:40 UTC
From: avg@cwi.nl
Message-ID: <avg.794064820@news.cwi.nl>
Source record: 11728

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Jens Andreasen <jens-and@dsv.su.se> writes:
>>Hmm.. Allthough there is a get_pixel function in VDI, there is no reverse
>>to that function. If you must use VDI you could draw a very short line using
>>v_pline.

>Try using v_pmarker() and setting the marker type (vsm_type() ?) to a
>single dot.

That's right. I remember reading somewhere `official' that this is
guaranteed to be the fastest solution (at least a lot better than the
v_pline solution). We should probably interpret this as `every
well-designed GDOS driver has a separate, optimized routine for
polymarkers of type dot, size 1'.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

490. Easy Gem Etc

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-01 15:27:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3j23oo$ia1@dux.dundee.ac.uk>
Source record: 11729

I am looking for programs which will help me write GRM interfaced based programs.

Any idea where I can get them from.

Also what library/include file in Sobozon contains the GEM stuff?

Rod

--
--
Rod McCall, President, Lip Theatre Company
==========
// email: rmccall@mcs.dundee.ac.uk //
@@ No part of any mail I send is the reponsibility of the university @@
@@ hence don't complain to them, complain to me!! @@
==========
for infomation on the following
CD-ROM,Books & Compaq Presario email : cdsales@cix.compulink.co.uk
****

491. Re: Scroll bar double scroll problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-01 20:32:12 UTC
From: rm03@ic.ac.uk
Message-ID: <3j2lkc$18f@ccserver.cc.ic.ac.uk>
Source record: 11730

in article <3it3i1$d4d@acmey.gatech.edu>, David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
[arrowfix etc deleted]
>If you're programming an application, there is a way to get around this
>without using arrowfix. It has to do with setting up a certain AES event
>and forcing this event BEFORE you enter the main event loop.
>Unfortunately, I can't remember what the trick is. Perhaps someone
>following this thread will know and followup. Apparantly this bug is
>caused by an improper AES initialization.

I was told that the trick is to do an event_multi that waits for a double click and also a 0ms timer event. This will drop through almost immediately, of course. You need to do this once, just after appl_init.

I can't vouch for the reliability of this, since I've never seen the double-scroll problem. Apparently it's mostly present on TOS >2.00

-- Robert Mellish ([U]AA & YSFC #20) Email: r.mellish@ic.ac.uk
`Not the face!' [9f07]

492. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-01 23:48:08 UTC
From: m9036@oden.abc.se
Message-ID: <3j313o$8qg@oden.abc.se>
Source record: 11731

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: Because by its very nature an interrupt implies something must be done _now_.
: Not in a minute when the kernel feels like giving the handler more time.
: For example, you have a device sending data at highspeed. When data arrives
: an interupt signal is given - the interrupt handler is _immediately_ run
: to transfer data from the source to memory. If MiNT preempts the handler
: then chances are that more data will arrive before the last has been
: cleared from the i/o buffer - result - lost data. COnsider also that
: most interrupts require that other interrupts be disabled while they are
: running - if the handler is pre-empted then there if the chance of MiNT
: running through maybe hundreds of other processes - with the interupts
: disabled.

: Does this convince you that preempting interrupt handlers is bad?
: And therefore that MiNT will probably never preempt supervisor mode?

As a matter of fact it doesn't. The documentation says that if you switch to
supervisor mode either by using super() or supexec(), the multitasking will
stop, and continue when supervisor mode is left.

-Mattias Flodin-

493. Re: Mixing samples

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-01 23:54:29 UTC
From: m9036@oden.abc.se
Message-ID: <3j31fl$8qg@oden.abc.se>
Source record: 11732

Russell A Lunsford (ralunsfo@uncc.edu) wrote:
: Does anyone know the technique for mixing samples (Falcon, or I suppose
: STe would be fine also)? I know there is a call on the Falcon where you
: can set the number of tracks that will be used, but I haven't seen one
: for playing on a certain track, so I assume this would be done through
: software somehow....Any tips, or source?

To mix two samples together you just take one value from the first sample and add it to the corresponding value in the second sample, and the divide it by two. To add three samples you add the three values, and divide by three, etc.

The Falcon only has two outputs for sound, left and right. Thus you can only play two channels at one time. By mixing the samples you can make it sound like there are more channels, but unless you mix 8-bit samples and play it in 16-bit mode, you will get a loss of quality.

494. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-02 12:16:49 UTC
From: lais@cs.man.ac.uk
Message-ID: <3j4cvh$cjg@m1.cs.man.ac.uk>
Source record: 11733
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

Oops indeedy there, my friend ! A touch of Mr. Bean perhaps ?

S.Lai :)

495. Re: Falcon DSP mod player routine

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-02 12:41:57 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j4eel$cu9@m1.cs.man.ac.uk>
Source record: 11734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <3iu181$6p7@ophelia.waterloo.net>, sshifter@ophelia.waterloo.net
(Mike Pelletier) writes:
|> Howdy, gang. I've pretty much finished a spiffy new MOD player. It
|> runs as a PRG or ACC, has the _coolest_ 3D look interface, and (coolest
|> of all) automatically scans any floppy you put in the drive and loads
|> any .MODs it contains with no need for the user to even have the
|> ACC open. Unfortuneately I have run into one /small/ problem.
|>
|> I have _NO_ idea how to play a .MOD. Oops?

I know that user interface is important, but surely this should have been
your first thought about this prog..... <grin>

|> So, anyways, can anyone direct me to PD or at least cheap DSP .MODS
|> playing source? Thanks.
|>
|> Hmm...
|>

Hmmm... Well, the BiMaster of BTM (or something like that...) code is part
of the assembler library FALCLIB ..... It has a couple of bugs though, and
relies on a pre-assembled kernel....

Or, if your feel like doing something special, you could check out the
(again assembler) fast_dtm code. This is Jaccard Emmanuels DTM player code.

Both of these are available over FTP from falcon/programming directories
on most ftp sites (cnam.fr has them IIRC)

Hope this helps.

Anthony

496. Re: Minixfs and long filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-02 13:52:55 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3j4f5s$nns@utrhcs.cs.utwente.nl>
Source record: 11735

Hi,

In reply on your posting to comp.sys.atari.programmer....

>I've managed to create a minix partition on a disk in Drive A (just
testing)

My system is currently running with Mint 1.12 minixfs pl 6.10 (or about
that). It works perfectly, though one should watch out with resetting the
computer a bit too easily, minixfs uses delayed writes, you see.

>I want to install MintNET and possibly X on my Falcon but I don't think
>I can without a Minix partition.

Do think so...

>I think I maybe using the wrong versions of ls, cp, mv, etc. I'm using
>those found in fu2-bin.zoo as found at umich.

I'm using the ls etc. from some old futil-bin.zoo (or tar.gz or
whatever). They work quite well for me. There's also a MiNT version of
TeraDesk which I use. It displays the long filenames etc. The
availability on the net is quite poor I think, perhaps on ftp.funet.fi, I
once uploaded it there, didn't see it on atari.archive.umich.edu yet.

Hope this is a bit of help to you....

497. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-02 16:05:00 UTC
From: "Christian Dahl"
Message-ID: <ftn_2.203.611.4_2f55ecee_Christian.Dahl@tnogobl.ct.se>
Source record: 11641

> Does this convince you that preempting interrupt handlers is bad?

Interupt is bad, I know.

> And therefore that MiNT will probably never preempt supervisor mode?

But traps would be great if they could be preempted!

CD

(UUCP Dialup connection)

498. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-02 18:42:23 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D4ttAn.EDL@cix.compulink.co.uk>
Source record: 11644

```
>bconstat will do this trick
>
>status = bconstat(device);
>
Doesn't work on a Falcon for some reason.
In fact, I've tried all sorts of ways to detect whether the printer is
on-line (including Bcostat) on a Falcon and none of them work.
It may be TOS 4 or the Lattice C libs.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

499. Re: Chimera/PBM/MintX

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 10:08:26 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar3110826@issan.informatik.uni-dortmund.de>
Source record: 11645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <H.eg.5JYiJulOjw6@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> In <D4FDDv.7n0@watserv3.uwaterloo.ca>, Samy Mesbah writes:

|>> As well, it seems that Chimera (BTW, for those who don't know Chimera
|>> is a graphical WEB browser for X11 that doesn't need motif) requires
|>> a utility called xmkmf, which I assume is a make utility of X based systems,
|>> and all its makefiles are called Imakefile. I really don't know
|>> what I'm doing so if anyone has any suggestions for me they would
|>> be greatly appreciated - if anyone really knows what they're doing
|>> compiling X/network applications maybe you could e-mail me.

|> xmkmf isn't really needed; you can usually create a proper Makefile by
|> hand. I know this because our systems at work are not set up properly,
|> and xmkmf fails miserably.

All that xmkmf actually does it to filter the makefile template
through the C preprocessor after adding some #include's of
configuration templates, and postprocesses the output by re-inserting
backslashes at the places that are marked with `@@'. I should not be
too hard to do that by hand.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

500. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 10:43:48 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.95Mar3114348@issan.informatik.uni-dortmund.de>
Source record: 11736

In article <ftn_2.203.611.4_2f55ecee_Christian.Dahl@tnogobl.ct.se>, Christian Dahl (Christian Dahl) writes:

|>> Does this convince you that preempting interrupt handlers is bad?
|> Interupt is bad, I know.

|>> And therefore that MiNT will probably never preempt supervisor mode?

|> But traps would be great if they could be preempted!

But that requires that the trap is reentrant, wich is *not* the case for the GEMDOS and AES in the ROM, and even the BIOS and XBIOS is not good at reentrancy. This is the price for not having to rewrite the whole TOS.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

501. Re: 3D-Calc/ST-Club, England

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 11:30:43 UTC
From: Frank Schoonjans <Frank.Schoonjans@rug.ac.be>
Message-ID: <3j6ul3$6b1@infoserv.rug.ac.be>
Source record: 11737

1. In order to set the cell attributes: be sure not to select
'Set contents' in the dialogue panel.

2. Merge file: it does work! (see manual).

3. To transfer data to Lotus 123:
Use 'Export ASCII file' to save the data as a delimited ASCII file.
This file can be imported in Lotus.

4. You should obtain version 3.20 of 3D-Calc. Contact:

The ST Club
7 Musters Road
West Bridgford
Nottingham NG2 7PP
UK

Fax: 0602 455305

502. Re: Source for res-change on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 12:42:15 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3j72r7$9l4@m1.cs.man.ac.uk>
Source record: 11738

In article <3iscrc$lgd@arcturus.ciril.fr>, dazy@scinfo.u-nancy.fr (Matthieu Dazy) writes:
|> : Use XBIOS 88 (- Vsetmode). Pass a word parameter to it on the stack. The
|> value
|> : is encoded in the following way....
|>
|> Well, in the codes I've made on Falcon, I intended to use the XBIOS 5
|> and 88, but I never managed to make them work correctly, so I made direct
|> accesses to the 24 video registers, which provides a full control for the
|> resolution you want, (for instance, reducing the scanned area can be quite
|> nice
|> when you want to ssaave some time), and it seems that it worked on almost
|> every machine (Though I've been reported some cases where early F030s
|> couldn't
|> run my programs).

On almost every machine, but not every monitor....

RGB/TV need different settings to VGA for the same resolution. Dont use these, unless
you can test on both....

Also, VGA, I believe cannot cope with some settings that work on SVGA...

Use XBIOS 88 unless you need to get a non-standard resolution. (If anyone wants
assembler code to switch res using XBIOS, I can send it to you....)

|> I think I've still got them somewhere on a disk. In short, these
|> registers allow to set the size of the virtual screen, the size of the
|> scanfield
|> and the interlacing or double-lining (plus one or two other things), I'll
|> check out.
|>

One or two? aren't there 20 or so?

Anthony

503. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 14:50:56 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>
Source record: 11739

```
>> void put_pixel (int x, int y)
>> {
>> int pxyarray[4];
>>
>> pxyarray[0] = x;
>> pxyarray[1] = y;
>> pxyarray[2] = x;
>> pxyarray[3] = y;
>> v_pline (vhandle, 2, pxyarray); /* not sure about order of args */
>> }
>
> And people wonder why the VDI is so slow!!!
>
> There must be a better way than this.....
```

If you want a fast putpixel, code your own routine rather than relying on the os to do it for you. You would need to do a different routine for every resolution that you want to support, but the speedup is remarkable.

Get a pointer to the video memory by calling Logbase(). Then write directly to this memory. In ST-High (mono, 640x400) this is just a bit array, so use something like

```
char *screen = Logbase();

void putpixel (int x, int y)
{
screen[(y * 80) + (x >> 3)] |= (x & 7);
}
```

I think that is right, although I haven't actually tested it.

Other resolutions are similar, although you have to handle several different bit planes in the color modes.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

504. PS/2 for Falcon Ram Card

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 15:34:42 UTC
From: petefagc@w206zrz.zrz.TU-Berlin.DE
Message-ID: <3j7cui$lo5@brachio.zrz.TU-Berlin.DE>
Source record: 11643

Anybody know what type of PS/2 module the HARD & SOFT Falcon Ram Card requires?

W or W/O parity???

Thanxx, and regards, Peter.

505. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 17:15:09 UTC
From: djs@jet.uk
Message-ID: <djs.794250834@gen-off-1>
Source record: 11640

Shawn Hargreaves <slh100@unix.york.ac.uk> writes:

>If you want a fast putpixel, code your own routine rather than relying on
>the os to do it for you. You would need to do a different routine for
This is, of course, completely stupid. How does the programmer know
what resolution my Falcon is going to be running in, for instance
(programmable video h/w).

You should be plotting markers rather than short lines, IMO.
--
Why are we in union with a country that deports people for being English?
==
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

506. Minix XFS 0.60 PL 11

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 17:51:14 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3j7kui$6ou@h20-hrze.uni-duisburg.de>
Source record: 11649

This intended for Andrew Hague and everybody who needs help for
installing Minix XFS !

First make sure that you have TOS 1.04 or higher !
Working with 1.0 & 1.02 doesn't make much sense... :(

TOS 2.06, 3.0x or 4.0x is great !!!

First you need MINTNP.PRG in c:\auto as last program !
If you have MINT.PRG (MiNT 1.12 or 1.12 H2) rename it to
MINTNP.PRG ! So programs like Outside (Virtual Memory Manager)
can work ! (VRAM does not support MiNT 1.08-1.12... but this might
of course change in the near future)

Initialize drive d:\ or higher (don't use c:\ !!! c:\ is needed to boot !)

copy minix.xfs (and GEM.CNF & MINT.CNF) to c:\

So now while booting the Minix XFS startup screen must appear which states
that you use Minix XFS 0.60 PL 11 ... etc...

start:

1) minit.ttp -P -V -n 8 d:
n is the directory increment !
-P means it's protected against being started without Minix.xfs !
-V means it's modern V2 filesystem instead of an old V1 filesystem !
d: is the drive ! Except c:\everything is possible... d:\, e:\, f:\ ...
etc.

n=1, 2, 4 & 8 is possible !

n= 1: -> 16 * n - 2 = 16 - 2 = 14 (doesn't make sense !!!)
n= 2: -> 16 * n - 2 = 32 - 2 = 30 (better !)
n= 4: -> 16 * n - 2 = 64 - 2 = 62 (perfect)
n= 8: -> 16 * n - 2 = 128 - 2 = 126 (possible but not necessary !)

2) mfsconf.ttp d:

3) fsck.ttp -S d:

4) csize.ttp minix.xfs 64 64 64 (install 3 * 64 KB Cache ! System, user &
inode cache !!!)

That's all !

while using fsck.ttp -S d: it complains that the cache cannot be written out.
Ignore it and start it again. Now it disappears !

I hope that helps !

If you have a very big partition, you must use minit.ttp -t d:
Now you get to know how much blocks & inodes exist !

These can be needed if it refuses to execute minit.ttp !

NOw you you would have to type minit.ttp -b xxx -i yyy -P -V -n d:
or the other way round...
I'm not sure whether you need -b xxx -i yyy or -i yyy -b xxx
because I'm sitting at an Unix computer now...
But if you start minit.ttp without parameter it will tell the right
order of the commands !!!

So, I think this was helpful, a bit ...

If there are questions left, just ask me:

Filipe.Martins@unidui.uni-duisburg.de

or the author S. Henson...

Bye :)

507. Minix XFS 0.60 PL 11

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-03 17:57:43 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3j7lan$6ou@h20-hrze.uni-duisburg.de>
Source record: 11648

Hello Hague & everybody else who has problems with long file names !

To see long file names you need Minix XFS 0.60 PL11, MINT 1.12 and
Gemini 1.a or Thing 0.24 of course !!!
The normal desktop will cut all long names to 8+3 !!!

Best regards, Filipe :)

508. WTF: 3d Texture-map Info!

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-04 11:58:00 UTC
From: "Christian Andersson"
Message-ID: <ftn_2.203.611.5_2f5856f6_Christian.Andersson@tnogobl.ct.se>
Source record: 11642

I'm Looking for any info on how to make 3D texture-mapped dfrawing routins!
Any info/sourcecode(C ,ASM , ...)/Text-file would be of interest.

The reason for this is that I'm trying to write a small game which now is in
first person view (like dungeonmaster) but I would like to incorporate some
doom-like effects!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

509. Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 10:56:12 UTC
From: sanders@sci.kun.nl
Message-ID: <D50MDo.LG1@sci.kun.nl>
Source record: 11646

Hi,

Watching the strange color flickerings on my Falcon scrolling text
in a window in 16 color mode, I got an idea for an *extremely* dirty
solution to both speed up the scrolling with a factor 4 *and* loose
the annoying flickering. It assumes you're using black-on-white text,
with white being color 0 and black color 1 (but in fact will work if
`white' and `black' differ in only one bit of the register). Since
the bitplanes are stored separately, what if you'd just ignore planes
1-3 and only scroll plane 0? That would save a factor 4, even a
factor 8 in 256-color mode.

But, alas, I rejoiced too early. The bitplanes are `interleaved'
which renders my plan almost useless. How exactly are the bitplanes
stored in memory? Interleaved in words/longwords? Can I save time
only scrolling the first byte from groups of four, or would that even
be slower? What about the 16 bit bus? I guess I could only reduce
the flickering...

Any comments?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

510. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 12:24:07 UTC
From: dazy@scinfo.u-nancy.fr
Message-ID: <3jeut7$8fl@arcturus.ciril.fr>
Source record: 11647

```
: But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

Your idea isn't dirty at all, it is in fact the good way to gain time
and/or space when you've got to display something on less planes than you've
got (like, for instance, 32-color backgrounds, which take 5 plans instead of 8,
that is 37.5 % memory saved, 24000 bytes on a single 320*200 256c picture)

Just what do you mean when you say that the planes are interleaved?
When in 2/4/16/256 color mode, the pixels are stored in packs of 16, in packs
of 1/2/4/8 words, every word containing the Nth bits of every pixel's color
number, where N varies from 0/1/3/7 down to 0, from the left to the right:

Example in 16c mode: 16 pixels, colored from the left to the right
with colors 15 to 0, will look like this:

bits 3 bits 2 bits 1 bits 0
1111111100000000 1111000011110000 1100110011001100 1010101010101010
^ ^ ^ ^
bit no FEDCBA9876543210

So I take the 12th bit (0 being the right one) in every word, put them
together and I get %1011=$B=11, which is color 12 when you start from 0.

If you want to scroll one plane, all you've gotta do is scroll one word
every 1/2/4/8 words , kinda like this:

moveq #19,d7
.loop move (a0,d0.w),-8(a0,d0.w)
addq #8,d0
dbra d7,.loop

which will scroll one 16c,320pix line 16 pixels left.

This method DOES really save time/space when you need it (even if you
don't!).

Hope it will help.

__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

"And when you kill a man, you're a murderer
Kill many, and you're a conqueror
Kill them all... You're a God."

511. How do I play 4 samples at once?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 13:58:56 UTC
From: py94dej@exeter.ac.uk
Message-ID: <D50uuI.GK8@exeter.ac.uk>
Source record: 11652

Hi, can anyone tell me how I can play 4 samples at the same time using my STe and GFA basic?

512. PS/2 for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 14:15:27 UTC
From: petefagc@w210zrz.zrz.TU-Berlin.DE
Message-ID: <3jf5dv$1ch@brachio.zrz.TU-Berlin.DE>
Source record: 11656

Anybody know what type of PS/2 module Hard & Soft's Ram Card for Falcon requires??

W or W/O parity???

Thanxx, Peter.

513. Re: Mixing samples

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 17:12:02 UTC
From: m9036@oden.abc.se
Message-ID: <3jffp2$epg@oden.abc.se>
Source record: 11653

Xavier JOUBERT (i2b03a@iut-nantes.univ-nantes.fr) wrote:
: The Falcon call is useless for what you wanna do because you
: may play only ONE track at the same time with the internal speaker,
: the jack or the TV. It is not a call to mix samples but to play
: several samples at the same time trough a special hardware extension
: in the DSP port. I don't know if there is actually one in existence.
: If someone know please tell me.

Cubase Audio comes with one that can do 16 channels - played from harddisk!

-Mattias Flodin-

514. Re: WTF: 3d Texture-map Info!

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 17:15:40 UTC
From: m9036@oden.abc.se
Message-ID: <3jffvs$epg@oden.abc.se>
Source record: 11655

Christian Andersson (ChristianAndersson) wrote:
: I'm Looking for any info on how to make 3D texture-mapped dfrawing routins!
: Any info/sourcecode(C ,ASM , ...)/Text-file would be of interest.

: The reason for this is that I'm trying to write a small game which now is in
: first person view (like dungeonmaster) but I would like to incorporate some
: doom-like effects!

Have a look at the PC Game Programmer's Encyklopedia (PC-GPE), which can be
found on ftp.x2.oulu.fi. It is meant for the PC but is quite theoretical.

515. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 18:31:48 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D517H0.KIF@watserv3.uwaterloo.ca>
Source record: 11651

```
In article <Pine.SGI.3.91.950303144422.8536A-100000@tower.york.ac.uk>,
Shawn Hargreaves <slh100@unix.york.ac.uk> wrote:
(stuff deleted)
>Get a pointer to the video memory by calling Logbase(). Then write
>directly to this memory. In ST-High (mono, 640x400) this is just a bit
>array, so use something like
>
>char *screen = Logbase();
>
>void putpixel (int x, int y)
>{
> screen(y * 80) + (x >> 3) |= (x & 7);
>}
>
>I think that is right, although I haven't actually tested it.

actually, the code should be more like:

char *screen = Logbase();

void putpixel (int x, int y)
{
screen(y * 80) + (x >> 3) |= 1 << (x & 7);
}

>Other resolutions are similar, although you have to handle several
>different bit planes in the color modes.
>
>Shawn Hargreaves "God is real, unless declared as integer."
>slh100@tower.york.ac.uk ----------------------------------------
>

--
Art
atwareck@novice.uwaterloo.ca
```

516. How to convert from dBase (Atari) to FoxPro?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-06 18:43:31 UTC
From: guest@gp1.rrzn.uni-hannover.de
Message-ID: <1995Mar6.184331.2727@newsserver.rrzn.uni-hannover.de>
Source record: 11657
Cross-posted to: comp.databases,comp.databases.xbase.fox,comp.sys.atari.programmer,maus.sys.atari.software

```
Follow-Ups to comp.databases Please

I have a dBase file on the Atari and want to convert it to a FoxPro file
on the Macintosh. Probably some intermediate step is necessary:
first to dBase (MS-DOS) or FoxPro (Windows) and then to FoxPro (Macintosh).

Has anybody experience with such a conversion?
Please reply even if you can tell only about conversion from Atari
to MS-DOS or Windows.

Thank you for any hint.

Hans Herbert Stoehr
```

517. Re: How do I play 4 samples at once?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 03:15:57 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D51vqM.AJC@exeter.ac.uk>
Source record: 11660

In article <D50uuI.GK8@exeter.ac.uk> py94dej@exeter.ac.uk (D.E.Jones) writes:

> Hi, can anyone tell me how I can play 4 samples at the same time using
> my STe and GFA basic?

This can be done very easily on an STE, but needs some 'massaging' of
the sample data. The sample data needs to be set up like this -

ABCDABCDABCDABCD....etc

where A, B, C and D represent bytes from samples 1, 2, 3 and 4 respectively.
I.e. the samples must be interleaved. Then set the DMA sound to play at
twice the speed of the sample - so if the samples are at 25Hz, set DMA to
50Hz and play in stereo. The result is samples 1 and 3 played on the left
sound channel and 2 and 4 on the right sound channel.

There are commands in GFA 3.5 E or higher for controlling DMA sound but I'm
afraid I can't remember them offhand... if your GFA is an earlier version
you must use the hardware registers which I am even less likely to remember
offhand. :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

518. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 07:34:19 UTC
From: richcsst@crash.cts.com
Message-ID: <D527p8.5v7@crash.cts.com>
Source record: 11650

```
Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,
:
: Watching the strange color flickerings on my Falcon scrolling text
: in a window in 16 color mode, I got an idea for an *extremely* dirty
: solution to both speed up the scrolling with a factor 4 *and* loose
: the annoying flickering. It assumes you're using black-on-white text,
: with white being color 0 and black color 1 (but in fact will work if
: `white' and `black' differ in only one bit of the register). Since
: the bitplanes are stored separately, what if you'd just ignore planes
: 1-3 and only scroll plane 0? That would save a factor 4, even a
: factor 8 in 256-color mode.

: But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

: Any comments?

: Regards,
: --
: /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMP
L%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
: int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*
6+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

Ever thought of NVDI???

Rich
```

519. MagiC for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 10:28:55 UTC
From: kellogg@ftsu09.ee.tu-berlin.de
Message-ID: <3jhch7$imi@brachio.zrz.TU-Berlin.DE>
Source record: 11668

When are we going to see the birth of MagiC for Falcon? We've been told there'd be a Falcon version of this excellent multitasking utility. However, they never came up with it. Any info on this matter?

520. MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 12:12:38 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3jhijm$8lr@ccpnws.in2p3.fr>
Source record: 11654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
order to have a Minix file system for Mint.
But it refuses to initialize it ! As the size of my partition is 170Megs, I
wonder if MinixFS can work beyond the 32Megs limit.
Any clue ?

Setup: MegaST4, PAK/3 68020-68882 16Mhz, TOS 2.06, ICD Advantage+, ICD drivers
ver. 6.5.5 and a free disk (for Mint) of 170Megs (Quantum LPS170S)
and for the soft: MiNT 1.08 - 68030, GEM AES 4.1

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

521. VDI Programmierer (in C) gesucht !

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 15:08:06 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3jhssm$okt@h20-hrze.uni-duisburg.de>
Source record: 11665

A programer (or some persons) , who is (are) able to write a VDI
is (are) searched. The job will be well paid ! Know How about
VDI, GDOS & Speedo GDOS 4.x & 5.0 is needed !
The job will be well paid !

Person who just started to make a new VDI are welcomed, too.

I have heard about a new VDI from the Netherlands...
Does anybody know about this !??

Serious Mails to: Filipe.Martins@unidui.uni-duisburg.de

Regards, Filipe

522. Hardscroll in TrueColor mode on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 17:02:16 UTC
From: Patrice MANDIN <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3ji3io$ef5@caro.dsic.emn.fr>
Source record: 11662

Well, here is a subject which may be of interest for games
programmers.
I started to code a fighting game in True Color on Falcon,
and the background scrolling is achieved by hardware scrolling. The
problem is the fact that the video base adress must be a multiple of
4bytes (perhaps due to the fact that the VIDEL access via 32bit bus
to the RAM). Well 4bytes mean 2pixels in TrueColor, you can imagine
what it does when you're waiting a 1pixel scroll.
The only solution I found is to shift the screen by 1 pixel to
the left using the VIDEL specific registers (horizontal position on the
screen) HDB and HDE (horizontal display begin and end, see adresses
in the Atari Compendium or any file chating about Falcon hardware)
Does someone tried to do this in another way ?

See you next time, netters !

523. Re: How to convert from dBase (Atari) to FoxPro?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 17:09:40 UTC
From: jhirsch@netcom.com
Message-ID: <jhirschD52yC4.7Jo@netcom.com>
Source record: 11658
Cross-posted to: comp.databases,comp.databases.xbase.fox,comp.sys.atari.programmer,maus.sys.atari.software

Hans Herbert Stoehr (guest@gp1.rrzn.uni-hannover.de) wrote:

: Follow-Ups to comp.databases Please

: I have a dBase file on the Atari and want to convert it to a FoxPro file
: on the Macintosh. Probably some intermediate step is necessary:
: first to dBase (MS-DOS) or FoxPro (Windows) and then to FoxPro (Macintosh).

: Has anybody experience with such a conversion?
: Please reply even if you can tell only about conversion from Atari
: to MS-DOS or Windows.

: Thank you for any hint.

: Hans Herbert Stoehr

As far as I recall, the DBF format is binary compatible across platforms so
all you should have to do is get the file onto a disk that the Mac can read.
No other 'conversion' should be needed.
--
// Jack jhirsch@netcom.com

Remember to ask "what's the crap-to-worth ratio?"
---

524. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 19:23:14 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0703951923140001@ngalm099.gal.nt.com>
Source record: 11663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3jhijm$8lr@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr (Stephane Acounis) wrote:

> I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
> order to have a Minix file system for Mint.
> But it refuses to initialize it ! As the size of my partition is 170Megs, I
> wonder if MinixFS can work beyond the 32Megs limit.

Yes it can
Try setting up a V2 file system, as I had a similar problem where a 128 Meg partition was set up to only 16 Meg without specifying this.
I also decides to tell it the drive parameters, just to be sure.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

525. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 19:58:29 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950307202558.28512B-100000@mars>
Source record: 11667

On Thu, 2 Mar 1995, Mark Baines wrote:

> >bconstat will do this trick

Sorry, that was a "typo". Should be Bcostat!

> Doesn't work on a Falcon for some reason.
> In fact, I've tried all sorts of ways to detect whether the printer is
> on-line (including Bcostat) on a Falcon and none of them work.
> It may be TOS 4 or the Lattice C libs.

I use Lattice and TOS 2.05 and tested this fragment:

```
#include <osbind.h>
#include <stdio.h>

if(!Bcostat(0)) puts("Printer is offline!");
```

That worked with a Star Lc 10.

Are you sure your printer is online? (Maybe a stupid question but you could be out of paper or something..)

There is another call: StatusOK = Cprnos() /* test printer output */
Returns nonzero if "there is room for at least one more character".

AND (This may be it!) gemdos calls *only* work when you "default to short integers" (or typecast)

/Jens M. Andreasen

526. Interna of GEM format?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 21:26:52 UTC
From: uh40817@sun5.lrz-muenchen.de
Message-ID: <3jij2s$r8b@sunserver.lrz-muenchen.de>
Source record: 11664

Hi atari-users,

I am PC user and are often confronted with files of the form *.GEM,
containing vector graphics. Can anybody tell me how these files are
created (I want to write a program producing these GEM files) or
where I can find literature about this file-format?

Many thanks in advance....

Erik Baigar, uh40817@sunmail.lrz-muenchen.de

527. Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 22:46:28 UTC
From: amsler@nevada.edu
Message-ID: <3jino4$prh@news.nevada.edu>
Source record: 11669

What is/are the significant difference(s) between Lattice C 5.5 and
Lattice C 5.6?

Thanks!

- John J. Amsler
Did you hear about the new restaurant that just opened up on the moon?
Great food, but no atmosphere.

528. PCFolio Bus ? need info on it

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-07 23:55:43 UTC
From: saposoft@hotfusion.dsnet.it
Message-ID: <saposoft-0803950055160001@hotfusion.dsnet.it>
Source record: 11666

```
can anyone tell me where to find pin-out and other tech infos on the
Pcfolio external bus ?
thanks in advance
Alessandro Saporetti

--
to boldly go where no Mac has gone before !
```

529. Multi-res .RSCs

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-08 02:46:09 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3jj5ph$j8l@ophelia.waterloo.net>
Source record: 11659
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Howdy, gang. Can anyone give me advice on makeing RSCs using icons look good in multiple resolutions? I don't mind blowing up the forms (like in BOBtracker) but I haven't found a way to get that to work very well, either... Suggestions?

Hmm...

530. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-08 10:09:31 UTC
From: sanders@sci.kun.nl
Message-ID: <D549Jv.44D@sci.kun.nl>
Source record: 11661

In <D527p8.5v7@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:

[My idea about a fast scroll deleted]

>Ever thought of NVDI???

Yes. Got it. But that wasn't my question...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

531. stosFAQ (warning large!)

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-08 14:46:36 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D54MDq.E5p@bath.ac.uk>
Source record: 11670

```
--------------------------------------------------------------------------------

****** ****** ****** ****** ****** **** ******
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** **
***** ** ** ** ***** ****** ******** ** **
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** ***
***** ** ****** ***** ** ** ** ********
****
--------------------------------------------------------------------------------

STOS FAQ v0.8a

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
ma2lgj@bath.ac.uk - a.k.a Les Greenhalgh
ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming
language, STOS. If you wish to add any new sections to this FAQ, please
send an example outline to the above Email address.

Abbreviations used.
-------------------

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents
--------

Section: Areas covered:

1 What is STOS ?

2 Where do I get hold of it ?
```

3 What is it like to program ?

4 What extras are available to compliment it ?

5 Can I *really* write commercial quality games with it ?

6 Are there any books available ?

7 What are extensions, and where do I get them from

8 Recommended programs - commercial & shareware

9 Miscellaneous section

---

1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition ......

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how

tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh.Dungeon Master in space type thing.

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions.

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 19 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether
the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat
and ST Review regards STOS, along with a similar listing of useful routines
and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in
the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which
also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy
reference guide will give you the keyword and appropriate parameters for
each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are
extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being
MISTY and MISSING LINK, both been written by a group called Top Notch.
They add commands which SHOULD have been in STOS from the start.
Andrei has sent me the following exhaustive list of extensions available for
STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh.
I will use Les' version as it lists the FTP sites where most of them can
be found. Take it away Les ....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
k.l = can be found in ftp.ftp.uni-kl.de in the directory
pub/atari/programming/STOS/extensions
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can
use any of the STs bitplanes, instead of 4 at a time in STOS.

Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and
commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a k.l extra.zip also in cyber.zip
loads of miscellaneous commands including cookie reading commands, mirror
and blur sections of screen , paste strings in opaque mode, format text,
detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better
performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing
abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures.
Never used it. Depacking ability surpassed by Missing Link. TML supports
packers that can pack tighter than STOS Squasher (eg. Pack Ice).
Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd sw)
Can be found: a.a k.l in control3.zip
Includes a replacement sprite engine which allows you to flip images and paste
them in either opaque of transparent mode. Allows you to use these images on

low rez screens of any size, ideal for scrolling large screens on the STE.
Commands for 16 colour fonts, spreading palettes ,commands for reading a
parallel port joystick adaptor, a switch construct for STOS,border removal
commands, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive
and 1 meg. Too limited, no commands for rotating around current heading and
no commands for representing horizons, ground, etc. Very large files. Objects
cannot be stored in banks, but have to be loaded with purpose made extension
commands.

Cyber exntesion by Martin Cubbit,Andy Cato and Les Greenhalgh p.d a.a k.l
Allows you to play .seq files from STOS. Very good.

Comming soon...

STOS ninja tracker extension for STE/TT/Falcon
Finally a decent tracker for STOS. Allows you to play protracker mods
from a bank in the background at up to 21khz. Commands for vu meters,
track frequency,pattern positions and much more.

At least 2 Falcon extensions are under development which will allow you
to use the Falcons higher colour modes including truecolour and the
DSP for playing mods!

Eagle extension.
A mamouth 80 command extension.

Other forms of extensions that you know about would be appreciated in this
list. As ()rm recently suggested, all those who are in the process of
writing an extension, put your heads together and come up with one mother
of an extension !!

There are other ways of improving STOS without having to use extensions. These
take the form of machine code routines which you pass some variables and
call them. A few of them have been taken from the same list as compiled by
Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY
command. Top Notch used this in their demos before they wrote MISTY which

now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones ......

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

How to get STOS up and running on the Newer TOS'
TT & Mega STE

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code ....

Falcon
You need STOS Fix 3.00 (given away on a recent ST Format)
by Robert Quez???? This will patch STOS for the
later TOS'. Bear in mind that this will only patch STOS to work on your particular TOS. The author is rumoured to be working on a version which will patch STOS for multiple new TOS'.

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately,
especially the compiler. You will then be able to make programs that
run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension
compile. I am not sure whether or not it is nescesary or not if you are not
using the tracker extension.

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this
project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to
speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you
have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari
8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace
them with sound effects from a piece of hacked music ! Try the following:

Count Zero - Killing Game Show (20 SFX)
Mad Max - Numerous pieces have Sound FX embedded
David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke
to use the standard ST keyboard click from STOS, but I don't remember it.
[Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows
extension).

You may want to mention that it was written in STOS directly on the title
screen, or say this in the documentation. The idea is that as well as letting
people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either
incompatible with the Falcon, or has a pack ratio similar to that of the
original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well
as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon
but I will release some source code that might allow
you to make your own program headers for data file
packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all
these years. Compatible with the Falcon but it
cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer
formats back into STOS code so you can patch them and repack them to work on
newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be
a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the
STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions
to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to
distribute this FAQ, but please do not distribute any versions lower than
v1.0 as they are pre-release and probably quite embarrassingly small in size.
Also do not forget to credit that this FAQ was generated by members of the
STOS Mailing List.

532. WANTED: ZeST Gfa 'library'

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-08 18:59:22 UTC
From: rcbaaw@urc.tue.nl
Message-ID: <rcbaaw.794689162@asterix.urc.tue.nl>
Source record: 11671

The title says it all. I've been looking for this stuff for quite a while.
For those who don't know it: it's a bunch of subroutines to facilitate "3D"
windows and panels.

A reference to the proper FTP site would be okay too, but if you do have
any info on this, please mail it, because I'm not a frequent news-reader.

Thanx in advance!

(Flames redirected to Ritzen)
Take care,

Angelo

533. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-09 06:45:37 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3jm86i$5fn@status.gen.nz>
Source record: 11674
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
: order to have a Minix file system for Mint.
: But it refuses to initialize it ! As the size of my partition is 170Megs, I
: wonder if MinixFS can work beyond the 32Megs limit.
: Any clue ?

I have MinixFS and though I have not installed it (yet) I may be able to
help.
In one of the MinixFS docs (can't remember which) it said that MinixFS
will work with >32meg partitions as long as:
The partition letter is below P _OR_
You have XHDI version of at least 2.10 (or was it 1.10??? Something like
that anyhow.) Don't ask me what XHDI is.

Hope that is of some help,
-- Mario Becroft (mbecroft@iconz.co.nz)

534. Re: MagiC for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-09 13:43:24 UTC
From: chainxor@kom.auc.dk
Message-ID: <3jn0ls$44t@news.iesd.auc.dk>
Source record: 11676

In article <3jhch7$imi@brachio.zrz.TU-Berlin.DE>, kellogg@ftsu09.ee.tu-berlin.de (Peter Kellogg) writes:
> When are we going to see the birth of MagiC for Falcon? We've been told
> there'd be a Falcon version of this excellent multitasking utility.
> However, they never came up with it. Any info on this matter?

I'm waiting too. The last I heard was that it due to release the 15th of March 1995. Which within 6 days, but remember Murphy is next door.......

Keep Cool and Flying...

ChainXOR...

535. Help with sampling...

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-09 17:41:56 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3jnel4$5l2@m1.cs.man.ac.uk>
Source record: 11672

Ahhh... I have been trying to sample and play samples in my own programs
for a while now (well, more like a fortnight :-), and am having problems.

Basically, I set it all up with:

```
Setmode(1); /* set playback to 16-bit stereo */
Setmontrack(0); /* set speaker to track 0 */
Settrack(0,0); /* set it 1 track play/record */
```

and then play a sample with

```
Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
Setbuffer(0,start,end); /* Set start / end pointers */
Buffoper(1); /* Set Play enable */
```

This plays the sample correctly, but does not stop at the end of the
sample. What am I missing? The same thing happens with record....

BTW this is all in assembler, not C....

Cheers

Anthony

536. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-10 01:02:46 UTC
From: paul@xciv.demon.co.uk
Message-ID: <794797366snz@xciv.demon.co.uk>
Source record: 11673

In article <3jino4$prh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

> What is/are the significant difference(s) between Lattice C 5.5 and
> Lattice C 5.6?

Proper full Falcon support I think.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

537. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-10 10:59:32 UTC
From: djs@jet.uk
Message-ID: <djs.794833020@gen-off-1>
Source record: 11675

paul@xciv.demon.co.uk (Paul Civati) writes:

>In article <3jino4$prh@news.nevada.edu> amsler@nevada.edu "JOHN AMSLER" writes:

>> What is/are the significant difference(s) between Lattice C 5.5 and
>> Lattice C 5.6?
>Proper full Falcon support I think.
Depends what you call "full support". It does contain binding for the
extra Xbios() etc functions. But contains knackered Speedo bindings.
Contains a version of Wercs that does _not_ understand modern format
resource files (eg the DESKCICN.RSC file). It also contains very little
documentation on new stuff (eg DSP).

HiSoft are on record as saying that there is very little chance of seeing
another release of Lattice C for the Atari.
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

538. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-10 12:19:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar10.121923.9691@rhrk.uni-kl.de>
Source record: 11679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

mbecroft@iconz.co.nz (Mario Becroft) writes:

>You have XHDI version of at least 2.10 (or was it 1.10??? Something like
>that anyhow.) Don't ask me what XHDI is.

XHDI is the eXtended HardDisk Interface Standard which was defined in 1992.
Hard disk drivers that support XHDI offer a lot of useful functions for
getting information about the hard disks connected to your Atari and have
several calls which enable high level programs to communicate with hard
disks in a convenient way.
You find the complete XHDI documentation on ftp.uni-muenster.de in
pub/atari/Docs. The documentation is available in English and German.
Drivers supporting XHDI are HuSHI, hdpSTACK and HDDRIVER.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

539. Re: PutPixel w/o LineA?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-10 15:09:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3jpq3h$spj@percy.cs.bham.ac.uk>
Source record: 11677

Xavier JOUBERT <i2b03a@iut-nantes.univ-nantes.fr> writes:
> If you want to display only few pixels then use the line trick
>but if you have to modify a big surface my way is the fastest.

No! There is no need to use the 'line trick', as the VDI has a pixel plotting command! It is called v_pmarker().

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

540. Re: Help with sampling...

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-10 16:38:14 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D58Gvr.8K3@exeter.ac.uk>
Source record: 11678

In article <3jnel4$5l2@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
> Setbuffer(0,start,end); /* Set start / end pointers */
> Buffoper(1); /* Set Play enable */
> This plays the sample correctly, but does not stop at the end of the
> sample. What am I missing? The same thing happens with record....
> BTW this is all in assembler, not C....

All looks good to me. If you are working in assembler, remember that the
end and start addresses must be pushed onto the stack in reverse order -
i.e. push end address first then the start address. If you are using a
library of some sort check that the code in the library pushes the addresses
in the right order.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

541. Student Discounts List!

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-11 12:13:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3js45r$6n0@dux.dundee.ac.uk>
Source record: 11680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.advocacy

A rather small list I admot but here goes.

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

Remember Hi-Soft also do discounts on non-special offers of upto 30%!!

Rod

--
--
Rod McCall, President, Lip Theatre Company, Dundee University
WE NEED DONATIONS OR WE'LL HAVE TO CLOSE!!
rmccall@mcs.dundee.ac.uk | University (Term Time)
cdsales@cix.compulink.co.uk | Non term time and for info
info on CD-ROMS (PC&MAC), PC Hardware and Books
==========

542. ST Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-11 14:16:32 UTC
From: fe150@cleveland.Freenet.Edu
Message-ID: <3jsbc0$bab@usenet.INS.CWRU.Edu>
Source record: 11681

For Sale:

"The ST Assembly Language Workshop" W/Disk By Clayton Walnum
"Atari ST Machine Language" by Abacus
"Atari ST Tricks & Tips" by Abacus
"ST Disk Drives: Inside and Out" by Abacus

$ 40.00 all...

Also:

Indus GT DS/DD digital track readout Disk Drive
$ 75.00....

Please Leave E-Mail if interested.... Thanks

543. Inline assembler with Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-11 22:30:42 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3jt8ai$3cg@nyheter.chalmers.se>
Source record: 11682

I'm just wondering if it's possible to do inline assembler with pure c. With gcc I can use __asm__ to do this but I don't know if Pure C has some similar directive.

All help appreciated...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

544. Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 02:20:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D5Cx65.9Is@watserv3.uwaterloo.ca>
Source record: 11683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello all,

I have managed to compile the following for MintX with 68030/FPU options:

1. Xv 3.10 (the latest version). This is the latest gif/jpeg/tiff/etc
viewer for Xwindows - it even has cut and paste! I compiled for
68030+FPU, if there is enough interest I can try compiling
ST (68000) and Falcon (68030 nofpu) versions and upload to an ftp
site. Picture manipulation with an FPU is incredibly fast!

2. Gnuplot 3.5 - Also for 68030/FPU - plots into a window - also very
fast with FPU. I still have a file loading bug to fix on this.
Allows output in many different latex formats.

3. Xdvi - this is great - it works with any currently existing CS-TeX setup
so that you can use the files currently on your TOS partitions without
copying anything to a Minix partition. The way it looks for fonts is SO
flexible with an environment variable that any existing Tex setup for
Atari should work with this as is. I can use use CS-TeX under GEM
or X windows just as easily.

4. Chimera fix - (1.36) The mintLIbs pl44 has a function to generate a
unique name for a temporary file, unfortunately is uses backslashes
for the filename. If the shell used to execute a command with this
filename neeeds forward slashes or two backslashes for filenames (such
as tcsh or the sh from MintOS 1.4.1) then you're won't be able to use
an external viiewer. I patched it to used forward slashes always so
if anyone (besides me) really needs this, let me know. There is a
problem, though. When the viewer is called, the system() function is
used and Chimera waits until the external viewer is exited before
taking control again. You cannot run the external viewer in the
background because the temporary file is deleted by CHimera as soon
as it regains control. Anyway, when it gets back control it reports
'pexec - wait error' It doesn't cause any harm but it annoying. AS
well, a second copy of the chimera process runs while the external viewer
is running - this takes a lot of memory - does anyone know of a better
more mint specific call to fix this (as opposed to the standrd system())
call?

5. I am currently working on Ghostview 1.5/Ghostscript and then maybe I'll
take a crack at Motif and Xmosaic.

If there is enough interest for nonFPU/non68030 versions I will compile
them as well. Most of these programs do require a fair bit of memory.
(I think you can still run any on a 4 meg machine though)

Sam

+--+
| Samy Mesbah "Dharma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| But me, I'm not stopping there I've got my own row left to hoe / Just |
| another line in the field of time / When the thrasher comes I'll be stuck |
| in the sun / Like the dinosaurs in shrines / Then I'll know the time has |
| come to give what's mine |
| - Neil Young, _Thrasher_ |
+--+

545. AES commands/functions

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 03:50:18 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3k0fdq$a5o@rover.ucs.ualberta.ca>
Source record: 11684

I'm fooling around with GBELL and need some information. Specifically, what is the function of AES calls? I know that AES 90 is the file selector, and 102 is close window, but what about the rest?

546. PS/2 for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 08:36:19 UTC
From: petefagc@w208zrz.zrz.TU-Berlin.DE
Message-ID: <3k1063$hcp@brachio.zrz.TU-Berlin.DE>
Source record: 11685

Does anyone know what type of PS/2 module Hard&Soft's Ram Card for
Falcon requires? With or without parity?

Regards, Peter.

547. Re: GEM and wierd resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 09:52:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2f641608_Christian.Dahl@tnogobl.ct.se>
Source record: 11686

> is still limited to the maximum x and y coordinates of the resolution
> from which I launched my VDI. This even
> happens when I stick my VDI into the auto folder. The other problem is
> that GEM doesn't believe that I am running in 256 colours, unless I
> start up in TT-LOW
> res. How can I fix this?

By altering the Linea-variabels.

CD

(UUCP Dialup connection)

548. Re: GEM and wierd resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 11:27:50 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950313121622.5434A-100000@bull.mimuw.edu.pl>
Source record: 11687

On Thu, 9 Mar 1995, Joe Tapply wrote:

> [...]
> screen resolution is 1280x768 - it opens windows across the full screen and
> centres dialogues etc, but the mouse pointer is still limited to the maximum
> x and y coordinates of the resolution from which I launched my VDI. This even
> happens when I stick my VDI into the auto folder. The other problem is that

It is quite strange, because on F030 there is a lot of stuff expanding
size of screen and there are no problems with the mouse. All of them are
pathing only few XBios, AES and VDI traps. In my mind, you have to look
on some source of virtual screen for TT.

> GEM doesn't believe that I am running in 256 colours, unless I start up in TT-LOW
> res. How can I fix this?

You have to make your own 'res-expander tool' (like BLOW-ACC on F030) and
you have to swich TT to 8k mode, then the tool will do other things...

> Also, what exactly do the transparent blit operations (vrt_cpyfm) do in
> transparent, XOR and reverse transparent modes? What do you do with the background
> colour index in these modes?

In my mind all blitter operations are for single 1-bit plane. So all of
the modes are simply binary operations.

regards,

Simon.

549. Re: Minixfs and long filenames?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 11:45:15 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.59.000BC16F@cam.ac.uk>
Source record: 11688

In article <3j4f5s$nns@utrhcs.cs.utwente.nl> ia_ric@cs.utwente.nl (Ric Klaren) writes:
>I'm using the ls etc. from some old futil-bin.zoo (or tar.gz or
>whatever). They work quite well for me. There's also a MiNT version of
>TeraDesk which I use. It displays the long filenames etc. The
>availability on the net is quite poor I think, perhaps on ftp.funet.fi, I
>once uploaded it there, didn't see it on atari.archive.umich.edu yet.

Excellent! Can you remember anything else about the new Teradesk version
(other possible sites/directories/filenames)? I have looked on ftp.funet.fi
and I can't find it.

Many thanks

Adrian (apb25@cam.ac.uk)

550. Re: Xv 3.10/Xdvi/Gnuplot (for X)/Chimera fix

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 12:08:52 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3k1ckk$ajm@lyra.csx.cam.ac.uk>
Source record: 11689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>If there is enough interest for nonFPU/non68030 versions I will compile
>them as well. Most of these programs do require a fair bit of memory.
>(I think you can still run any on a 4 meg machine though)

I am interested in non-FPU 030 versions...

Not that I have X working reliably at the moment but it shouldn't be too
long now :)

Phil

--
[E-mail pd@mole.bio.cam.ac.uk]

A penny saved is ridiculous

551. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 12:21:25 UTC
From: richcsst@crash.cts.com
Message-ID: <D5Dozr.Lr6@crash.cts.com>
Source record: 11540

Jens Andreasen (jens-and@dsv.su.se) wrote:

: On Thu, 2 Mar 1995, Mark Baines wrote:

: > >bconstat will do this trick

: Sorry, that was a "typo". Should be Bcostat!

: > Doesn't work on a Falcon for some reason.
: > In fact, I've tried all sorts of ways to detect whether the printer is
: > on-line (including Bcostat) on a Falcon and none of them work.
: > It may be TOS 4 or the Lattice C libs.

: I use Lattice and TOS 2.05 and tested this fragment:

: #include <osbind.h>
: #include <stdio.h>

: if(!Bcostat(0)) puts("Printer is offline!");
:
: That worked with a Star Lc 10.

: Are you sure your printer is online? (Maybe a stupid question but you
: could be out of paper or something..)

: There is another call: StatusOK = Cprnos() /* test printer output */
: Returns nonzero if "there is room for at least one more character".

: AND (This may be it!) gemdos calls *only* work when you "default to short
: integers" (or typecast)

: /Jens M. Andreasen
It works fine on my Falcon. However I use GfA Basic and the command for
checking the printer is:

var=Inp?(device)

Returns 0 if not available and -1 if available for printing. So:

Status!=Inp?(0)

works great.

I would assume that GfA uses the Bios call for checking printer status.

The Atari Compendium gives Bcostat() as the call (Bios 8) on page 3.29.

I have tried both approaches and found they work fine on my Falcon with
TOS 4.04. However, sending data to the printer via GEMDOS does not seem
to work. I must always use the BIOS call Bconout().

Oh well...

Rich

552. Re: Inline assembler with Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 13:35:36 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-130395143232@128.141.55.218>
Source record: 11541

In article <3jt8ai$3cg@nyheter.chalmers.se>, d2cg@dtek.chalmers.se
(Christer Gustavsson) wrote:

> I'm just wondering if it's possible to do inline assembler with pure c. With
> gcc I can use __asm__ to do this but I don't know if Pure C has some similar
> directive.
> All help appreciated...

No, you can only link c code with assembler.

--
Loic BRARDA ! Writer of the ATARI CD-ROM FAQ
BRARDA@VXCLIA.CERN.CH ! Unofficial Programmer
! ...
Falcon 4/130 Monochrome + VGA !
Apple CD300 !

553. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 14:25:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D5Duq6.EDL@exeter.ac.uk>
Source record: 11542

```
>> Does this convince you that preempting interrupt handlers is bad?
> Interupt is bad, I know.
>> And therefore that MiNT will probably never preempt supervisor mode?
> But traps would be great if they could be preempted!

Well there is nothing to stop trap handlers from switching to user mode
once the time critical bits have been done.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *
```

554. New WWW pages....

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 14:54:30 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3k1mb6$hgj@m1.cs.man.ac.uk>
Source record: 11543
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I've now worked out HTML, and my WWW pages should now be operative. The
URL is :-

http://www.cs.man.ac.uk/~jacquesa/

If you have any suggestions, mail me....

Anthony

555. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 16:29:48 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3k1rts$fp3@whitbeck.ncl.ac.uk>
Source record: 11544

In article <djs.794833020@gen-off-1>, djs@jet.uk (David Stevenson) writes:
>HiSoft are on record as saying that there is very little chance of seeing
>another release of Lattice C for the Atari.

I find HiSoft's current attitude to new releases rather disheartening.
Compared with what SAS have done on the Amiga (remember, SAS C & HiSoft/Lattice
C were both derived from the same original Lattice 68K compiler) HiSoft
have been very lax in thier product support. SAS is now a full C++ compiler,
and costs around the same as Lattice, whereas HiSoft haven't really improved
the compiler from v5.5 (which I bought for 40.00 last summer, a real bargain)
to 5.6 - basicly they just added a few new libraries & some extra controls
in WERCS - but didn't support colour icons, which I see as a real short
coming in a system billed as providing full support for the newer systems.

In short, I'm glad I didn't pay full whack for it......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

556. Re: Inline assembler with Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 22:21:43 UTC
From: c4475@rphs35
Message-ID: <3k2gholNN4nk@rrzs3.uni-regensburg.de>
Source record: 11545

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:

: I'm just wondering if it's possible to do inline assembler with pure c. With
: gcc I can use __asm__ to do this but I don't know if Pure C has some similar
: directive.

No, there is no such thing.

All you can do is write complete functions in assembler and link them
to the compiled object-files. The specification for variables
is described in the assembler-handbook (in the german version of PureC)
I guess it's something like the first three numbers (char, int, long)
are put in D0/D1/D2, similary the first two adresses in A0/A1. The
rest of the parameters and all double-parameters (if fpu-code (-8)
is UNset) are put on the stack (reverse order, as usual in C).
You are not allowed to change all registers, but I don't remember
which register have to be saved (I'm quite sure, D0-D2, A0/A1 may be changed).
D0 or A0 is used for the return-value (if it is no double...).

There is an assembler in the PureC-package (pasm.ttp or part of the
integrated version (?)) and it should be no problem to include
assembler-sources (*.S) in project-files

greetings

```
|\/|
| |
| |
|/\|
```

Morus Walter <morus.walter@physik.uni-regensburg.de>

557. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 22:28:58 UTC
From: c4475@rphs35
Message-ID: <3k2gvaINN4nk@rrzs3.uni-regensburg.de>
Source record: 11546

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,
:
: Watching the strange color flickerings on my Falcon scrolling text
: in a window in 16 color mode, I got an idea for an *extremely* dirty
: solution to both speed up the scrolling with a factor 4 *and* loose
: the annoying flickering. It assumes you're using black-on-white text,
: with white being color 0 and black color 1 (but in fact will work if
: `white' and `black' differ in only one bit of the register). Since
: the bitplanes are stored separately, what if you'd just ignore planes
: 1-3 and only scroll plane 0? That would save a factor 4, even a
: factor 8 in 256-color mode.

No. There is no guarantee that vdi-color 1 (black) is realized as
a 1 in the bitplanes.
I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
15 (all 4 bits set) in the video-mem.
Don't ask me why.
(It's one of the worst things, since you can't say, in which way
VDI and Hardware-color numbers are connected (exepct you test it
on the screen...)

: But, alas, I rejoiced too early. The bitplanes are `interleaved'
: which renders my plan almost useless. How exactly are the bitplanes
: stored in memory? Interleaved in words/longwords? Can I save time
: only scrolling the first byte from groups of four, or would that even
: be slower? What about the 16 bit bus? I guess I could only reduce
: the flickering...

Don't do such things.
Not using the VDI means your programm will run on one hardware.
That's the way TOS-software was built in 1985 but I think that's
quite some time ago...

```
|\/|
| |
| |
|/\|
```

Morus Walter <morus.walter@physik.uni-regensburg.de>

558. needed: Portfolio info

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-13 22:59:27 UTC
From: 97jgonza@ultrix.uor.edu
Message-ID: <3k2iof$bjk@galaxy.ucr.edu>
Source record: 11548

I didn't know what other newgroup to post on so I thought I would ask here. I am looking for tech specs on the atari portfolio and would like to get an assembler for it. Thanks.

____
Jeff Gonzales - Computer Science Major
Johnston Center/University of Redlands

"[Healthy eating] is like...philosophy. It looks easy, its maxims are commonplace, it reiterates much that you already know. Yet, when you think about it -- when you try to do it -- it is harder than hell."

-- Richard Watson, The Philosopher's Diet

559. Re: Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-14 00:34:25 UTC
From: paul@xciv.demon.co.uk
Message-ID: <795141265snz@xciv.demon.co.uk>
Source record: 11549

In article <djs.794833020@gen-off-1> djs@jet.uk "David Stevenson" writes:

> >Proper full Falcon support I think.
> Depends what you call "full support". It does contain binding for the
> extra Xbios() etc functions. But contains knackered Speedo bindings.
> Contains a version of Wercs that does _not_ understand modern format
> resource files (eg the DESKCICN.RSC file). It also contains very little
> documentation on new stuff (eg DSP).

I sit corrected, although I did mainly mean the new bindings.

> HiSoft are on record as saying that there is very little chance of seeing
> another release of Lattice C for the Atari.

Ugh. Well I guess it had to happen really.

What direction are they going in, staying with the Amiga and going PC?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk (home), paul@xexos.com (work) */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* "The smoke cleared, the dust settled, no-one knew how many had died, */
/* all around were broken men, they'd said it was safe, they'd lied." */

560. HSC MiNTlibs -- does anyone care?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-14 06:19:16 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3k3ch4$26p@amazon.cs.duke.edu>
Source record: 11547

With the impending release of patchlevel 46 of the MiNTlibs, I'm faced with something of a dilemma. I am now, or will soon be, maintaining MiNTlibs ports for three separate compilers, one of which I haven't used in years. As you can probably guess from the title, I'm referring here to Ian Lepore's Heat-n-Serve C compiler. I'm not entirely sure I even have all the compiler parts of HSC any longer, and the prospect of reconstructing this rather antiquated compiler just to rebuild the MiNTlibs for it quite frankly gives me the screaming heebie-jeebies, you know what I mean?[*]

And so I come before the `net to ask: Is there anyone out there who still uses HSC and the HSC MiNTlibs? If so, can I possibly persuade you to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function prototypes, long- and short-int modes, what more could you ask for? ;)

Basically, if you really want to see patchlevel 46 of the HSC MiNTlibs, drop me a line. If I don't receive any requests, I will be dropping HSC support. If you're interested in taking over support of the HSC MiNTlibs, I'd be most grateful. ;)

-sbigham

[*] With apologies to Douglas Adams.

--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

561. Hisoft (was Lattice C)

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-14 10:56:39 UTC
From: djs@jet.uk
Message-ID: <djs.795178494@gen-off-1>
Source record: 11550

paul@xciv.demon.co.uk (Paul Civati) writes:

>What direction are they going in, staying with the Amiga and going PC?
They're currently concentrating on Amiga products. They are doing no more
in-house development of Atari products, but will continue to bring in outside
products such as Papyrus. (Source: Email and CIX note from Dave Nutkins).
--
JET home page: http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

562. Problems with malloc in Lattice

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-14 19:40:31 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3k4rff$gls@lastactionhero.rs.itd.umich.edu>
Source record: 11551

Anyone out there using Lattice 5.6 doing a large number of
mallocs successfully? I'm having some serious bugs and would like to
discuss them with anyone who's having sucess. I running around 20-25
mallocs with buffers going up to 2 megs. Anyone help would be greatly
appreciated.

Thanks,

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

563. Offscreen bitmap help needed

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-15 00:36:47 UTC
From: vegard@henry.interlink.no
Message-ID: <3k5cqv$fob@henry.interlink.no>
Source record: 11554

I am have succeded in opening an offscreen bitmap using NVDI3 & memory.sys, but can only open a bitmap *and* allocating memory for it at the same time. This is not what I want, I need to open the offscreen bitmap to an existing bitmap in memory (several, in fact, but not at the same time...). How do I do this?????

Also, I understand EdVI (subset of NVDI) have better support for offscreen bitmaps, but have not been able to make this work. If anyone has GFA source dealing with this, I would be *very* grateful! As I can code bindings to the VDI in GFA, other language examples will also be helpful.

Bye, Vegard (vegard@interlink.no)

564. Programming Contest Deadline Near

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-15 03:18:59 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3k5mb3$ce4@mark.ucdavis.edu>
Source record: 11552

The deadline for the YAC Freely Distributable Software Contest is almost upon us. In case anybody missed the original announcement, I am posting it again. If you have any questions, please e-mail me. I need to have any contest entries in-hand by Friday. As there could be problems un-encoding mailed files (I've had some problems in the past), I recommend early submissions.

-------8<------------8<---------

YAC SHAREWARE PROGRAMMING CONTEST

Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, the Internet, and at SAC Expo? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a years membership to our local user-group: with its monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year...

THE YOLO ATARI CLUB IS HAVING ITS ANNUAL SHAREWARE PROGRAMMING CONTEST.

Entries must be TOS programs new for 1995 and must be received by March 17th, 1995. They will be judged based on originality, compatibility (remember, there are all these new multi-tasking solutions and Falcon resolutions to try and respect), efficiency, and dependability.

Entry is simple, just mail your entry to the Yolo Atari Club at 1129 Fordham Drive / Davis, CA 95616 / USA. Or e-mail us an FTP-able location where your program resides (remember to include your program's name and the full path to it), although give us an extra week if you plan to do this so we can be sure to have time to download it. We can be reached at elhays@ucdavis.edu. Remember to give us a way to contact you. The winner will be notified by the end of March and then announced on-line and at the Sacramento Atari Computer Exposition, April 22nd, 1995.

Entry is free (or the cost of a single letter), and could earn you $50, fame, and glory. So why not give it a try?

565. Re: MinixFS above 32Meg ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-15 07:48:58 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Mar15.074858.22191@rhrk.uni-kl.de>
Source record: 11553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>I tried yesterday to initialize a partition on my hard disk with MINIT.TTP in
>order to have a Minix file system for Mint.
>But it refuses to initialize it ! As the size of my partition is 170Megs, I
>wonder if MinixFS can work beyond the 32Megs limit.
>Any clue ?

With big partitions under Minix you might need an XHDI compatible hard disk
driver like HuSHI or HDDRIVER. There is some information about this in the
MiNT documentation. Didn't you read this yet?

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

566. MintNet

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 06:02:18 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5IrFu.2F0@watserv3.uwaterloo.ca>
Source record: 11555

I am looking for a "ready to go" mint-net distribution (i.e. binaries),
with ftpd, telnetd, and a slip/ppp driver. I have a Falcon, but any
compilation will do.

Thanks,
--
Art
atwareck@novice.uwaterloo.ca

567. Re: AES commands/functions

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 09:07:13 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3k8v41$srq@gumby.cc.wmich.edu>
Source record: 11556

In article <3k0fdq$a5o@rover.ucs.ualberta.ca>,
Doug Hohenstein <dhohenst@gpu2.srv.ualberta.ca> wrote:
>
> I'm fooling around with GBELL and need some information. Specifically,
> what is the function of AES calls? I know that AES 90 is the file
> selector, and 102 is close window, but what about the rest?

Here are a few AES opcodes to get you started:

10 - appl_init
19 - appl_exit

50 - form_do
51 - form_dial
52 - form_alert

70 - graf_rubberbox
71 - graf_dragbox
73 - graf_growbox
74 - graf_shrinkbox

90 - fsel_input
91 - fsel_exinput

101 - wind_open
102 - wind_close

If there are other functions you need, make a specific request and I'll
try to help.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

568. Playing back Quartet stuff on STe, how?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 13:40:31 UTC
From: py94dej@exeter.ac.uk
Message-ID: <D5JCo0.LxG@exeter.ac.uk>
Source record: 11557

Hi, I am currently writing a game in GFA basic and I would like to put a Quartet song at the begining of it. With Quartet you get a GFA listing to allow you to load up and play songs, but it doesn't allow you to select the STE output which makes it sound a lot better (pressing one of the F keys during quartet itself selects the STE output), what I would like to know is how do I select the STE output using GFA and the quartet file provided. If anyone can help me I would be most grateful. If anyone can help please could you e-mail me at this address D.E.Jones@ex.ac.uk. Thanks.

569. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 14:04:24 UTC
From: nj1@ukc.ac.uk
Message-ID: <11201@falcon.ukc.ac.uk>
Source record: 11558

In article <D50MDo.LG1@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
> But, alas, I rejoiced too early. The bitplanes are `interleaved'
>which renders my plan almost useless. How exactly are the bitplanes
>stored in memory? Interleaved in words/longwords? Can I save time

Okay, this is how I've always thought bitplanes work.... (I may be wrong!)

A Byte in memory contains ONE bitplane, hence it covers eight pixels.
In 16-colour mode, four such bitplanes are needed to give the four bits
needed to get 16 colours, and they are arranged like this:

```
BP 1 BP 2 BP 3 BP 4
10101010 10101010 10101010 10101010
| | | |
| | | |
1 1 1 1 = 1111 is value of the pixel
```

So the first four bytes in memory refer to the first eight pixels, the next
four bytes refer to the next eight pixels, and so on...

Similarly, 256-colour mode is interleaved, but it has eight bitplanes....

True Colour mode, BTW, is completely different - it is known as a 'chunky'
screen.. Each WORD in TC mode refers to one pixel, and it's bits are arranged
as follows:

```
True Colour Pixel
RRRRRGGGGGGBBBBB - 5 bits Red, 6 bits Green, & 5 bits Blue
```

Hope this helps,

Neil.
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
-- Tori Amos (Tear in your Hand)

570. Re: PS/2 for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 16:21:18 UTC
From: rincewind@discworld.oche.de
Message-ID: <2f6883a848e47c4@discworld.oche.de>
Source record: 11560

Peter Kellogg (petefagc@w208zrz.zrz.TU-Berlin.DE) wrote:

PK>Does anyone know what type of PS/2 module Hard&Soft's Ram Card for
PK>Falcon requires? With or without parity?

Since the falcon does not handle parity, I would say that both types should
work.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
People didn't hit you over the head with farmhouses back home.
-- Nanny Ogg gets homesick (Terry Pratchett, Witches Abroad)

571. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 18:39:03 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D5JqH3.34M@cix.compulink.co.uk>
Source record: 11559

```
>if(!Bcostat(0)) puts("Printer is offline!");
>
>That worked with a Star Lc 10.
>
>Are you sure your printer is online? (Maybe a stupid question but you
>could be out of paper or something..)
The routine I have works on all TOSes except TOS 4. I think it's another one
of the Lattice C library bugs with TOS 4 (there are several I know of
already).

>There is another call: StatusOK = Cprnos() /* test printer output */
Yep, tried it.

>AND (This may be it!) gemdos calls *only* work when you "default to short
>integers" (or typecast)
All my ints are short by default.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

572. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-16 20:40:35 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12358@gos.ukc.ac.uk>
Source record: 11561

In article <11201@falcon.ukc.ac.uk>, N.Jones-Rodway <nj1@ukc.ac.uk> wrote:
>In article <D50MDo.LG1@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:
>> But, alas, I rejoiced too early. The bitplanes are `interleaved'
>>which renders my plan almost useless. How exactly are the bitplanes
>>stored in memory? Interleaved in words/longwords? Can I save time
>
>Okay, this is how I've always thought bitplanes work.... (I may be wrong!)
>
[...]
>
>So the first four bytes in memory refer to the first eight pixels, the next
>four bytes refer to the next eight pixels, and so on...

Right, except that ST low- and medium resolutions work in chunks of 16
bits, not 8 bits!

The first four *words* describe the first sixteen pixels, etc. in
low-resolution.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

573. Re: AES commands/functions

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-19 12:56:41 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950319134351.15228A-100000@mars>
Source record: 11562

On 13 Mar 1995, Doug Hohenstein wrote:

> I'm fooling around with GBELL and need some information. Specifically,
> what is the function of AES calls? I know that AES 90 is the file
> selector, and 102 is close window, but what about the rest?

I may not be the right person to reply on this one since I've never heard
of "GBELL". Can you tell me more?

Nevermind; AES calls deals with <events> & <windows> & <multitasking>.

Usually you would call AES by name and not by number. Allthough I do have a
list of all of the numbers/names, it's a bit on the large size for retyping
all of it. If there is some function you need to call by number then I
can check it for you..

/Jens M Andreasen

574. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-19 23:26:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950320001007.1989B-100000@mars>
Source record: 11563

On Thu, 16 Mar 1995, Mark Baines wrote:

> The routine I have works on all TOSes except TOS 4. I think it's another one
> of the Lattice C library bugs with TOS 4 (there are several I know of
> already).

Well then you will have to put the parameters manually in the right
places and call bios yourself (and sell the correct routine to HiSoft :-)
I'll try to figure out the adresses if you need'em (tomorrow..)

Allthough I can't help being a bit puzzled. Is it the same situation if you
use Backwards or dis/enable multitasking? The parameters and traps *should*
be identical for all OS versions (???). It's kind of hardwired to the
Motorola filosofi.

/Jens M Andreasen

575. Re: Help with sampling...

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-20 17:26:54 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D5r1sw.Ezn@news.gu.se>
Source record: 11564

> In article <3jnel4$5l2@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Devconnect(0,8,0,freq,0); /* connect DMA to DAC */
> Setbuffer(0,start,end); /* Set start / end pointers */
> Buffoper(1); /* Set Play enable */
> This plays the sample correctly, but does not stop at the end of the
> sample. What am I missing? The same thing happens with record....
> BTW this is all in assembler, not C....

If it plays it correctly this may not be it but the last 0 (zero) to devconnect
enables the handshake. You shouldn't use handshake when playing samples, only
when you want to control the flow of the data.

Tomas :)

576. How to use the top line.....?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-21 10:53:57 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <1995Mar21.105357.6942@alder.cc.kcl.ac.uk>
Source record: 11565

I've written a program that allows the user to define a box on thne screen, then the program 'zooms' in on that box. The problem is that the top character line (where the menu bar would be) is innaccessable. Anyone know how to cure this?

ATB
Keith

577. Timer-A after DMA-play/record

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-21 15:02:22 UTC
From: hitm@idefix.rz.tu-clausthal.de
Message-ID: <3kmppu$ht4@ikarus.rz.tu-clausthal.de>
Source record: 11566

```
Hi!
I have a problem:
I want the timer-A to be executed AFTER playing or recording a buffer
( This is only a test, my real program makes more sense. )
First, the soundsystem is initiated, then a buffer is cleaned, to
see if something was recorded and aufnahme1() or aufnahme2() is executed
to start recording. In the interrupt, the variable laufe is cleared.
After calling aufnahme1/2() the program goes into a while-loop.
Here the variable laufe can also be cleared by pressing a key.
The interrupt is never called, often the system crashes.
Who can help me ?

Torsten Mohr
eMail: hitm@sun.rz.tu-clausthal.de

p.s.: in <boolean.h> TRUE and FALSE are defined as 1 and 0.

TEST.PRJ:
test.tos
=
pcstart.o

test.c
timer.s

pcstdlib.lib
pcextlib.lib
pcgemlib.lib
pctoslib.lib
pcfltlib.lib

SOUND.H:
#define LTATTEN 0
#define RTATTEN 1
#define LTGAIN 2
#define RTGAIN 3
#define ADDERIN 4
#define ADCINPUT 5
#define SETPRESCALE 6
#define ADC 3
#define DMAREC 1

#define AUFNEHMEN 1
#define WIEDERGEBEN 0
#define AUFNEHMEN_PAUSE 2
#define WIEDERGEBEN_PAUSE 3
```

```
#define ATTRIBUTE NAME|MOVER|CLOSER|INFO|LFARROW|RTARROW|HSLIDE
#define EREIGNISSE MU_MESAG|MU_KEYBD|MU_BUTTON

#define BILDER_PRO_SEK 25
#define FENSTER_HOEHE 176
#define FENSTER_WORD 32
#define FENSTER_BREITE FENSTER_WORD * 16
#define VORTEILER 11

typedef struct
{
long playbufptr;
long recbufptr;
long resv1, resv2;
}
BUFF_PTR;

TEST.C:
#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <boolean.h>
#include <ext.h>

#define LEN 81920L

extern void interrupt_A( void );
extern long aer_aendern( void );
extern long aer_normal( void );
extern long mfp_7( void );

int anfang[LEN], i;
long alter_zustand[7];
volatile boolean laufe;
int *phb, *q;

void aufnahme2( void ) /* MFP-7 */
{
buffoper( 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setbuffer( 1, anfang, (void *)&anfang[LEN] );
setbuffer( 0, anfang, (void *)&anfang[LEN] );
Jdisint( 7 );
Mfpint( 7, interrupt_A );
setinterrupt( 1, 2 );
Supexec( mfp_7 );
Jenabint( 7 );
buffoper( 4 );
}
void aufnahme1( void ) /* Timer A */
{
Supexec( aer_aendern );
```

```
buffoper( 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setbuffer( 1, anfang, (void *)&anfang[LEN] );
setbuffer( 0, anfang, (void *)&anfang[LEN] );
Jdisint( 13 );
Xbtimer( 0, 8, 1, interrupt_A );
setinterrupt( 0, 2 );
Jenabint( 13 );
buffoper( 4 );
}
void taste( void )
{
if( kbhit() )
laufe = FALSE;
}
void wirkliches_programm( void )
{
phb = Physbase();

laufe = TRUE;
aufnahme1();

do
{
taste();
} while( laufe );

Supexec( aer_normal );
Jdisint( 13 );
Jdisint( 7 );
}
boolean sound_init( void )
{
if( locksnd() < 0L )
{
printf( "Soundsubsystem gesperrt.\n" );
getch();
return FALSE;
}
else
{
for( i = 0; i < 7; alter_zustand[i++] = soundcmd( i, -1 ) );
sndstatus( 1 );

soundcmd( 0, 0x80 );
soundcmd( 1, 0x80 );
soundcmd( 2, 0xc0 );
soundcmd( 3, 0xc0 );
soundcmd( 4, 2 );
soundcmd( 5, 0 );
```

```
setmode( 2 );
settracks( 0, 0 );
devconnect( 3, 9, 0, 11, 1 );
devconnect( 0, 0, 0, 11, 1 );
setmontracks( 0 );
return TRUE;
}
}
void main( void )
{
for( i = 0; i < 32; anfang[i++] = 0 );
if( sound_init() )
{
wirkliches_programm();
printf( "Fertig.\n" );
getch();
for( i = 0; i < 32; i++ )
printf( "%i ", anfang[i] );
getch();
for( i = 0; i < 7; soundcmd( i++, (int)alter_zustand[i] ) );
unlocksnd();
}
exit( 0 );
}
```

```
TIMER.S:
.GLOBL laufe, interrupt_A, phb, aer_aendern, aer_normal, mfp_7
.SUPER
mfp_7:
bset #7, $fffa15
rts
aer_normal:
bclr #4, $fffa03
rts
aer_aendern:
bset #4, $fffa03
rts
interrupt_A:
move sr, -(sp)
movem.l d0-d7/a0-a6,-(sp)
; bclr #5, $fffa03
clr.w laufe
move.l phb, a0
move.l #10000, d0
loop1:
move.w d0, (a0)+
dbt d0, loop1

movem.l (sp)+,d0-d7/a0-a6
move (sp)+, sr
rts
```

578. Atari SLIP programs?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-22 09:52:20 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <311018.ensmtp@learnnet.nt.ca>
Source record: 11567

Does anyone know of SLIP software that is available for Atari? Also, is there FirstClass software, or a reasonably good clone of FirstClass, available for the Atari? If anyone knows, please E-mail me. I don't care if you post the answer here as well, just as long as you E-mail me.

Also, please excuse the weird cross-posting. I just wanted to reach as many people as possible who might know.

Thanks in advance,

Pete

579. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-22 13:52:35 UTC
From: m9036@oden.abc.se
Message-ID: <3kpa33$oi7@oden.abc.se>
Source record: 11571

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: >> Does this convince you that preempting interrupt handlers is bad?
: > Interupt is bad, I know.
: >> And therefore that MiNT will probably never preempt supervisor mode?
: > But traps would be great if they could be preempted!

: Well there is nothing to stop trap handlers from switching to user mode
: once the time critical bits have been done.

Yes there is, because RTE is a privilieged instruction, the trap handler
won't be able to return if they switch to user mode.

-Mattias Flodin-

580. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-22 19:30:44 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3kptt4$424@nyheter.chalmers.se>
Source record: 11573

In article <3kpa33$oi7@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
>: >> Does this convince you that preempting interrupt handlers is bad?
>: > Interupt is bad, I know.
>: >> And therefore that MiNT will probably never preempt supervisor mode?
>: > But traps would be great if they could be preempted!
>
>: Well there is nothing to stop trap handlers from switching to user mode
>: once the time critical bits have been done.
>
>Yes there is, because RTE is a privilieged instruction, the trap handler
>won't be able to return if they switch to user mode.

Just switch back to supervisor mode before doing the rte. That way the routines
will spend as much time as possible in user mode.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

581. CGM<->GEM Conversion

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-22 22:48:25 UTC
From: HOLFORT@BNLCL6.BNL.GOV
Message-ID: <3kq9fp$no7@sun20.ccd.bnl.gov>
Source record: 11568

Does someone know of a programm or utility to convert CGM-graphics
file into GEM-Metafiles and viceversa, or a source (preferable C or
Fortran) to read CGM-files.
And a program to convert CGM-Graphics in pure raster monochrome
(300dpi or between 1000*1000pixel and 3000*3000pixel).

The programm can be running under (in order of preference)
ATARI-TOS
or
VAX-VMS
or
UNIX
or
MS-DOS/WINDOWS

If possible send me answer by E-mail to
holfort@bnlcl6.bnl.gov

Thanks JH

Ju"rgen Holfort, email holfort@bnlcl6.bnl.gov
Falcon 030
---

582. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 00:00:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3krqan$7rb@whitbeck.ncl.ac.uk>
Source record: 11569

In article <3k2gvaINN4nk@rrzs3.uni-regensburg.de>, c4475@rphs35 (Morus Walter t2018) writes:
>
>No. There is no guarantee that vdi-color 1 (black) is realized as
>a 1 in the bitplanes.

There is a standard mapping from VDI to Hardware pallete colours, although I've only seen this documented for 4 & 16 Colour modes, I assume the same holds true for a 256 colour mode as well.

>I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
>15 (all 4 bits set) in the video-mem.
>Don't ask me why.
>(It's one of the worst things, since you can't say, in which way
>VDI and Hardware-color numbers are connected (exepct you test it
>on the screen...)

See above - the first time I saw this documented was in 1986 in ST-World.

> : But, alas, I rejoiced too early. The bitplanes are `interleaved'
> : which renders my plan almost useless. How exactly are the bitplanes
> : stored in memory? Interleaved in words/longwords? Can I save time
> : only scrolling the first byte from groups of four, or would that even
> : be slower? What about the 16 bit bus? I guess I could only reduce
> : the flickering...
>
>Don't do such things.
>Not using the VDI means your programm will run on one hardware.

Actually, there is no real reason why he cann't do this if he wants a blindingly fast editor. I beleive that Tempus does some similar tricks (and worse) to get it's speed. If written well (ie. using vq_extnd() to get the full display infos) the program should work ok on all direct addressed screen modes. Ok, it'll be no use on a gfx card, but then, you shouldn't need it with a gfx card anyway, as they tend to have their own processor to do the shifting about anyway (well, Matrix cards do anyway). for St-Low -> f030 256, just shifting one bitplane would work fine, and due to the 16 bit interleave, would probably give a useful improvement in speed. If he's clever with the window placements (ensure window interior always on 16 pixel boundary) then the technique can be used under GEM instead of going for a full screen (EMACS style) effort.

>That's the way TOS-software was built in 1985 but I think that's
>quite some time ago...

Sometimes you have to hit low levels to get real performance.....it depends what you are aiming for. For myself, I normally try to stick to OS calls,

but where they don't give you what you need, you do what you can....how many falcon users use Atari's standard video modes - all the extened screen drivers are hacks, yet no-one has any problems with them. Same goes for NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean it cann't be a stable compatible piece of code...it just means the author has to take more care over it.

> Morus Walter <morus.walter@physik.uni-regensburg.de>

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

583. Re: HSC MiNTlibs -- does anyone care?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 00:00:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3krqkm$807@whitbeck.ncl.ac.uk>
Source record: 11570

In article <3k3ch4$26p@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>And so I come before the `net to ask: Is there anyone out there who
>still uses HSC and the HSC MiNTlibs? If so, can I possibly persuade you
>to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function
>prototypes, long- and short-int modes, what more could you ask for? ;)

I've never come accross c68, so - question....does it compile faster then GCC ?
And how compatible is it (I currently use GCC for MiNT-X11R5 stuff, so I need
MinixFS support, and would have to recompile the MiNT-net stuff for it, as
well as get Andreas to loan me the atari Xlib source to recompile that.

But if memory use is lower & speed is better than GCC it may be worth the effort.
(Note, I already have Lattice, but it doesn't understand MinixFS).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

584. In search of HP550C driver...

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 05:37:19 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <3kr1ef$cd3@bronze.coil.com>
Source record: 11572

Does anyone know of an HP550C driver for GDOS that works properly in color (i.e. behaves according to the VDI standards)? The driver in drivers.zip on a.a.u.e did not print properly, and the driver that comes with SpeedoGDOS is black and white.

Thanks in advance,

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

585. Re: HSC MiNTlibs -- does anyone care?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 11:12:50 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3krl3i$pha@percy.cs.bham.ac.uk>
Source record: 11574

dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>With the impending release of patchlevel 46 of the MiNTlibs, I'm faced
>with something of a dilemma. I am now, or will soon be, maintaining
>MiNTlibs ports for three separate compilers, one of which I haven't used
>in years.
[...]
>to switch to SozobonX? ;) Or better yet, c68 --- full ANSI, function
>prototypes, long- and short-int modes, what more could you ask for? ;)

I would vote for changing the libs to use strict ANSI code all the way
through.

Do you know who is doing the Lattice version, Scott? Reply by email if
you like.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

586. Re: HSC MiNTlibs -- does anyone care?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 15:09:04 UTC
From: dsb@cs.duke.edu
Message-ID: <3ks2ug$l2a@duke.cs.duke.edu>
Source record: 11575

From the Holy Book of <3krl3i$pha@percy.cs.bham.ac.uk>
as spake by C.J.Ridd@cs.bham.ac.uk (Chris Ridd) :

>I would vote for changing the libs to use strict ANSI code all the way
>through.

That would cut out SozobonX, though --- unless anyone knows of any good
deprotoizing tools...

>Do you know who is doing the Lattice version, Scott? Reply by email if
>you like.

That would be pvt1-117@nada.kth.se, who is identified in the docs only
as Leif.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

587. E-GEM and GCC

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-23 16:43:02 UTC
From: lupomesky@ujep.cz
Message-ID: <lupomesky.12.0010B7C4@ujep.cz>
Source record: 11576

Hi all!

Is someone using EnhancedGEM 2.20 with GNU CC? I compiled E-GEM under GCC 2.2.2 - I got lot of warnings, but it seems to work. But now I have strange problems (ungultig handle, mysteriously modified RSC). Can anyone share his knowledge?
I would be trying to write a GEMmed Internet client program for MiNTnet - but it requires GNU CC for socketlib. E-GEM is needed to spare me writing all this dialog stuff etc.

Bye Borek

588. Re: Temporary disabling multitasking?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-24 10:08:55 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D5xw6v.CuD@watserv3.uwaterloo.ca>
Source record: 11577

In article <3kpa33$oi7@oden.abc.se>, Mattias Flodin <m9036@oden.abc.se> wrote:
>D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
>: >> Does this convince you that preempting interrupt handlers is bad?
>: > Interupt is bad, I know.
>: >> And therefore that MiNT will probably never preempt supervisor mode?
>: > But traps would be great if they could be preempted!
>
>: Well there is nothing to stop trap handlers from switching to user mode
>: once the time critical bits have been done.
>
>Yes there is, because RTE is a privilieged instruction, the trap handler
>won't be able to return if they switch to user mode.

Why bother switching to User mode? Just disable interrupts for critical
sections.

--
Art
atwareck@novice.uwaterloo.ca

589. Gemdos Function Maddalt

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-24 16:27:09 UTC
From: morfan@info.unicaen.fr
Message-ID: <3kurst$fqe@caers3.unicaen.fr>
Source record: 11578

Hi,
I'm looking for informations about Gemdos function $14:Maddalt, I tried to get them
by myself, but my old books don't say anything about this new Gemdos function.
Please anyone who knows something about it send me an answer by E-mail.

+---+
| Eddy MORFAN (Email : morfan@info.unicaen.fr) |
+---+
| Atari STf 2.5Mo |
| Atari Falcon 030/4Mo/340Mo |
+---+

590. Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-25 08:50:08 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.950325033715.14334A-100000@grad>
Source record: 11579
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I'm having some trouble with MiNT and I was wondering if any of you kind people could help me.

Here's basically what I'm doing:

```
fd1 = Fcreate("U:\\PIPE\\TIM", 0);

...

fd2 = Fopen("U:\\PIPE\\TIM", 2);
Fforce(-1, fd2);
```

Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Well, if I do the above, BIOS gets redirected but not GEMDOS.

If I do this:

```
Fforce(1, fd2);
```

Then GEMDOS (stdout) gets redirected, but BIOS doesn't.

here's my actual code (pardon the debugging stuff):

```
void spawn(void)
{
int fd;
char name[30];

sprintf(name, "U:\\PIPE\\TIM.%hd", numapp);

printf("spawning... ");

app[numapp] = Fcreate(name, 0);
printf("(%hd)", app[numapp]);

if (Pfork() == 0) {
fd = Fopen(name, 2);
printf("[%d]", fd);
printf("{%d}", (int)Fforce(-1, fd));

Bconout(2, 65);
printf("This is a test!");

/* Pexec(100, "child.ttp", empty, NULL);*/
exit(0);
}

printf("spawned\n");
```

```
numapp++;
}
```

Note the Bconout(2...) and the printf("This..."). If Fforce is set to -1, the 65 ('A') gets passed through the pipe and the string prints directly to the screen. If Fforce uses 1, the string goes through the pipe and the 'A' gets printed directly to the screen.

All documentation I have (including the MiNT docs themselves) says that -1 should redirect the console for both BIOS and GEMDOS, so why isn't it?????

And on a related note, if I DO get this to work, will what I'm doing there work with the Pexec? Since Pfork actually suspends the parent process, I can't use Pfork and then Pexec(0, ...), so the only thing I could think of was to Pfork so that I could isolate the console from the parent process, and call the child program in the background, and then terminate the parent program's child process. Is there a better way?

Thanks.

Please respond directly to this address: millert@grad.csee.usf.edu

591. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-26 21:53:57 UTC
From: ersmith@netcom.com
Message-ID: <ersmithD62I5x.9G8@netcom.com>
Source record: 11580
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <Pine.SUN.3.91.950325033715.14334A-100000@grad>,
Timothy Miller <millert@csee.usf.edu> wrote:
>
>fd2 = Fopen("U:\\PIPE\\TIM", 2);
>Fforce(-1, fd2);
>
>Now, this should redirect BIOS, which in turn redirects GEMDOS, right?

Right on the first part, wrong on the second (or rather, incomplete on
the second; it does re-direct GEMDOS handle -1, the thing that you get
when opening "CON:", but it doesn't redirect stdin (handle 0) or
stdout (handle 1). Those you have to redirect explicitly as well. So
you need three Fforce calls:

Fforce(-1, fd2);
Fforce(0, fd2);
Fforce(1, fd2);

to redirect BIOS, GEMDOS stdin, and GEMDOS stdout. (Redirecting GEMDOS
handle 2 as well is probably a good idea, since some compilers use
this for stderr).

> if (Pfork() == 0) {
> fd = Fopen(name, 2);
> printf("[%d]", fd);
> printf("{%d}", (int)Fforce(-1, fd));
>
> Bconout(2, 65);
> printf("This is a test!");
>
>/* Pexec(100, "child.ttp", empty, NULL);*/
> exit(0);
> }

>And on a related note, if I DO get this to work, will what I'm doing
>there work with the Pexec?

It looks like you really want Pexec mode 200 (replace the current
process) rather than mode 100. (Pexec(200,...) is the same as the
Unix exec() function.) After the Pexec mode 200 the parent will
be able to wake up from Pfork(), since the child's address space
will have been replaced with a new one.
--
Eric R. Smith ersmith@netcom.com
```

592. STOS-FIX 3

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-27 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <796318284.21@cs.york.ac.uk>
Source record: 11581

Stos-Fix v.3

Can someone e-mail me a copy of this program if they have a copy? It was on a cover disk a couple of months ago. I've looked on FTP sites but can't find it. I'm assuming, of course, that it can be copied to me. I've got very little use for the programs on the current cover disk without it.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>
My WWW page is at http://dcpu1.cs.york.ac.uk:6666/andrew/
Jaguar screenshots at http://dcpu1.cs.york.ac.uk:6666/andrew/jag/

593. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-27 03:55:46 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3l5d02$4e1@mother.usf.edu>
Source record: 11582

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:

: Okay, this is how I've always thought bitplanes work.... (I may be wrong!)

: A Byte in memory contains ONE bitplane, hence it covers eight pixels.

WORD (16 bits)

: In 16-colour mode, four such bitplanes are needed to give the four bits
: needed to get 16 colours, and they are arranged like this:

: BP 1 BP 2 BP 3 BP 4
: 10101010 10101010 10101010 10101010
: | | | |
: | | | |
: 1 1 1 1 = 1111 is value of the pixel

: So the first four bytes in memory refer to the first eight pixels, the next
WORDS sixteen
: four bytes refer to the next eight pixels, and so on...
WORDS sixteen

: Similarly, 256-colour mode is interleaved, but it has eight bitplanes....

: True Colour mode, BTW, is completely different - it is known as a 'chunky'
: screen.. Each WORD in TC mode refers to one pixel, and it's bits are arranged
: as follows:

: True Colour Pixel
: RRRRRGGGGGGBBBBB - 5 bits Red, 6 bits Green, & 5 bits Blue

As far as I know, THIS is correct.

594. Linux installation problems...

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-27 09:15:28 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D63Dpv.8Hp@news.gu.se>
Source record: 11583

I have tried for a couple of hours installing Linux on my Falcon.
It won't work.

I'm using ataboot-0.5, new-filesys and vmlinux-0.9pl5 all ftp:ed from
phlem.ph.kcl.ac.uk.

I get it to boot up, installing mouse driver, looking for HD:s,
finding HD:s (IDE 200M + SCSI 1G).
It finds all partition on the HD:s and the Floppy.
Then it hangs in a loop saying:
HD-Controller reset (looped around until I reset the computer)

I run ataboot like this:

ataboot-0.5 -k vmlinux-0.9pl5 -r new-filesys

Conf:
Falcon
4 MB RAM
68030+68882
Both IDE and SCSI drives...
RGB display...

Stefan Berndtsson

--
gubsb@trivux.ub.gu.se

595. Re: E-GEM and GCC

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-27 17:30:15 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332f76f67b@m9.herts.ac.uk>
Source record: 11584

lupomesky@ujep.cz wrote:
: Hi all!

: Is someone using EnhancedGEM 2.20 with GNU CC? I compiled E-GEM under GCC
: 2.2.2 - I got lot of warnings, but it seems to work. But now I have strange
: problems (ungultig handle, mysteriously modified RSC). Can anyone share his
: knowledge?

I had the same problem with compilation, but can happly say that programs do
work with it.

Make sure that You compile it with the Mint libraries (and the mint include
files?) and any programs you create make sure that you use short integer's
(compile option -mshort)

: I would be trying to write a GEMmed Internet client program for MiNTnet -
: but it requires GNU CC for socketlib. E-GEM is needed to spare me writing
: all this dialog stuff etc.

Hope that helps,

Alex

596. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-27 20:21:29 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3l76o9$50k@ophelia.waterloo.net>
Source record: 11585
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Timothy Miller (millert@csee.usf.edu) wrote:
: And on a related note, if I DO get this to work, will what I'm doing
: there work with the Pexec? Since Pfork actually suspends the parent
: process, I can't use Pfork and then Pexec(0, ...), so the only thing I
: could think of was to Pfork so that I could isolate the console from the
: parent process, and call the child program in the background, and then
: terminate the parent program's child process. Is there a better way?

Really? Does that mean page 2.88 of the Atari Compendium ("After a
Pfork() call, two versions of one process will exist in memory. Program
execution in both processes continue at the point following the call.
...") is incorrect? Gack! And I lost my registration card, so I can't
get updates. Does anyone know where I could send, say, my cover so that
I could get errata sheets?

Hmm...

597. REGEX?? (library available?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-28 02:25:41 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D64pEu.9vM@watserv3.uwaterloo.ca>
Source record: 11587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

I'm trying to compile Xrn for Mint-X, everything has now compiled
but when I link it can't find functions re_comp and re_exec which
I assume are from the REGEX package. Anyone know where I might
get sources for these and/or precompiled libraries for gcc?

Thanks,
Sam

598. First Class software?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-28 08:44:15 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <318791.ensmtp@learnnet.nt.ca>
Source record: 11586

Well, I have pretty much established that there is no such thing as First Class client or even a clone for the Atari. So, I'm wondering if there is anyone out there who would be willing to sit down and try to write a program that is compatible with First Class BBS's and operates the way the First Class client does. I don't know how you could do it, but there must be a way.

Thanks in advance,

Pete

599. Deluxe Paint Font File format

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-28 15:17:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3l99ai$8n3@bs33n.staffs.ac.uk>
Source record: 11588

Does anyone know the format of the Deluxe Paint font files?
I've hacked around with them for a while now and have managed to extract the font name, the number of bitplanes it uses and have a rough idea how the data is stored. But does anyone have a list of offsets or something they could post here or email me please? I just think its about time someone wrote a font editor for DPaint, esp. considering how much I use it myself, so any help would be great. Thanks.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

600. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-28 17:58:19 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D65wL8.Dxt@cix.compulink.co.uk>
Source record: 11589

>Well then you will have to put the parameters manually in the right
>places and call bios yourself (and sell the correct routine to HiSoft :-)
;-)) HiSoft have now stopped all support and development for their own Atari products, including Lattice C!
Mind you, although this was only recently announced, it has effectively been in force for the past year.

>Allthough I can't help being a bit puzzled.
YOU'RE puzzled? ;-) I lost hair over this ;-))

>Is it the same situation if you use Backwards or dis/enable multitasking?
None of my beta testers have used Backwards AFAIK. I think it's the same under MTOS.

For the record, I discovered a redirection problem with Lattice C and TOS 4 when the Falcon first came out. If I do:

```
fp = fopen("CON:", "w");
fprint(fp, "blah");
```

or use "PRN:" the Falcon crashes at the fprint statement. If fp points to a disk file, all is OK.

I had to rewrite fopen and fclose to get around the problem. HiSoft blame Atari although we did find the problem in their libs.

I suspect that my printer problem is associated with this.

```
if ((strcmp(device, "PRN:") == 0))
{
while (!Bcostat(0)) /* fails here */
{
switch (form_alert(1, "[1][PROFILE 2:|
Printer on parallel port |is not ready. ][ Ready | Quit ]"))
{
case 1: break;
case 2: do_out_flag = 0;
return (0);
default:do_out_flag = 0;
return (0);
}
}
}
```

I've tried various forms of this and used Cprnos all to no avail on a Falcon.
Works perfectly well on all other STs, TTs etc...
Even fails on Bcostat(1) for serial port.

I've learned to live with it now ;-))

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

601. Complete SLip/PPP Package

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-29 00:04:00 UTC
From: quest@iglou.iglou.com
Message-ID: <D66DIo.7nC@iglou.com>
Source record: 11590

I am not that knowledgable on programing - atleast complex languages - and I was just curious why it would be difficult to write a package of software for slip/ppp connections. Something like you have with WinSock. Have a ACC that makes the connection and puts you into your account and then once your in the ACC would run in the background keeping you connected and they you would be able to run TTP's that interacted with your connection. If you run under Multi-Tos or Geneva you would be able to have more than one operation running - ie. telnet and ftp. It seems like something that could be ported from the PC realm - I would think.
Thanx,
.\\ike
--
--> Practice random acts of kindness unto fellow man <--
quest@iglou.com

602. Re: Offscreen bitmap help needed

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-29 08:34:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3lb626$ml7@percy.cs.bham.ac.uk>
Source record: 11591

vegard@henry.interlink.no (Vegard Hofsoey) writes:
>I am have succeded in opening an offscreen bitmap using NVDI3 &
>memory.sys, but can only open a bitmap *and* allocating memory for it at
>the same time. This is not what I want, I need to open the offscreen
>bitmap to an existing bitmap in memory (several, in fact, but not at the
>same time...). How do I do this?????

You need to v_opnbm() to an existing MFDB. Details on doing this (it
does work, I tried it!) are in the docs on EdDI in NVDI 2.5, and are
also in the NVDI 3 programmer's guide (uploaded to micros.hensa.ac.uk
a while ago) although this is in German.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

603. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: gerco@cs.vu.nl
Message-ID: <D68y8x.4oH@cs.vu.nl>
Source record: 11593
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jens Andreasen <jens-and@dsv.su.se> writes:

> > Timothy Miller (millert@csee.usf.edu) wrote:
> > : And on a related note, if I DO get this to work, will what I'm doing
> > : there work with the Pexec? Since Pfork actually suspends the parent
> > : process,---<snip>-------

> Fork starts up a child process. If your machine is *multitasking*
> (MiNT) then the parent process will continue to run...

Well, last time I looked at the MiNT source the parent process was
really suspended. This is one of the places MiNT differs from UNIX.
And as such a place to work at with ports...

Gerco.

--
----------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

604. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3lf7qp$hs3@nyheter.chalmers.se>
Source record: 11594
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.ULT.3.91.950330071201.10163G-100000@mars>,
Jens Andreasen <jens-and@dsv.su.se> wrote:
>
>
>
>> Timothy Miller (millert@csee.usf.edu) wrote:
>> : And on a related note, if I DO get this to work, will what I'm doing
>> : there work with the Pexec? Since Pfork actually suspends the parent
>> : process,---<snip>-------
>
> Fork starts up a child process. If your machine is *multitasking*
>(MiNT) then the parent process will continue to run...
>
With Pfork it won't! The parent process will be suspended until the child is
completed. With Pexec you can start a child process that will run parallell
with the parent. The blocking Pfork call of MiNT is a problem...

--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

605. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330113908.21067A-100000@mars>
Source record: 11595

```
On Thu, 30 Mar 1995, Jens Andreasen wrote:
>
> I'm gonna *pinpoint* your code as soon as possible (but not exactly now),
^^^^^^^^
This is my latest contribution to the english languge. Interprete it as
putting little "pins" through it untill you find the "point" :-))

Or just replace with "examine in detail".

/Jens
```

606. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330050946.10163C-100000@mars>
Source record: 11596

On Tue, 28 Mar 1995, Mark Baines wrote:

------<snip>---------
> >Allthough I can't help being a bit puzzled.
> YOU'RE puzzled? ;-) I lost hair over this ;-))
>

YES i'm not only puzzled, but convinced that this is a hardware failure OR
a bug in your OS (sorry I'm not rich enough to get same bad experiences :-(

-----<lots ofstuff deleted>-------

> I had to rewrite fopen and fclose to get around the problem. HiSoft blame
> Atari although we did find the problem in their libs.
>
> I suspect that my printer problem is associated with this.
>
> if ((strcmp(device, "PRN:") == 0))
> {
> while (!Bcostat(0)) /* fails here */

OK you guys following this discussion *undelete* the original posting NOW.

As far as I can see your program is failing exactly at the point where
Lattice has to trust TOS... (that means OS is bad?)

On the other hand, you probably saw the message the other day:
>>If you can't do it in C, then do it in GFA (Basic) :-(((means OS is OK?)

I looked up my tables for hardware addresses and wound meself up in a mess
that is (most probably) solved differently on falcons? (We should not
worry bout such "details" anyway!)

Erhm, Did you put ON the flag (option) for "compile for every f___ing pro-
cessor that Motorola ever made" (For the record: Yes it exists)

I'm gonna *pinpoint* your code as soon as possible (but not exactly now),
but I do hope that there still are some other curious C-programmers in this
newsgroup...

/Jens M Andreasen (puzzled & curious)

607. Re: First Class software?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330114758.21067B-100000@mars>
Source record: 11597

"First Class" should really be called "Second Class" since it does not
understand ISO-latin-1, the accepted standard on internet since newyear.

Especially postings from skandinavian Mac users gets extremely corrupted!

IMHO you should support some more intelligent BBS if you have a choice.

/Jens M Andreasen

608. Printer error on falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330161641.2136A-100000@mars>
Source record: 11598

```
There is a part of your code (something like this):

if(strcmp(device,"PRN:"){ /* then do some printing maybe */ }

Where do you get the string "PRN:" from? From a shell or cookie or ??
What happens if you comment out that part? Just to make sure that
it's not *device* thats fouling up.

Also Bcostat returns _something_ but what? (Or is it straight connection to
cybernirvana :-)

/Jens M Andreasen
```

609. Graphics File Formats

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3lefr6$k96@m1.cs.man.ac.uk>
Source record: 11599

Does anyone know (or where I can find) the formats to various graphics formats? I am not looking for those like Degas etc, but formats that are capable of any rez. / number of colours (2-256/TC).

I have .TGA (cheers Rich), but this is not suitable for palette based modes...

Respond via email please, as I wont be able to read this Newsgroup for a bit...

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

610. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330195519.11055A-100000@mars>
Source record: 11600

On Tue, 28 Mar 1995, Mark Baines wrote:

> YOU'RE puzzled? ;-) I lost hair over this ;-))

> >Is it the same situation if you use Backwards or dis/enable multitasking?

> For the record, I discovered a redirection problem with Lattice C and TOS 4
> when the Falcon first came out. If I do:
> fp = fopen("CON:", "w");
> fprint(fp, "blah");
>
> or use "PRN:" the Falcon crashes at the fprint statement. If fp points to a
> disk file, all is OK.

Isn't it so that PRN: and CON: belongs to MiNT? Then how can your code
run on a plain vanilla ST/TT ? (without MiNT)

I don't think it's a good idea to redirect output from inside programmes
using MiNT, there is a warning against this in the mintdocs.

Try and use the files defined in the ANSI <stdio.h> (stdout, stdprt etc).

/Jens M Andreasen

611. Please :i want a good wordprocessor

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <3lep9c$2jq@cubitus.univ-angers.fr>
Source record: 11601

I anybody know where i can found a good wordprocess. which can use gdos font or
else and which make array or somethings like that.
And where i can found it ....
Thanks ... I already try everest but ...

Karim
Email:alafia@xiii.univ-angers.fr

612. Re: Some major problem with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-30 05:18:26 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950330071201.10163G-100000@mars>
Source record: 11592
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

> Timothy Miller (millert@csee.usf.edu) wrote:
> : And on a related note, if I DO get this to work, will what I'm doing
> : there work with the Pexec? Since Pfork actually suspends the parent
> : process,---<snip>-------

Fork starts up a child process. If your machine is *multitasking*
(MiNT) then the parent process will continue to run...

/Jens M Andreasen

613. VDI Programmer searched to complete the VDI Team !!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-31 00:00:00 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3lgnp3$c8e@h20-hrze.uni-duisburg.de>
Source record: 11602

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

The job is well !!! _payed_ !!! and it's used to write a new Atari OS Clone !

Who is needed ?

- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

(I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

614. Re: Please :i want a good wordprocessor

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-31 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3lgulb$jk@newshost.uni-koblenz.de>
Source record: 11603

In article <3lep9c$2jq@cubitus.univ-angers.fr>, you@somehost.somedomain (rimka) writes:
|> I anybody know where i can found a good wordprocess. which can use gdos font or
|> else and which make array or somethings like that.
|> And where i can found it ....
|> Thanks ... I already try everest but ...
|>
|> Karim
|> Email:alafia@xiii.univ-angers.fr

Everest actually is only a text _editor_, not a real wordprocessor.

If you were looking for a real wordprocessor, I would recommend you
to buy papyrus, if you can afford it. I've been using it since about
one year now and I have to say that I'm very satisfied with it.

papyrus can use Speedo and TrueType fonts via NVDI and Speedo,
TrueType and Postscript fonts via SpeedoGDOS 5.0. So you'd
definately need one of these system programs.

papyrus has a very rich functionality, especially the GOLD version
(very flexible tables with lots of attributes, freely placeable
text boxes with text floating from one box to another, multicolumn
capability, very free text layout (DTP-like!), discontinuous blocks (!),
etc. etc.

And: All of this functionality does not mean at all that papyrus is
difficult to use! I've found it to be very intuitively useable, and
I don't need the user/reference manual very often! This is a feature
which makes it an outstanding product among others.

The new version is 4.0 and should be out in about two weeks
(at least here in Germany). papyrus also is available for OS/2
and runs very stable under MagiCMac.

There is a demo version available, too.

If you should have further detailed questions, just send me an e-mail.

Ciao,

Christoph

615. 1040ST Printer Drivers - Is there a repository?

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-31 00:00:00 UTC
From: rick@aaii.oz.au
Message-ID: <RICK.95Mar31154808@rutherglen.aaii.oz.au>
Source record: 11604

Anyone know where I can find a selection of ST printer drivers?

I intend to buy a printer to print music scores, but don't want
my choice limited by the fact that I only have an FX80 driver!

Thanks in advance,

-Rick

Rick Evertsz The Australian Artificial Intelligence Institute
Research Scientist 6/171 La Trobe St. Melbourne 3000
rick@aaii.oz.au Australia
Tel: +613 663-7922 Fax: +613 663-7937
---

616. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-03-31 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <schwabznfwydhyn8se@issan.informatik.uni-dortmund.de>
Source record: 11605

In article <Pine.ULT.3.91.950330195519.11055A-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:

|> Isn't it so that PRN: and CON: belongs to MiNT?

No, these are standard GEMDOS devices (together with AUX:).

|> Try and use the files defined in the ANSI <stdio.h> (stdout, stdprt etc).

stdprt isn't ANSI at all.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

617. Re: c68 (was Re: HSC MiNTlibs -- does anyone care?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-01 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3lkdng$fv5@duke.cs.duke.edu>
Source record: 11606

From the Holy Book of <3krqkm$807@whitbeck.ncl.ac.uk>
as spake by Craig Graham <Craig.Graham@ncl.ac.uk> :

>I've never come accross c68 [...]

It's a port of the Minix c68 code generator, combined with some compiler
pieces from SozobonX.

> [...] so - question....does it compile faster then GCC ?
>And how compatible is it (I currently use GCC for MiNT-X11R5 stuff, so I need
>MinixFS support, and would have to recompile the MiNT-net stuff for it, as
>well as get Andreas to loan me the atari Xlib source to recompile that.
>
>But if memory use is lower & speed is better than GCC it may be worth the effort.
>(Note, I already have Lattice, but it doesn't understand MinixFS).

Let's see, in no particular order:

- MinixFS support: Almost, but not quite. Most of the compiler pieces
are built with the MiNTlibs and so have no problems, but the linker
(and assembler, depending on which release of c68 you're using) come
from SozobonX and are thus linked with its not-very-MiNT-aware
library. Look for this to change in the near-to-mid future.

- Compatibility is good, if you mean what I think you mean. c68 can
reportedly build MiNT 1.12, and I've built the Gnu curses library for
c68 with little difficulty. I would anticipate little difficulty in
building the MiNTnet portlib or the Xlib for c68.

- Memory usage is good; after all, this is an offshoot of Sozobon, which
was designed to be usable from floppies. Of course, the c68 code
generator is a bit bigger than Sozobon's hcc, but I believe there are
people using c68 on 1meg systems.

- Relative compile speed I can't speak to, as I've never used GCC on the
Atari.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

618. Geneva Identifier?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-02 00:00:00 UTC
From: Jared Addington <innovator@delphi.com>
Message-ID: <JCzaPny.innovator@delphi.com>
Source record: 11607

Can someone tell me if Geneva places a cookie in the TOS cookie jar? I am writing an application that I want to be able to recognize the presence of Geneva. If a cookie is installed, this seems like the best way to do it.

619. Re: REGEX?? (library available?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-02 00:00:00 UTC
From: boisson@sct.fr
Message-ID: <3lme7e$e91@sct1.sct.fr>
Source record: 11608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
| I'm trying to compile Xrn for Mint-X, everything has now compiled
| but when I link it can't find functions re_comp and re_exec which
| I assume are from the REGEX package. Anyone know where I might
| get sources for these and/or precompiled libraries for gcc?

I don't know if you can get a precompiled regexp library somewhere,
but you should get the GNU regexp package from any GNU archive.
It compile without any problems: I am reading your message with Tin
under MiNT & MiNTnet!

Regards, Stephane.
```

620. Sub-processes with Mint?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-02 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3lmtmj$c2p@prime.mdata.fi>
Source record: 11609

Is it possible to start a function in the same adderss
space (the function could use same variables as the main
code) under MiNT? I guess it's possible, but I don't
exactly know how it can be done. Could some MiNT expert
write a C-example how to do it, or atleast tell the principle?

---
* Kivi 1.30 *

621. System time hooks!

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-03 00:00:00 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Apr3.110752.26570@nomina.lu.se>
Source record: 11610

Hi.

Me and a friend are working on a internal clock for the Atari ST(e) and we're thinking of intercepting the systemcalls for setting and getting the system time, and then get/set the time from/to 'our' clock.

This could be done by changing the trapvector to our little routine that checks if the set/get time is called and then executing our set/get time routines. Else just calling the default trap-routine.

Do anyone have some better solutions ?
Pro's and conn's appreciated!

/PO
~~~~~~
pi92pob@pt.hk-r.se | Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 | S-372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

622. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-03 00:00:00 UTC
From: c4475@rphs35
Message-ID: <3lp9molNN560@rrzs3.uni-regensburg.de>
Source record: 11611

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <3k2gvaINN4nk@rrzs3.uni-regensburg.de>, c4475@rphs35 (Morus Walter t2018) writes:
: >
: >No. There is no guarantee that vdi-color 1 (black) is realized as
: >a 1 in the bitplanes.

: There is a standard mapping from VDI to Hardware pallete colours, although
: I've only seen this documented for 4 & 16 Colour modes, I assume the same
: holds true for a 256 colour mode as well.

What does documented mean here?

Of course there is one specific way this is done in the standard resolutions
of a ST (TT, Falcon), and you can write that down and call it documentation
but AFAIK there is no guarantee that it will be the same scheme for every
possible graphics-card... And to me that means, there is no documentation
how colors are connected...

So in general you cannot say how colors are connected, except you know
exactly about the video-hardware or you figure it out by trying...

I don't know about easy ways to find out the translation table
between the two systems without having in mind a certain videohardware...

: >I don't know about the Falcon but in ST-Low black is VDI-Color 1 but
: >15 (all 4 bits set) in the video-mem.
: >Don't ask me why.
: >(It's one of the worst things, since you can't say, in which way
: >VDI and Hardware-color numbers are connected (exepct you test it
: >on the screen...)

: See above - the first time I saw this documented was in 1986 in ST-World.

Do you think that's a reason???
What is it good for?

(The only explanation I have, is that on the one hand a bitmap completely
filled should be black (so it must be 1 3 15 255), on the other hand black
should have the same number independent from the number of colors, so it
must be 1...)

: Actually, there is no real reason why he cann't do this if he wants a blindingly
: fast editor. I beleive that Tempus does some similar tricks (and worse) to get
: it's speed. If written well (ie. using vq_extnd() to get the full display infos)
: the program should work ok on all direct addressed screen modes. Ok, it'll
: be no use on a gfx card, but then, you shouldn't need it with a gfx card anyway,

: as they tend to have their own processor to do the shifting about anyway

: bitplane would work fine, and due to the 16 bit interleave, would probably give
: a useful improvement in speed. If he's clever with the window placements
: (ensure window interior always on 16 pixel boundary) then the technique can
: be used under GEM instead of going for a full screen (EMACS style) effort.

Ok, you're right, that a very careful programmer aware of the problems
might use such tricks, and it's possible to do that in a way which
doesn't destroy hardwareindependence.
However I hadn't had the impression that that was what the author of
the orignial question was going to do... (maybe I've been wrong)

I think Tempus isn't a good example here because it's not hardware independent
I like it very much, but I don't like, that it won't run on MagiCMac,
Janus and so on...
Tempus was written long ago, and a fast texteditor might be done
today without the illegal tricks tempus uses (just use NVDI).
I would not accept Tempus if it would be a new programm of 1995

: >That's the way TOS-software was built in 1985 but I think that's
: >quite some time ago...

: Sometimes you have to hit low levels to get real performance.....it depends
: what you are aiming for. For myself, I normally try to stick to OS calls,
: but where they don't give you what you need, you do what you can....how
: many falcon users use Atari's standard video modes - all the extened screen
: drivers are hacks, yet no-one has any problems with them. Same goes for
: NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean
: it cann't be a stable compatible piece of code...it just means the author has
: to take more care over it.

There is a difference between a os-substitute like NVDI and an application.
The OS has to use the hardware, but it's the task of the OS to
stand between applications and the hardware...

|\/|
| |
| |
|/\|

Morus Walter <morus.walter@physik.uni-regensburg.de>

623. Re: Dirty trick in scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D6I2oA.Ioo@sci.kun.nl>
Source record: 11612

In <3lp9moINN560@rrzs3.uni-regensburg.de> c4475@rphs35 (Morus Walter t2018) writes:

>: Actually, there is no real reason why he cann't do this if he wants a
>: blindingly fast editor. I beleive that Tempus does some similar tricks (and
>: worse) to get it's speed. If written well (ie. using vq_extnd() to get the
>: full display infos) the program should work ok on all direct addressed
>: screen modes. Ok, it'll be no use on a gfx card, but then, you shouldn't
>: need it with a gfx card anyway, as they tend to have their own processor to
>: do the shifting about anyway

>Ok, you're right, that a very careful programmer aware of the problems
>might use such tricks, and it's possible to do that in a way which
>doesn't destroy hardwareindependence.
>However I hadn't had the impression that that was what the author of
>the orignial question was going to do... (maybe I've been wrong)

Well, I'm the original author. My idea was to have the user select
whether to use the `dirty' way (because he's got an 8 MHz ST) or the
`legal' way (because he's got an Eagle 060 with SuperNOVA anyway).

>I think Tempus isn't a good example here because it's not hardware independent
>I like it very much, but I don't like, that it won't run on MagiCMac,
>Janus and so on...
>Tempus was written long ago, and a fast texteditor might be done
>today without the illegal tricks tempus uses (just use NVDI).
>I would not accept Tempus if it would be a new programm of 1995

I like the idea of user-selectable algorithms. I'm busy programming
my Speedo Wordprocessor (while we're on it, please think of a nice
name for it - I'm out of inspiration :-) the `legal' way. If it turns
out too slow (on my Falcon) I might resort to `illegal' stuff. I will
first try legal assembly, though.

>: Sometimes you have to hit low levels to get real performance.....it depends
>: what you are aiming for. For myself, I normally try to stick to OS calls,
>: but where they don't give you what you need, you do what you can....how
>: many falcon users use Atari's standard video modes - all the extened screen
>: drivers are hacks, yet no-one has any problems with them. Same goes for
>: NVDI, WinX & loads of other stuff. Just 'coz it's a hack, it doesn't mean
>: it cann't be a stable compatible piece of code...it just means the author has
>: to take more care over it.

>There is a difference between a os-substitute like NVDI and an application.
>The OS has to use the hardware, but it's the task of the OS to
>stand between applications and the hardware...

...But if it stands in the way, I want to be able to surpass it.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

624. _H_E_L_P_!!_

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-04 00:00:00 UTC
From: jrc1@axprl1.rl.ac.uk
Message-ID: <3lr5d7$g3n@mordred.cc.jyu.fi>
Source record: 11613

SICK FALCON030, WHERE ARE MY FILES??

It was a sunny Saturday morning, I switched my FALCON on like I've done 1000 times before, and to my horror, it crashed {4 bombs} while booting up. (Please read on, it gets worse!)

I tried warm starting several times, but it crashed {4 bombs} each time. I tried cold starting several times, it did the memory test ok but then crashed {4 bombs} each time.

So I booting from floppy (i.e. without the harddrive). I tried AHDI several times, but each time I got the following:

```
Loading...
-----------------
Atari Hard Disk Driver
AHDI 6.06 June. 2 1993
-----------------
Doing programmed I/O for IDE:
IDE devices:
Unit 0 - <<<<<<crap>>>>>>
SCSI devices:
Unit 0 - Not responding
-----------------
NOT bootloaded
```

Where I've put "<<<<<<crap>>>>>>", there always used to be a 6 digit code, but now there's a line of strange characters.

As well as AHDI, I also tried HINSTALL, which wouldn't let me install or remove. But the system info (time/date/chipset/etc) all looked ok. It read files from floppy ok, and executed code (from floppy) ok.

Next I tried to reset the NVRAM, (it seemed like a good idea at the time!). It did something, because AHDI then *did* work (started harddrive). The FATs and directories look in tact at this point, though I didn't do a complete test.

Then I tried rebooting, and it's now totally buggered since the reboot! It powers up, the ATARI symbol is buggered, but it memory tests ok, but it neither boots harddrive nor boots floppy {2 bombs}.

HELP!! Can anyone suggect what might be wrong? Has anyone got any details about the NVRAM, or details about the _exact_ sequence of events on powering a FALCON up? What does "Doing programmed I/O for IDE" mean and do? How much is it going to cost to repair, and what's the chance of saving the harddrive?

And help would be appreciated! If anyone would like a UUencoded, postscript summary of the above message, please Email me (at jrc1@axprl1.rl.ac.uk).

Thanks for your time,
James

625. VDI Programmer searched to complete the VDI Team !!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-04 00:00:00 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3lre9j$gfv@h20-hrze.uni-duisburg.de>
Source record: 11614

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

The job is well !!! _payed_ !!! and it's used to write a new Atari OS Clone !

Who is needed ?

- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

(I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

626. VDI Programmer searched to complete the VDI Team !!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-04 00:00:00 UTC
From: sm001pe@unidui.uni-duisburg.de
Message-ID: <3lrsuf$n88@h20-hrze.uni-duisburg.de>
Source record: 11615

VDI Team !

In order to write a new VDI we have some persons who will do the job.
But we need more specialists to get ready in time. The project will
start as soon as we have enough people to get ready in time !

The job is well !!! _payed_ !!! and it's used to write a new Atari OS Clone !

Who is needed ?

- C/C++ programmer (C++ preferred !)

- VDI specialists in C and/or assembler (MC 680x0, later PPC)

You are interested ?

So DON'T loose any time and contact me NOW !

Filipe.Martins@unidui.uni-duisburg.de

Please state clearly :

1) I'm interested & capable to do the job in a team !

2) Your Snail Mail adress

3) projects you have done before & what you can do

(I'm a specialist about e.g.: C++, VDI routines,...)

Best regards, Filipe :)

627. Re: Geneva Identifier?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-05 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f82ba4f_Christian.Mittendorf@ostkupan.ct.se>
Source record: 11616

> From: Jared Addington <innovator@delphi.com>
>
> Can someone tell me if Geneva places a cookie in the TOS cookie jar? I
Following the Compendium Geneva uses 'Gnva' as cookie.

mvh,
christian

(UUCP Dialup connection)

628. Re: Detect printer???

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-05 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950405153325.15802B-100000@mars>
Source record: 11617

On 31 Mar 1995, Andreas Schwab wrote:

> stdprt isn't ANSI at all.

Maybe not, but if you use Lattice C the definition is in that header!

/Jens

629. Re: _H_E_L_P_!!_

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-05 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f828cf8_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11618

```
In a message James/Professor/bcc wrote to All :
J> So I booting from floppy (i.e. without the harddrive). I tried AHDI
J> several times,
J> but each time I got the following:
J>
J> Loading...
J> -----------------
J> Atari Hard Disk Driver
J> AHDI 6.06 June. 2 1993
J> -----------------
J> Doing programmed I/O for IDE:
J> IDE devices:
J> Unit 0 - <<<<<<crap>>>>>>
J> SCSI devices:
J> Unit 0 - Not responding
J> -----------------
J> NOT bootloaded
J>
J> Where I've put "<<<<<<crap>>>>>>", there always used to be a 6 digit code,
J> but now
J> there's a line of strange characters.

Have you checked your IDE-drive cable? I had a similar problem. It was the
IDE-cable which had come loose.

cheers,
magnus K

( UUCP Dialup connection )
```

630. v_pline() question...

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-05 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <D6KJHu.9A6@watserv3.uwaterloo.ca>
Source record: 11619

Hi,

Just a quick question regarding v_pline(): it seems to draw lines of
inconsistent width, horizontal lines typically thinner than vertical lines.
It appears to me that this is done to compensate for the pixel aspect ratio
in ST-MED mode? I get this problem when the aspect ratio is 1:1, say 640x480.

My setup is Falcon/Tos 4.04/VGA.

The question is, is there a fix for this problem?

Here's source code for my test program:

```
--------------------------------------------------
#include <aes.h>
#include <vdi.h>
#include <tos.h>

int main (void)
{
int dum, vh;
int in11 = { 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2 }, out57;

appl_init ();

in0 = Getrez() + 2;

vh = graf_handle (&dum, &dum, &dum, &dum);

v_opnvwk (in, &vh, out);
if (vh)
{
int points8 = {
10, 10,
30, 30,
50, 30,
50, 50,
};

v_clrwk (vh);
vsl_width (vh, 3);
v_pline (vh, sizeof(points)/sizeof(*points)/2, points);
v_clsvwk (vh);
}

appl_exit ();

return 0;
}
```

```
--------------------------------------------------

Art
--
Art
atwareck@novice.uwaterloo.ca
```

631. Re: REGEX?? (library available?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-07 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3m3jus$ru6@ra.ibr.cs.tu-bs.de>
Source record: 11620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Stephane Boisson (boisson@sct.fr) wrote:
: Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
: | I'm trying to compile Xrn for Mint-X, everything has now compiled
: | but when I link it can't find functions re_comp and re_exec which
: | I assume are from the REGEX package. Anyone know where I might
: | get sources for these and/or precompiled libraries for gcc?

: I don't know if you can get a precompiled regexp library somewhere,
: but you should get the GNU regexp package from any GNU archive.
: It compile without any problems: I am reading your message with Tin
: under MiNT & MiNTnet!

: Regards, Stephane.

This should be fixed in the latest (pl46) release of MintLib, if
it isn't get the less-200 source, it comes with a regex-library
which compiles out of the box. (Takes some time on a ST:-).
(GCC 2.5.8)

Bye Axel

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

632. Re: Linux installation problems...

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-07 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.95Apr7160856@vega.dcs.exeter.ac.uk>
Source record: 11621

In article <D63Dpv.8Hp@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:

> I have tried for a couple of hours installing Linux on my Falcon.
> It won't work.

Yup :)

> Both IDE and SCSI drives...

Thats why. Linux won't work on the Falcon with both types of HD connected.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

633. Re: Geneva Identifier?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-07 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D6oEz8.CMp@cix.compulink.co.uk>
Source record: 11622

>Can someone tell me if Geneva places a cookie in the TOS cookie jar?
From the Geneva manual:

"If Geneva is present, there will be a cookie called 'Gnva' in the cookie
jar. This cookie either contains a pointer to the G_COOKIE structure
defined in the file XWIND.H, or it contains zero. If it contains zero,
this means that Geneva was previously installed but is no longer."

The G_COOKIE structure is:

```
#define GENEVA_COOKIE 0x476E7661 /* "Gnva" */
#define GENEVA_VER 0x0102 /* current Geneva version */

typedef struct
{
int ver;/* Geneva version */
char *process_name;/* Process currently using Geneva */
int apid;/* apid of the above process */
int (**aes_funcs)();/* internal table of AES functions */
int (**xaes_funcs)();/* internal table of extended AES
functions */
} G_COOKIE;
```

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

634. Re: Sub-processes with Mint?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-07 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3m2al8$r4m@irzr17.inf.tu-dresden.de>
Source record: 11623

In article <3lmtmj$c2p@prime.mdata.fi>,
Arto Jalkanen <artoj@mits.mdata.fi> wrote:

> Is it possible to start a function in the same adderss
> space (the function could use same variables as the main
> code) under MiNT? [...]

Yes. Here's an example:

function();

:-)

I guess you meant to ask whether it was possible to run a function as a concurrent process under MiNT. Yes, it is. Check out tfork() in the MiNT library (thread.c). Here's an example of how to use it:

tfork(function, argument);

tfork() basically sets up a basepage for the new process with Pexec(5, ...) and then executes it with Pexec(104, ...). Parent and child share all their memory.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

635. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-09 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3m7von$mg3@usenet.INS.CWRU.Edu>
Source record: 11624
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section

============================

Version : 0.04

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail
me info of:

+Name

+Country

+Phone numbers

+Speed (Min /Max)

+Ratios

+Parity ( n of bits ; Even/Odd/None ; bit of stop )

+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people who have
contributed to this list).

```
Canada (+ 1)

-----------

Grand Central Galaxy

403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps

604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

-------------

DK-Soft

43 71 70 75 19.2 kbps ??? ???

France (+33)

----------
```

ACE

1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil

1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs

1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy

21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone

4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box

2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand

56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE

73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City

8 760 40 67 28.8 kbps no ratios ???

Jabberwocky

31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer

303 92083 28.8 kbps no ratios 8-N-1

MidiNet

40 160655 28.8 Kbps Membership 8-N-1

(Free for Foreigners)

STraight

31 363973 28.8 Kbps no ratios 8-N-1

DataLine

87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???

0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon

1454 881095 28.8 no ratios 8-N-1

The Falcon’s Realm

1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag

216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county

609 451 7475 14.4 kbps ??? 8-?-?

Molin’s Den of inquity

313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City

503 289 9429 28.8 Kbps ??? ???

The Rebel

702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

636. C help: joystick routines

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-10 00:00:00 UTC
From: andrew.oyama@projectx.com
Message-ID: <8A720CA.0BC80000A9.uuout@projectx.com>
Source record: 11625

I'm just learning to program in C and I would like to get a hold of some routines to read the joystick (status/buttons)....

637. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-10 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3maqet$fgh@linet02.li.net>
Source record: 11626
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Add to the list...

THE MACHINE BBS
1-516-764-5748

24 Hrs / 300-14.4K bd / No fees

-= Lou =-
```

638. Re: Linux installation problems...

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-10 00:00:00 UTC
From: psherwoo@jpmorgan.com
Message-ID: <3mau7i$fd4@hardcopy.ny.jpmorgan.com>
Source record: 11627

In article 95Apr7160856@vega.dcs.exeter.ac.uk, cs93dlh@vega.dcs.exeter.ac.uk
(D.L.Hastings) writes:
>In article <D63Dpv.8Hp@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE () writes:
>
>> I have tried for a couple of hours installing Linux on my Falcon.
>> It won't work.
>
>Yup :)
>
>> Both IDE and SCSI drives...
>
>Thats why. Linux won't work on the Falcon with both types of HD connected.

Oops - I must be doing something wrong then since Linux 0.9pl5 works
quite happily on my Falcon with internal 127MB IDE and external 540MB
SCSI drives. While installing I occassionally got SCSI timeouts when
untarring large archives but now the system is perfectly stable and
both drives are available under Linux.

I have a Minix partition on the IDE drive which I can also use with Mint
and have Linux on the external drive in case anything goes horribly wrong
(which it did once when I had it on the internal IDE - bye bye partition
tables!).

It has taken me a couple of weeks to get a working system but is well
worth the effort if you want a real Unix. I now run X Windows and GCC
perfectly well on a 4MB machine. A little slow perhaps but great fun
and very usable.

+-------------------------------+
| Piers Sherwood |
| email: piers@spuddy.mew.co.uk |
+-------------------------------+

639. SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-11 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f89bd79_Christian.Andersson@tnogobl.ct.se>
Source record: 11628

Hi There!

I'm looking for any info I can get on the SLIP/PPP protocols, if you have any
can you send them to di3chr@f_utbserv.adbutb.hks.se

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

640. If only ....

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-11 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.19.00155187@wilj.itl.co.uk>
Source record: 11629

If, as it has been reported, Atari are no longer supporting ST/STE/TT/Falcon development, then I have a request for them :-

WHY DONT YOU LET THE LATEST VERSION OF TOS, MULTITOS Etc OUT TO US ???

With the obvious expertise available in the 3rd party market, with excellent products such as NVDI, MagiC, Neodesk and GEM bashing desktops such as Ease, Neodesk etc... These products can still be developed by 3rd party software producers to produce a Windoze, Windoze 95/96/.../2000 and System 7 beating OS for our platform. (OK I know it's better than Windoze3.x already !!!].

With the improved marketing started by Clab (Yes... I've actually seen a Falcon MKII advert in a non-Atari magzine..) a decent OS is all we need to revitalise our machines.

OK so the ST and STE have probably had their day. But the Falcon, TT, Medusa etc ? I think that they could continue long into the future with the right marketing and software base.

Come on Atari... You've sold off your hardware. What about the software ???

641. SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-11 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f8a6933_Christian.Andersson@tnogobl.ct.se>
Source record: 11630

Hi There!

I'm looking for any info I can get on the SLIP/PPP protocols, if you have any
can you send them to di3chr@f_utbserv.adbutb.hks.se

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

642. Re: VDI Programmer searched to complete the VDI Team !!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-12 00:00:00 UTC
From: fax@cipserv.phchem.uni-essen.de
Message-ID: <3mgkjo$htr@sun1.uni-essen.de>
Source record: 11631

In article <3lrsuf$n88@h20-hrze.uni-duisburg.de>,
sm001pe@unidui.uni-duisburg.de says...
>
>VDI Team !
>
>In order to write a new VDI we have some persons who will do the job.
>But we need more specialists to get ready in time. The project will
>start as soon as we have enough people to get ready in time !
>

Hi Filipe,

you are looking for VDI - Specialists in C.
I am interested to write a new ATARI OS Clone.
I prefer to write VDI - Routines in C (Turbo).
Please send me more Information.

Best regards, Thomas.

643. FALCON 030 4/x WANTED

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951205010001@tecnation.com>
Source record: 11632

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

644. Color-Bitmap to Screen & PCX-Description

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-13 00:00:00 UTC
From: prissi@lise.physik.tu-berlin.de
Message-ID: <prissi.797774111@lise>
Source record: 11633

Hello,

has anyone a description of the PCX-file format for graphics?

And how can I copy (on all grphic cards and extensions) an 2-bitplane color graphic to the screen. vrt_cpyfm and vro_cpfrm seem both not to work!

Ciao, Markus
--
+---+
| Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de (A. Einstein) |
+---+

645. DCD

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-13 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2f8cff5b_Christian.Dahl@tnogobl.ct.se>
Source record: 11634

Anyone have a code that detect the DCD (Data Carrier Detect) on the SCC chip in Falcon/TT/Mega STE?

CD
(UUCP Dialup connection)

646. Re: SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-13 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f8cff9d_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11635

```
In a message Christian Andersson wrote to All :
CA> Hi There!
CA>
CA> I'm looking for any info I can get on the SLIP/PPP protocols, if you have
CA> any can you send them to di3chr@f_utbserv.adbutb.hks.se

Look at MiNT NET (includes the sources I think for SLIP etc.)

Mvh,
Magnus Kollberg

( UUCP Dialup connection )
```

647. portfolio faq?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-14 00:00:00 UTC
From: vdeenen@proton.phys.uva.nl
Message-ID: <3mm416$15sv@mira.sara.nl>
Source record: 11636

Hi all

I recently got hold of an old Atari Portfolio DOS handheld, for $45. I plan to put mini-forth on it (It has an awe-inspiring 28kB left). Does anyone know of a net-place that has information on this little gadget?

Bart van Deenen

P.S. I live in the Netherlands, is there a Dutch user-group?

648. Library for nice GEM effects?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-14 00:00:00 UTC
From: bd@st-and.ac.uk
Message-ID: <3mm7u8$hdl@calvin.st-and.ac.uk>
Source record: 11637

Is there a programming library (for C or Basic) which provides procedures for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

I've been programming a library myself, but ran into a few difficulties (for instance, when a windowed dialogue is moved off screen, the input fields fail to work properly. I suspect there's a problem in my customised form_do, any ideas?), and it would be easier to use a pre-programmed library which is almost certainly going to be more bug-free and compatable than anything I'd do.

I had XAES (I think..) but couldn't get it to compile in the C compiler I have (I should think about getting TurboC, I think), and from the demo program, It looks far from finished (the menus in the demo program are very odd..)

I'd be grateful if anyone knows of a library that I can get from an FTP site.

Thanks,

Brian

--
|> Brian Duff - University Of St. Andrews |\
|> http://www.dcs.st-and.ac.uk/~it0195/ |/
Mail: bd@st-and.ac.uk

649. Re^2: SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-14 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f8ebee1_Christian.Andersson@tnogobl.ct.se>
Source record: 11638

```
CA>> I'm looking for any info I can get on the SLIP/PPP protocols, if you
CA>> have any can you send them to di3chr@f_utbserv.adbutb.hks.se
>
> Look at MiNT NET (includes the sources I think for SLIP etc.)

I will! but unfourtunally an source-code isn't as good as a text-file which
describe the way I have to do it! but If I get some info on how to do it, the
source will defenitly help!

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

( UUCP Dialup connection )
```

650. My computer made me stressed & depressed--positive ions

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-15 00:00:00 UTC
From: daniels222@aol.com
Message-ID: <3mpoi0$k0n@newsbf02.news.aol.com>
Source record: 11639

Hello Netters,

On 2/14/95 CBS Evening News with Connie Chung, Dr. Bob Arnot did a story about negative ions and their effect on mood. They talked about a study done at Columbia University where exposure to a high density negative ion generator was as effective in treating winter depression as medication.

I became very interested because I have suffered from depression and anxiety for years, and I did some research on the benefits of negative ions.

This research turned out to be especially interesting to me because I found a newspaper article discussing the fact that computer monitors emit positive ions - the opposite of negative ions. The article says computer monitors give off large amounts of positive ions and can actually cause depression, stress, fatigue, etc. in people who sit in front of computers a lot - like all of us Netters - and that we need negative ion replenishment.

After reading the article, I realized that I always felt especially irritable, stressed, and depressed after long days in front of my computer.

In doing the research, I found that negative ions have shown to be therapeutic for stress, irritability, fatigue, depression, etc. So I purchased a small, high density generator and it has given me substantial relief from my symptoms.

If any of you would like me to e-mail you that newspaper article, the transcript of the CBS news story, as well as the other research that I have compiled, just e-mail me at DanielS222@aol.com.

-dan

651. re: my computer made me stressed & depressed--positive ions

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-16 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1139rcain@nest.demon.co.uk>
Source record: 11490

On 16 Apr 95 Daniels222 wrote::

D> ..... I realized that I always felt especially
D> irritable, stressed, and depressed after long days in front of my
D> computer.

I know the feeling, Dan, but there are many other reasons for this besides
positive ions. :-)

Roger
rcain@nest.demon.co.uk

--

652. Re: Re^2: SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-17 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f92a0ea_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11491

In a message Christian Andersson wrote to Magnus Kollberg:
CA>>> I'm looking for any info I can get on the SLIP/PPP protocols, if you
CA>>> have any can you send them to di3chr@f_utbserv.adbutb.hks.se
>>
>> Look at MiNT NET (includes the sources I think for SLIP etc.)
CA>
CA> I will! but unfourtunally an source-code isn't as good as a text-file
CA> which describe the way I have to do it! but If I get some info on how to
CA> do it, the source will defenitly help!

I understand. But with MiNT Net you get some information, and their is a TCPIP FAQ with some other information and adresses to people which maybe can help you. I don't kbnow if this will be to any help, but try everything you can. Gï¿½ till ett bibliotek annars :)

Mvh,
Magnus Kollberg

(UUCP Dialup connection)

653. C help: reading the joystick

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-17 00:00:00 UTC
From: andrew.oyama@projectx.com
Message-ID: <8A7905D.0BC80000B4.uuout@projectx.com>
Source record: 11492

Does anyone have C routines to read the joystick status....
I'm using Sozobon's Heat and Serve v1.33

654. OASIS available

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-18 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798165876snz@yeadontt.demon.co.uk>
Source record: 11493

This is an announcement for a new package for the Atari range of
computers called OASIS.

As of Tuesday 18/4/95 I have upload OASIS100.ZIP to the following sites

DEMON ftp.demon.co.uk

Posted to the incoming folder in the Atari section of
their FTP site

HENSA micros.hensa.ac.uk

Posted in the incoming/atari-tos folder in the incoming
area of their FTP site

Chameloen BBS (UK 01454-831095)

Uploaded to the Comms area of the bulletin board

OASIS is a GEM based off-line reader replacing the complete set of
AtariNos off-line utilities, the only items retained are the NOS on-line
software and the DEMON.TOS batch file launcher.

There will is no shareware policy on version 1.xx of OASIS, just E-Mail
me if you use it. Comments, likes/dislikes, wish lists for further features
and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!
--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

655. Re: Library for nice GEM effects?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-18 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D78H1y.114@sci.kun.nl>
Source record: 11494

In <3mm7u8$hdl@calvin.st-and.ac.uk> bd@st-and.ac.uk (Brian Duff) writes:

>Is there a programming library (for C or Basic) which provides procedures
>for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

Try Enhanced GEM. It's on a.a as EGEM, and it's great.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

656. Re: _H_E_L_P_!!_

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-18 00:00:00 UTC
From: g02o@alf.zfn.uni-bremen.de
Message-ID: <3n0lhe$f3q@gina.zfn.uni-bremen.de>
Source record: 11495

```
:> In a message James/Professor/bcc wrote to All :
:> J> Atari Hard Disk Driver
:> J> AHDI 6.06 June. 2 1993

BTW, you should upgrade to 6.061...

What do other tools, e.g. SCSITOOL, say?

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
```

657. Falcon C Problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n07p2$rtf@dux.dundee.ac.uk>
Source record: 11496

I have been using the GEMFAST library that comes with Heat & Serve C, to write some simple programs. However I cannot get the windows to work when using MiNT. They all work fine under TOS but not under MiNT. The same can be said for the DEMO programs supplied.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

658. Re: SLIP/PPP

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-20 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr20.094208.254@genrad.co.uk>
Source record: 11497

In article <ftn_2.203.611.5_2f89bd79_Christian.Andersson@tnogobl.ct.se>,
(Christian Andersson) writes:

] I'm looking for any info I can get on the SLIP/PPP protocols, if you have any
] can you send them to di3chr@f_utbserv.adbutb.hks.se

If you have ftp access, there is a large document (103kbytes):

ds2.internic.net:/rfc/rfc1661.txt

This is in uncompressed ASCII format, in English. If you can't get
ftp, email the following message to dbserv@nis.garr.it with a message body

get mirrors/RFC/rfc1661.txt

and it should automatically email the document to you.

Paul Hills

659. OASIS available

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-20 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <798411528snz@levihome.demon.co.uk>
Source record: 11498

To all who are trying Oasis.

We are sorry for the troubles that people are experiencing :-(

Unfortunately we have two acts of God and on of BT acting against us,
Phil's TT blew its power supply, A hard disk corruption, My own phoneline has
been useless for a modem for just over two weeks and various last ditch
attempts at getting Oasis out in the last week drained us.

Even when we finally got it out we stupidly left a line of code used in
running the test version so Oasis100 becone Oasis101.

Now its out we find that the ST Medium Res resource has corrupted and
various extremely minor bugs that appeared in beta test, which we put to bed
ages ago are re-appearing.

Enough of this snivelling.

Please give us 2 days and correct these errors and we will upload
Oasis102 which we will make sure is as bug free as we can get it.

Again we apologise to any who have had trouble - if you aren't having
troubles please still upload the Oasis102 version.

Sorry again, Dave

--

```
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

660. Atari WWW Browser

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-20 00:00:00 UTC
From: cunham@teleport.com
Message-ID: <cunham.3.00167860@teleport.com>
Source record: 11499

Does anyone know of a WWW Browser for an Atari Mega STe.....I have a friend who has need of one.

661. Re: C help: reading the joystick

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-21 00:00:00 UTC
From: rkim@mars.uucp
Message-ID: <3n7gpk$ois@nic-nac.CSU.net>
Source record: 11500

```
In article <8A7905D.0BC80000B4.uuout@projectx.com>,
ANDREW OYAMA <andrew.oyama@projectx.com> wrote:
>Does anyone have C routines to read the joystick status....
>I'm using Sozobon's Heat and Serve v1.33

Looks to me like it's repost time....

-----------------------------------/-----------------------------------
From: koreth@ssyx.ucsc.edu (Steven Grimm)
Newsgroups: comp.sources.atari.st
Subject: v01i003: Joystick-reading routines
Keywords: Laser
Approved: koreth@ssyx.ucsc.edu
Submitted-by: sirkm@ucscb.ucsc.edu (Greg Anderson)
Posting-number: Volume 1, Issue
Archive-name: joyread

[Lots of STers seem to have trouble reading the joystick ports, which is much
more painful on the ST than on the 8-bit. These routines should help make
it easier. Note that these are just some routines, and not a complete
program. -sg]

/*-------------------------------------------------------------------------
| Stick.c: Joystick interupt service routine
|
| Placed in the public domain March 1988 by Greg Anderson.
|
| The joystick demo by Steve Jankowski was instrumental to
| the creation of these routines.
|
| Many thanks to Steven Grimm for providing essential information
| and the aforementioned joystick demo.
|
|#########################################################################
| THESE ROUTINES ONLY WORK UNDER LASER C! THEY MUST BE MODIFIED FOR
| OTHER C COMPILERS, _INCLUDING_ MEGAMAX C VERSION 1.xx!
|
| MegaMax instructions: A4 must be saved somewhere so that it is
| available durring the isr. Then, the isr can access joyinf
| with "lea joyinf(A4),A1" instead of "lea joyinf,A1".
|#########################################################################
|
| This package sets up an interupt to read the joystick on the
| ST. The joystick is read via the ikbd--the intelligent keyboard
| interface chip. The ikbd can be placed into "joystick-reading
```

```
| mode" by sending an appropriate command with Ikbdws(). This has
| two effects: first, the mouse is disabled. Second, the ikbd will
| be prompted to send a three-byte packet every time one of the
| joysticks changes states. The packet is as follows:
|
| [Stick #] [State of Stick 0] [State of Stick 1]
|
| The first byte is $FE if stick 0 changed, or $FF if stick 1
| changed. These routines ignore the first byte.
| The next two bytes contain the states of sticks 0 and 1.
| There values will be the sum of:
|
| +1 (+128)
| |
| +4 ---< >--- +8
| |
| +2
|
| Add the apropriate value if the contact is down. For example,
| if stick 0 is NW and the trigger has not been pressed, its
| current state will be 1 + 4 = 5.
|
| These packets are sent to a routine pointed to by "joyvec".
| Joyvec is part of the structure returned by Kbdvbase(). Joyvec
| can be changed to point to an interupt service routine (isr) of
| our devising. If this is done, the isr will find that A0 points
| to the first byte of the the packet sent by the ikbd. The isr
| must be very short (less than 1ms exicution time). Atari's docs
| of Kbdvbase indicate that a copy of the pointer to the packet is
| also deposited on the stack; however, this does not appear to be
| the case.
|
| Using these routines:
|
| Call stick_init() to set up the joystick isr and place the ikbd
| into joystick send mode. This will also disable the mouse.
|
| stick_exit() will return the ikbd to mouse send mode. Your
| program should do this before exiting.
|
| Once the initialize routine has been called, the following
| commands are available:
|
| _stick(n): Return the state of stick N. (See above chart)
| stick(n) : Return the direction of stick N. (Minus the trigger)
| trig(n) : Return the state of the trigger on stick N.
| hstick(n): Return the horizontal position of stick N. (-1 to +1)
| vstick(n): Return the vertical position of stick N.
|
-------------------------------------------------------------------------*/
```

```
#include <osbind.h>

char ikbdcmd[10]; /* Storage space for ikbd commands */
#define SENDJOY 0x14 /* Send joystick packets */
#define SENDMOUSE 0x08 /* Send mouse packets */

extern joyisr(); /* Interupt service routine follows */
int (*oldjoyvec)(); /* Save old isr vector here */

int initialized = 0; /* Initialized flag */
unsigned char joyinf[2]; /* Holds data for joystick states */

int joytab[4] = { 0, -1, 1, 0 };
#define xstick(v) joytab[ v & 0x03 ]

/*-----------------------------------------------------------------
| Initialize joystick isr
-----------------------------------------------------------------*/
void stick_init()
{
kbdvecs *KB;

/* Do nothing if joystick isr has been initialized */
if (initialized)
return;
/* Put our isr into the joystick interupt vector slot */
KB = Kbdvbase();
oldjoyvec = KB->joyvec;
KB->joyvec = joyisr;
/* Tell ikbd to send joystick packets. */
ikbdcmd[0] = SENDJOY;
Ikbdws(0, ikbdcmd);
initialized = 1;
}

/*-----------------------------------------------------------------
| End joystick mode--go back to sending mouse packets.
-----------------------------------------------------------------*/
void stick_exit()
{
kbdvecs *KB;

/* Do nothing if joystick isr not initialized */
if (! initialized)
return;
/* Tell ikbd to go back to sending mouse packets */
ikbdcmd[0] = SENDMOUSE;
Ikbdws(0, ikbdcmd);
/* Restore the old joystick interupt vector */
KB = Kbdvbase();
KB->joyvec = oldjoyvec;
initialized = 0;
}
```

```
/*-----------------------------------------------------------------
| Here is the actual joystick interupt service routine.
| Both stick 0 and stick 1 are placed into the variable
| "joyinf".
-----------------------------------------------------------------*/
asm
{
joyisr:
lea joyinf,A1 /* "joyinf" holds data */
addq.l #1,A0 /* We don't want first byte */
move.b (A0)+,(A1)+ /* Joystick 0 state */
move.b (A0)+,(A1)+ /* Joystick 1 state */
rts
}

/*-----------------------------------------------------------------
| Return the state of stick 0 or stick 1.
| Bits 0-3 = stick direction, bit 7 = trigger.
-----------------------------------------------------------------*/
int _stick(n)
int n;
{
return(joyinf[n]);
}

/*-----------------------------------------------------------------
| Return the direction bits of stick 0 or stick 1.
-----------------------------------------------------------------*/
int stick(n)
int n;
{
return( joyinf[n] & 0x0F );
}

/*-----------------------------------------------------------------
| Return the state of the trigger of stick n:
-----------------------------------------------------------------*/
int trig(n)
int n;
{
return( (joyinf[n] & 0x80) != 0 );
}

/*-----------------------------------------------------------------
| Return the horizontal state of stick n:
| +1 = right, 0 = centered, & -1 = left
-----------------------------------------------------------------*/
int hstick(n)
int n;
{
return(xstick(joyinf[n] / 4));
}
```

```
/*---------------------------------------------------------------------
| Return the vertical state of stick n:
| +1 = down, 0 = centered, -1 = up.
---------------------------------------------------------------------*/
int vstick(n)
int n;
{
return(xstick(joyinf[n]));
}

--
```

662. re: oasis available

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-21 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1216dbrewood@nest.demon.co.uk>
Source record: 11501

In a message of 21 Apr 95 David Levi (0) wrote to All :

DL> From: Dave@levihome.demon.co.uk (David Levi)

DL> We are sorry for the troubles that people are experiencing :-(

No worries Dave, buglets get us all from time to time.

DL> Unfortunately we have two acts of God and on of BT acting against
DL> us, Phil's TT blew its power supply, A hard disk corruption, My own
DL> phoneline has been useless for a modem for just over two weeks and
DL> various last ditch attempts at getting Oasis out in the last week
DL> drained us.

Sounds deadly.

DL> Even when we finally got it out we stupidly left a line of code
DL> used in
DL> running the test version so Oasis100 becone Oasis101.

Been there myself this week.

DL> Please give us 2 days and correct these errors and we will upload
DL> Oasis102 which we will make sure is as bug free as we can get it.

Dave, will these fixes include the errors in the install program, and
provision for 9 digit passwords?

Daron - dbrewood@nest.demon.co.uk

--

663. Hensa files groupings

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.134.000C8C43@ti.com>
Source record: 11502

Anyone knows the scheme used by Hensa in grouping the files?
The m, n, o, p & q directory structure sure looks like no correlation between
types of file... or is there?

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

664. SCSI on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-21 00:00:00 UTC
From: petefagc@w213zrz.zrz.TU-Berlin.DE
Message-ID: <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>
Source record: 11503

```
Hi there!
Is it true that SCSI drives operate slower on Falcons than on any other
computer?
Regards, Peter
--
**************************************************************************

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
**************************************************************************
```

665. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3na7sc$rv4@usenet.INS.CWRU.Edu>
Source record: 11504
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section
==========================
Version : 0.05
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thank's the people who have contributed to
this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
```

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT OF IT.
So please distribute it. Upload it to your favorite bbs. If youhave any
information dealing with Falcon bbss please mail them to me, those info
will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

666. Re: Atari WWW Browser

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-23 00:00:00 UTC
From: schrist@io.org
Message-ID: <3nf294$o3m@ionews.io.org>
Source record: 11505
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <cunham.3.00167860@teleport.com>,
Rich Cunningham <cunham@teleport.com> wrote:
>Does anyone know of a WWW Browser for an Atari Mega STe.....I have a friend
>who has need of one.

Yes!

You can order a set of 7 diskettes from TAF's Library which installs
a MINT / X-Windows / PPP / Chimera / FTP / Telnet. All these PD
systems were written by various Atari People (who we thanks).

Sam Mesbah, put them all together and created an installation procedure.
(It's my understand he will be putting this at an FTP site also! Either
Sam or I will let you know where).

Here is how to order it from the TAF library:
Send $25 Cdn Dollars to:
Toronto Atari Federation
5334 Yonge St, Suite 1527
Willowdale, ON, Canada
M2N 6M2

I will add more information on the TAF home page later this week:
http://www.io.org/~schrist/taf.html

Here are some important notes!!

Requirements:
(0) 14.4 Modem (Min) (Highly recommended) - Appropriate Modem RTS/CTS patch
(1) 4M Machine (Min)
(2) 10M (Min) separate Hard Disk Partion
(3) An Internet Service Provider with PPP - SLIP acceptable but untested.
(4) Mono Graphics mode (ST High, Falcon, TT High)
(5) ST-ZIP, TOS/GEM based text-editor (knowledge of a UNIX, VI editor will make
your life easier but is not essential)
(6) A Boot manager makes your life easier (SuberBoot, XBoot, etc.)

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

667. Re: SCSI on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798719768@gen-off-3>
Source record: 11506

petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg) writes:

>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
No, of course not.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

668. C code for serial port

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-24 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ng2bp$kio@turing.fwi.uva.nl>
Source record: 11507

Hello,

I am looking for some C code that sends/receives data from the
serial port. I tried to code myself but couldn't receive any
data reliably. Any help appreciated.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

669. OASIS 1.04 Available

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-25 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798807930snz@yeadontt.demon.co.uk>
Source record: 11508

```
OASIS104 is now available

Please use this version of OASIS to replace all prevoius versions, this
version contains a working INSTALL program that will correctly convert news
files thus removing theproblem of only 1 line of an article being displayed.

--

================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

670. Re: Library for nice GEM effects?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-25 00:00:00 UTC
From: bgilbert@natinst.com
Message-ID: <3njc4k$j18@natinst.com>
Source record: 11509

In <3mm7u8$hdl@calvin.st-and.ac.uk> bd@st-and.ac.uk (Brian Duff) writes:
> >Is there a programming library (for C or Basic) which provides procedures
> >for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?
> Try Enhanced GEM. It's on a.a as EGEM, and it's great.
> Regards,
> --

Also, check out Gem++ if you want to do C++ programming (I guess GNU is currently the only compiler which supports this on the Atari, but it's used a lot for MiNT/X - ish type stuff. It's also on atari.archive as gem++19.zoo in the Programming directory. This is by Warwick Allison and was used for GEM Nethack, for example (cool game!).

Regards,

Ben Gilbert bgilbert@natinst.com
Software Engineer, LabWindows/CVI
National Instruments Austin, TX

671. Superbase Pro

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-25 00:00:00 UTC
From: aa648@freenet.edmonton.ab.ca
Message-ID: <3ni2f5$ivj@news.sas.ab.ca>
Source record: 11510

Looking for others using Superbase Pro DML for programming.
Specifically anyone familiar with using the Comms commands. How to
control i/o of the buffer.

Would appreciate any comments/help.

672. PD C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-25 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nigf3$p67@dux.dundee.ac.uk>
Source record: 11511

Does anyone jbow of a PD c compiler which will allow windows etc
to be created and run, on a Falcon 030 using MiNT 1.12?

I have usewd Heat 'N Serve C, with Gemfast, one the programs
are compiled they very rarely run. Indeed manny simply
crash the machine. Creating windows seems to be the main cause.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

673. Re: SCSI on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-26 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Apr26.115300.1880@cathy.ijs.si>
Source record: 11512

In article <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE>,
Peter Kellogg <petefagc@w213zrz.zrz.TU-Berlin.DE> wrote:
>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
Not in my experience. I have two Conner 540MB drives on my Falcon's SCSI port,
and I get over 1MB/s reading throughput. Don't remember the exact figure
for writing, but it isn't much worse.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

674. signal() with GNU C & MiNT libraries

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-26 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199504260030.AA03502@moroder.demon.co.uk>
Source record: 11513

I'm trying to intercept ^C with "signal(SIGINT,handler)", but my interrupt
handler only gets called under MiNT. TOS even blithely ignores SIG_IGN.
Is there any way I can get the same binary to work under both MiNT and TOS?
(TOS appears to be intercepting ^C itself when I'm writing to stdout.)

Stephen

675. no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-26 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nl74c$5op@banaan.fwi.uva.nl>
Source record: 11514

Is this group dead? Are there no more atari programmers? This wouldn't surprise me of course, but I am curious anyway. This group started as a very active group, now I get about 3 postings a day! I started programming on my 486 linux box a couple of months ago, I guess we all did. But I kept programming my ST.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

676. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.25.001AF318@wilj.itl.co.uk>
Source record: 11515

In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford) writes:

>In article <3nl74c$5op@banaan.fwi.uva.nl>,
>M. Dekker <mdekker@fwi.uva.nl> wrote:
>>
>>Is this group dead? Are there no more atari programmers? This wouldn't
>>surprise me of course, but I am curious anyway. This group started as a
>>very active group, now I get about 3 postings a day! I started programming
>>on my 486 linux box a couple of months ago, I guess we all did. But I
>>kept programming my ST.

Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
things at work, but certainly not in my leisure time. Give me an Atari or Mac
any day of the week.

>Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..

Me neither, and so am I.

>I think the reason theres not *too* much traffic here is because most of the
>people who know anything about Atari programming like to 'hide' it. Beats me
>why....I think the medal for excellence in the Atari world (IMHO) would
>probably have to go to Paul Hills....I see his name all *over* the place :)

Another reason, I believe, is what can be said about the AES and VDI that has
not already been said ? Any questions are usually answered by the excellent
Compendium. Personally I am all for sharing ideas and routines etc but any
questions I have posted to this group have been met with complete silence.

>I don't mind doing my own research, but frankly, there's not much you can
>research in the Atari-specific realm of programming right now without other
>people...

Perfectly said.

Steve Found.

677. Re: SCSI on Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.24.000F304D@wilj.itl.co.uk>
Source record: 11516

In article <1995Apr21.184737@w213zrz.zrz.TU-Berlin.DE> petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg) writes:
>From: petefagc@w213zrz.zrz.TU-Berlin.DE (Peter Kellogg)
>Subject: SCSI on Falcon
>Date: 21 Apr 1995 16:49:09 GMT

>Hi there!
>Is it true that SCSI drives operate slower on Falcons than on any other
>computer?
>Regards, Peter
>--

No...

678. The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: Patrice Mandin <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3no3n0$lj4@caro.dsic.emn.fr>
Source record: 11517

Hi everybody on the net and on ATARI...

Since I got X11R5 for MiNT, I was very pleased to play with it.
But the problem is that you can't run GEM programs under X11. Would it
be such difficult to add GEM features to an X server ?
I think it is possible to made GEM running X application in a
GEM window. It would be easy to use because it will use VDI for
screen output. You'll have compatibility with all video modes availa
ble under GEM. This will be the huge version (it needs no integrate X
protocols under GEM, or would it be better to integrade GEM (AES) in
a X server ?). The little version could be X server only (so you could
run any X apps on a Atari, like I do it at this time on a PC used as an
X terminal).
I call it MiXT because it would mean MiXT is X and TOS. I hear
that Atari software get smaller and smaller (in number). As Internet
become more and more popular in our computerized years, it would be
good to have an easy-to-use-in-a-networked-environnement interface.
We all know that GEM is very simple for such an interface, but it lacks
of portability. Why couldn't it be possible to make an XGem.h library ?
There is Motif like and Open Look like windows under X. We (all Atari
programmers) could mix our capabilities in such a wide project.
X Window is standard on Unix boxes, and it surprises me that
nor IBM (in OS/2) neither Microsoft(in Win95 and WinNT) have integra-
ted X in their software. Even if X requires lots of power, the availabi
lity of Atari German clones shows me that we could use this power in a
great way. The Medusa or the Eagle could become real workstations (with
MiXT (MiNT-Unix like) and could run GEM applications as always.

I'm waiting your reaction, netters! If you think there's nothing
more to code on Atari, you don't need to reply me.

Patrice Mandin

Owned: Atari VCS2600
Atari 520STE 1Mo
Atari Falcon 030 4Mo/127Mo HD (+ 540Mo soon)

679. Bezier Curve 'Tricks' Formula Wanted

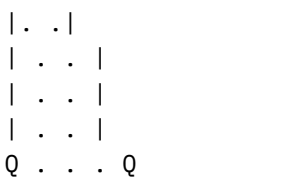
Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: david@oregan.demon.co.uk
Message-ID: <216@oregan.demon.co.uk>
Source record: 11518

I need quite desperately to be able to detect where two bezier curves cross one another. I know this is possible as I've used programs that must have performed this task to give certain results.

I do have a crude method that I have developed, but its way too slow and processor demanding. There must somewhere be a quick formula method; I hope.

For those of you that don't know and are intrested a Bezier curve consists of two control points and two anchor points. They are used to generate EPS-type graphics and in CAD programs.

This is a rough diagram where X are the anchor points which the dotted line runs smoothly between, and the Q's are the control points, which determine the angle and strenght of the curve.



BTW. It is phycially possible for two bezier curves to cross one another up to nine times, as they can be shaped into a Z shape.

Thanks in advance for any help news/email I may recieve.

David

david@oregan.demon.co.uk)

680. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nob4v$aqb@turing.fwi.uva.nl>
Source record: 11519

sf@wilj.itl.co.uk (Steve Found) wrote:

:In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford) writes:
:
:>In article <3nl74c$5op@banaan.fwi.uva.nl>,
:>M. Dekker <mdekker@fwi.uva.nl> wrote:
:>>
:>>Is this group dead? Are there no more atari programmers? This wouldn't
:>>surprise me of course, but I am curious anyway. This group started as a
:>>very active group, now I get about 3 postings a day! I started programming
:>>on my 486 linux box a couple of months ago, I guess we all did. But I
:>>kept programming my ST.
:
:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
:things at work, but certainly not in my leisure time. Give me an Atari or Mac
:any day of the week.

ever tried writing programs for X windows? thats what I do on my PC...

:>Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..
:
:Me neither, and so am I.
:
:>I think the reason theres not *too* much traffic here is because most of the
:>people who know anything about Atari programming like to 'hide' it. Beats me
:>why....I think the medal for excellence in the Atari world (IMHO) would
:>probably have to go to Paul Hills....I see his name all *over* the place :)
:
:Another reason, I believe, is what can be said about the AES and VDI that has
:not already been said ? Any questions are usually answered by the excellent
:Compendium. Personally I am all for sharing ideas and routines etc but any
:questions I have posted to this group have been met with complete silence.

exactly, and thats strange. You say everthing about AES and VDI is already
said. So why dont people answer your questions? because everyone knows
the answer, no one gives the answer? thats stupid.

:>I don't mind doing my own research, but frankly, there's not much you can
:>research in the Atari-specific realm of programming right now without other
:>people...
:
:Perfectly said.

lets delete group then.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

681. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nookg$co1@turing.fwi.uva.nl>
Source record: 11520

I have heard, some people are already working on this. I forgot who
but I have heard some one was writing a library for X that enables
you to recompile GEM applications for X.

Maybe Annius knows more about this, he ported his editor Edith to
X (is it finished yet, Annius?).

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

682. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3nonkh$arv@ionews.io.org>
Source record: 11521

M. Dekker (mdekker@fwi.uva.nl) wrote:

: Is this group dead? Are there no more atari programmers? This wouldn't
: surprise me of course, but I am curious anyway. This group started as a
: very active group, now I get about 3 postings a day! I started programming
: on my 486 linux box a couple of months ago, I guess we all did. But I
: kept programming my ST.

I'm still programming. There just haven't been any GFA questions (at least,
none that I was qualified to answer, anyway)

:
: --
: Martijn Dekker
: University of Amsterdam
: Math department
: E-mail: mdekker@fwi.uva.nl

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

683. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>
Source record: 11522

References: <3nl74c$5op@banaan.fwi.uva.nl> <3nmd65$mjc@news.uncc.edu>
<sf.25.001AF318@wilj.itl.co.uk>
Distribution: World
Organization: Whats that?

Talking of no programmers here, are there any Assembler programmers out
there? I think I've seen a couple of Coders out here, but not much goes
on. Anybody want to join forces and write a game or something?

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
---

684. C help: joystick routines

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-27 00:00:00 UTC
From: andrew.oyama@projectx.com
Message-ID: <8A833C7.0BC80000C7.uuout@projectx.com>
Source record: 11523

I'm currently using Sozobon's Heat & Serve v1.33
and I'm hoping to get routines to read the joystick status can anybody
help out?

685. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3nqgb2$lso@whitbeck.ncl.ac.uk>
Source record: 11440

In article <sf.25.001AF318@wilj.itl.co.uk>, sf@wilj.itl.co.uk (Steve Found) writes:
|> In article <3nmd65$mjc@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford) writes:
|>
|> >In article <3nl74c$5op@banaan.fwi.uva.nl>,
|> >M. Dekker <mdekker@fwi.uva.nl> wrote:
|> >>
|> >>Is this group dead? Are there no more atari programmers? This wouldn't
|> >>surprise me of course, but I am curious anyway. This group started as a
|> >>very active group, now I get about 3 postings a day! I started programming
|> >>on my 486 linux box a couple of months ago, I guess we all did. But I
|> >>kept programming my ST.

I don't own a PC, don't want one, don't need one. My f030 does all I need.

|> >Well, I'm not exactly a celebrity, but I'm still working on some Atari stuff..
|>
|> Me neither, and so am I.

Aren't we all (spoke Craig, minor celeb - got a Review in ST-Review, and his name
in ST-Format, and once wrote a Dragon 32 game that got the listing printed
in Computer & Video Games back when that was still a magazine for grown ups).

|> >I think the reason theres not *too* much traffic here is because most of the
|> >people who know anything about Atari programming like to 'hide' it. Beats me

I publish most of my source codes, Basic & C (assembler also), with the exception
of CLA (shareware, buggered if I'm giving that away after all these years).

|> Another reason, I believe, is what can be said about the AES and VDI that has
|> not already been said ? Any questions are usually answered by the excellent
|> Compendium. Personally I am all for sharing ideas and routines etc but any
|> questions I have posted to this group have been met with complete silence.

Not quite omnipotent - the wait for either button evnt_multi() call isn't
documented there. There's a lot of stuff that isn't in any books, like
the shifter bug scrolling technique for pre-STE machines (gives smooth
scrolling like the hardware scrolling of an STE but using a 'feature' of
the original shifter chip), and overscan (dead easy into the bottom border,
but much harder to overscan all 4 borders). Even displaying 512/4096 colours
isn't documented in the books (at least the ones I've read). Of course,
anyone with some old ST-World back issues will find all this in the
programmers clinic pages....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
```

-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

686. Atari 8-bit homecoming

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28APR199500191707@pavo.concordia.ca>
Source record: 11524

Everyone got their start with computers somewhere. For some, it was a card reader, for others a fleeting glimpse of tape reels. But for many others "computer" will always bring back images of the Zylon fleet attacking your bases in Star Raiders.

If that's you, then comp.sys.atari.8bit would like to welcome you back home. If you got your start with the Atari 8-bit line, the 400,800, xl or xe, whether you're Bob Polin, Doug Neubauer, Russ Wetmore or John Smith, we at comp.sys.atari.8bit would like to hear from you. Stop by and say hello. Tell us what you've been up to lately. And maybe dust off that old 800 for another round of Star Raiders, or Preppie, or Blue Max, or MULE, or Archon, or...

||| 6502 > 486
||| Dave Paterson
/ | \ DA_PATE@pavo.concordia.ca
(Mail address changes 28 Apr. Watch here for details...)

687. Re: PD C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nqfvv$7g8@banaan.fwi.uva.nl>
Source record: 11525

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

:Does anyone jbow of a PD c compiler which will allow windows etc
:to be created and run, on a Falcon 030 using MiNT 1.12?
:
:I have usewd Heat 'N Serve C, with Gemfast, one the programs
:are compiled they very rarely run. Indeed manny simply
:crash the machine. Creating windows seems to be the main cause.

I do not have a Falcon, but I do know H&S C. I have had no problems
with using windows with this C compiler. Either it doesn't like
MiNT (I know I dont :) or it doesn't like the Falcon. On my ST
with Tos 1.4 it worked nicely.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

688. Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nr5pg$n01@dux.dundee.ac.uk>
Source record: 11526

I have been using MS Visual Basic quite a bit recently is their
anything similar for the Atari platform?

Its for my brother honest :) Oh and perhaps me as well!

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

689. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12627@gos.ukc.ac.uk>
Source record: 11527

In article <Pine.SUN.3.91.950427204159.19641A-100000@ss1.bath.ac.uk>,
Sim H <py4sdh@bath.ac.uk> wrote:
>Talking of no programmers here, are there any Assembler programmers out
>there? I think I've seen a couple of Coders out here, but not much goes
>on. Anybody want to join forces and write a game or something?

I personally prefer C. It's quicker to write and easier to debug, you
loose very little speed with a good optimising compiler and you can
link in assembler routines for the time-critical bits, interrupt
handlers and the like.

But I'm sure there must be advantages for coding directly in
assembler. Can anyone tell me what they are? ;-)

--Charles

690. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: Matthieu.Dazy@scinfo.u-nancy.fr
Message-ID: <3nr2u8$d9f@arcturus.ciril.fr>
Source record: 11528

```
: >Talking of no programmers here, are there any Assembler programmers out
: >there? I think I've seen a couple of Coders out here, but not much goes
: >on. Anybody want to join forces and write a game or something?
```

I wrote a game on Falcon some nine months ago (called Switch - you know about it?), and I didn't make a darn line of code since, mostly because I had to sell my Falcon. It was really fun, but I don't know if I'm ready for this kind of adventure again right now :)

```
: But I'm sure there must be advantages for coding directly in
: assembler. Can anyone tell me what they are? ;-)
```

Having fun :) Well, I personally think that ASM-coding is good when you need light-speed routines or when you want to make demos and games. When it comes to "professional/serious" stuff, I think that object languages have more advantages, mostly for program clarity and debugging facilities.

Feel free to email me for any questions. Cheers :)

```
__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/
```

```
Bomb shelters filled to the brim I rule on land air and sea
The survival is such a silly whim Pass judgement on humanity
World leaders sell missiles cheap Winds blow from the bowels of Hell
Your stomach turns, your flesh creeps Will we give warning only time will tell
```

691. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.26.001D9123@wilj.itl.co.uk>
Source record: 11529

In article <3nob4v$aqb@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>From: mdekker@fwi.uva.nl (M. Dekker)
>Subject: Re: no programmers left?
>Date: 27 Apr 1995 16:53:19 +0200

>sf@wilj.itl.co.uk (Steve Found) wrote:

>:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
>:things at work, but certainly not in my leisure time. Give me an Atari or Mac
>:any day of the week.

>ever tried writing programs for X windows? thats what I do on my PC...

Yes. But I tend to leave that to work where we use Sparc stations. PC's are adequate (Assuming a pentium with SCO Unix or something) but do not really match up to a dedicated workstation in any way, shape or form.

>:Another reason, I believe, is what can be said about the AES and VDI that has
>:not already been said ? Any questions are usually answered by the excellent
>:Compendium. Personally I am all for sharing ideas and routines etc but any
>:questions I have posted to this group have been met with complete silence.

>exactly, and thats strange. You say everthing about AES and VDI is already
>said. So why dont people answer your questions? because everyone knows
>the answer, no one gives the answer? thats stupid.

I probably did not express myself very well here. What I meant by 'everything about the AES and VDI' is at the system call level. There is a lot of knowledge out there above this level (in the form of AES libraries, WinX, etc) this must be true since products like Geneva and MagiC could never be produced without it. The fact of the matter, as I see it, is that this sort of knowledge is not shared and is probably not likely to be.

If this attitude existed in the PC world, there wouldn't be the myriad of books available in Windows programming. What we as Atari programmers need is the sort of development tools and knowledge sharing that exists on the PC and Macintosh. Alas, I think it is far too late for this to happen.

>:>I don't mind doing my own research, but frankly, there's not much you
can
>:>research in the Atari-specific realm of programming right now without
other
>:>people...

>:>:Perfectly said.

>lets delete group then.

Why ?
People are still using it.... Just not that many.

692. Re: Library for nice GEM effects?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3nq95q$ers@news.uni-paderborn.de>
Source record: 11530

In article <3mm7u8$hdl@calvin.st-and.ac.uk>,
Brian Duff <bd@st-and.ac.uk> wrote:
>Is there a programming library (for C or Basic) which provides procedures
>for 'fancy' GEM bits, like popup menus, windowed dialogues and the like?

SysGem, Enhanced GEM, Magic (!= MagiC, Mag!X).
EGEM is freeware and the whole sourcecode is distributed.

SysGem is shareware (round about 40 DM) and is my absolutly favorite 'cause
it's so easy to use. I'm not sure if there's an existing english version
of SysGem.

>I'd be grateful if anyone knows of a library that I can get from an FTP site.

Urgs, that's a problem. I think all the libs are available via FTP, but I
don't know where you can get them, sorry.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

693. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr28.141523.271@genrad.co.uk>
Source record: 11531

In article <3nmd65$mjc@news.uncc.edu>,
ralunsfo@uncc.edu (Russell A Lunsford) writes:

] I think the reason theres not *too* much traffic here is because most of the
] people who know anything about Atari programming like to 'hide' it. Beats me
] why....I think the medal for excellence in the Atari world (IMHO) would
] probably have to go to Paul Hills....I see his name all *over* the place :)

Thanks Russ, but don't look at me (I think you're biased)! There's
plenty of much better Atari programmers out there than me. I have to program
on a VAX :-{

I think this group is quite healthy. I don't agree that the people
who know like to 'hide' it. Just stick a question in this group and you'll
probably get lots of answers within days.

Paul

694. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nqq92$jku@turing.fwi.uva.nl>
Source record: 11532

sf@wilj.itl.co.uk (Steve Found) wrote:

:In article <3nob4v$aqb@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
:>From: mdekker@fwi.uva.nl (M. Dekker)
:>Subject: Re: no programmers left?
:>Date: 27 Apr 1995 16:53:19 +0200
:
:>sf@wilj.itl.co.uk (Steve Found) wrote:
:
:>:Dont look at me I wouldnt touch a PC out of choice. I am forced to program the
:>:things at work, but certainly not in my leisure time. Give me an Atari or Mac
:>:any day of the week.
:
:>ever tried writing programs for X windows? thats what I do on my PC...
:
:Yes. But I tend to leave that to work where we use Sparc stations. PC's are
:adequate (Assuming a pentium with SCO Unix or something) but do not really
:match up to a dedicated workstation in any way, shape or form.

no no no no! I have worked with sparc stations for the last 4 years now, and
my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
2.4. Now I have a SunSparc5 and this is faster than my linux box, but
only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
It is bull that sparcs are better workstations than PC's! I know some
other people at the physics department of another university, that
are considering not buying workstations anymore, but 486's or pentiums
running linux instead, because the performance is the same, but they cost
only a third of workstation. Times are changing: the pc's are entering
the market of workstations.

so check your facts first, next time.

:>lets delete group then.
:
:Why ?
:People are still using it.... Just not that many.

low traffic is a good reason to delete a group, if not the ONLY reason.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

695. Re: PD C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3nrefc$aei@duke.cs.duke.edu>
Source record: 11533

From the Holy Book of <3nigf3$p67@dux.dundee.ac.uk>
as spake by rmccall@mcs.dundee.ac.uk (Rod McCall) :

>Does anyone jbow of a PD c compiler which will allow windows etc
>to be created and run, on a Falcon 030 using MiNT 1.12?
>
>I have usewd Heat 'N Serve C, with Gemfast, one the programs
>are compiled they very rarely run. Indeed manny simply
>crash the machine. Creating windows seems to be the main cause.

HSC is beginning to show its age, I think. Most likely the GEMfast
library that comes with it is either not MiNT-compatible or not
Falcon-compatible, simply because it predates both.

I would suggest upgrading to at least SozobonX, another descendant of
the original Sozobon C compiler that spawned HSC. It has an updated
version of the GEMfast library that is much more likely to be
MiNT- and Falcon-compatible (and if it isn't, there's an active
maintainer you can complain to, unlike HSC). There's also a SozobonX
port of the MiNTlibs, to aid with MiNT compatibility.

SozobonX is available at ftp.fu-berlin.de:/pub/atari/programming/sozobon;
the MiNTlibs are available from atari.archive and mirrors under
Mint/Lib.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

696. Falcon Toolbar Code

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nr7li$p64@dux.dundee.ac.uk>
Source record: 11534

How does one invoke and call the Falcon toolbar?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

697. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3nrk0n$etk@frigate.doc.ic.ac.uk>
Source record: 11535

cpbs@ukc.ac.uk (Charles Briscoe-Smith) wrote:

>I personally prefer C. It's quicker to write and easier to debug, you
>loose very little speed with a good optimising compiler and you can
>link in assembler routines for the time-critical bits, interrupt
>handlers and the like.
>
>But I'm sure there must be advantages for coding directly in
>assembler. Can anyone tell me what they are? ;-)

Well, if you like speed, assembler is your language... But apart from that, the
main reason that I program in assembler is that I don't know any C ;-) I tried
to learn it a couple of years back, but I couldn't get to grips with it.
I'll try and find a C course to do this summer...

TTFN, Leon.

--
Leon Brocard.....................Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk......<URL:http://www.xmission.com/~seer/lglb/index.html>

.. The Gate Keeper: Do you want this body?
.. Doctor Peter Venkman: Is this a trick question?

698. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: Leon Brocard <lglb@doc.ic.ac.uk>
Message-ID: <3nrk4o$etk@frigate.doc.ic.ac.uk>
Source record: 11536

Matthieu.Dazy@scinfo.u-nancy.fr (Matthieu Dazy) wrote:

> I wrote a game on Falcon some nine months ago (called Switch - you know
>about it?)

I haven't heard of this. What kind of game was it? (And more importantly, does
it run on VGA?)

--
Leon Brocard.....................Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk......<URL:http://www.xmission.com/~seer/lglb/index.html>

.. The Gate Keeper: Do you want this body?
.. Doctor Peter Venkman: Is this a trick question?

699. Re: PD C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: sf@wilj.itl.co.uk
Message-ID: <sf.27.0005ABDD@wilj.itl.co.uk>
Source record: 11537

In article <3nigf3$p67@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Subject: PD C compilers
>From: rmccall@mcs.dundee.ac.uk (Rod McCall)
>Date: 25 Apr 1995 09:47:15 GMT

>Does anyone jbow of a PD c compiler which will allow windows etc
>to be created and run, on a Falcon 030 using MiNT 1.12?

>I have usewd Heat 'N Serve C, with Gemfast, one the programs
>are compiled they very rarely run. Indeed manny simply
>crash the machine. Creating windows seems to be the main cause.

I believe the Gnu C/C++ compiler should do the job. You certainly have enough
RAM to run it (2MB required) and it does come with AES and VDI libraries.
There is also a MiNT specific version but I have not used this.

Checkout src.doc.ic.ac.uk in /packages/atari/umich for the latest versions.

Steve Found.

700. Re: Atari 8-bit homecoming

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281440.AA02590@ilmen.lanl.gov>
Source record: 11538

In a previous article, da_pate@pavo.concordia.ca (PATERSON, DAVID ANDREW) wrote:

>If that's you, then comp.sys.atari.8bit would like to welcome you back home.
>If you got your start with the Atari 8-bit line, the 400,800, xl or xe,
>whether you're Bob Polin, Doug Neubauer, Russ Wetmore or John Smith, we at
>comp.sys.atari.8bit would like to hear from you. Stop by and say hello.

I did get my start programming on the Atari 8 bits (400, 800, 1200XL, 130XE)
and I hold those days in fond regard.

However, I will NOT step foot inside comp.sys.atari.8bit again until the
software pirates have been 'kicked out' by the other, more responsible
readers of the newsgroup.

I don't care to read a newsgroup where every other message has to do with
the latest 'warez.' I realize that such yobbos will always exist, but you
don't have to tolerate them. At least I won't.

-Hutch- @ Fair Dinkum Tech

701. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-28 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D7qJLy.96L@bri.hp.com>
Source record: 11539

Patrice Mandin (i2a06a@iut-nantes.univ-nantes.fr) wrote:
: Hi everybody on the net and on ATARI...

: Since I got X11R5 for MiNT, I was very pleased to play with it.
: But the problem is that you can't run GEM programs under X11. Would it
: be such difficult to add GEM features to an X server ?
: I think it is possible to made GEM running X application in a
: GEM window. It would be easy to use because it will use VDI for
: screen output. You'll have compatibility with all video modes availa
: ble under GEM. This will be the huge version (it needs no integrate X
: protocols under GEM, or would it be better to integrade GEM (AES) in
: a X server ?). The little version could be X server only (so you could
: run any X apps on a Atari, like I do it at this time on a PC used as an
: X terminal).
: I call it MiXT because it would mean MiXT is X and TOS. I hear
: that Atari software get smaller and smaller (in number). As Internet
: become more and more popular in our computerized years, it would be
: good to have an easy-to-use-in-a-networked-environnement interface.
: We all know that GEM is very simple for such an interface, but it lacks
: of portability. Why couldn't it be possible to make an XGem.h library ?
: There is Motif like and Open Look like windows under X. We (all Atari
: programmers) could mix our capabilities in such a wide project.
: X Window is standard on Unix boxes, and it surprises me that
: nor IBM (in OS/2) neither Microsoft(in Win95 and WinNT) have integra-
: ted X in their software. Even if X requires lots of power, the availabi
: lity of Atari German clones shows me that we could use this power in a
: great way. The Medusa or the Eagle could become real workstations (with
: MiXT (MiNT-Unix like) and could run GEM applications as always.

: I'm waiting your reaction, netters! If you think there's nothing
: more to code on Atari, you don't need to reply me.

Well Patrice,

This sounds a very good idea - but does even a Falcon have enough
power to cope with it?

If MiNT + X11 work OK and GEM works OK then why not boot up in
whatever configuration you need for your present task?

Sure Things like MacMagic + System 7 on the Mac for one and OS2 on
the PC work fine but how much memory do they require? How much
memory does the average ST owner have? You will definately need
more than the standard 4MB.

On the other hand, writing a GEM emulator to run under X would not only (I Feel) be easier, it could also be portable to other Unix or Linux based systems, and most X systems are running Virtual Memory which gets round the memory problem.

There is a MS Windows emulator for PC Linux so I don't see any reason why GEM cannot be ported to Linux also. It shouldn't be too difficult at all - wasn't GEM written in C to start off with?

I am soon to put Linux onto my STFM + PAK/3 and if I get that to work I may try such a hack...

If you feel able then have a go at it - and if it works you may be able to sell it to all those Linux using PC owners (Most of which I know say that GEM is much better than MS Windows!)

Beric..

702. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3ntg0v$eik@ionews.io.org>
Source record: 11441

: But I'm sure there must be advantages for coding directly in
: assembler. Can anyone tell me what they are? ;-)

Pure speed. Try doing any one of the demos ou see in the average demo in C.
I also find assembler to be far more elegant than C, which to me, looks like
so much spaghetti, and looks rather illogical besides. Assembler has a
particular appeal; it is pure logic plain and simple, and it commands good
structure and optimised coding. C, with its ungainly libraries, promotes
piecemeal coding, which I've never liked.
Besides that, it takes 8k to write a program that prints "Hello world!' to
the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8
level logic game _with_graphics_ into 780 bytes.

: --Charles

--

```
_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

703. form_button() bug??

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3ntne5$1pl@inca01.inca.co.nz>
Source record: 11442

I am currently writing an interactive form designer, running inside GEM windows.

As i am trying to make everything just "drag and drop", I needed to write my own form handler using form_button, form_keybd etc. (In essence I am trying to put a more visual front-end on my program instead of the convoluted dialog boxes that I could've used)

However, I have found that I am unable to do so, because of an undocumented bug/feature of form_button: if the left mouse button is down when form_button is called, the machine just hangs until the button is released.

This is especially bad, since I have an "icon bar" in the window, and, when an icon is clicked, you can simply drag it onto the form. Having to click, release and then click again is not intuitive to my user, who needs to design data-entry forms.

I have looked in The Compendium (April 1994 edition), but it does not mention this problem with form_button.

Does anyone have a solution for this (apart from writing my own code to emulate form_button?)

The pseudocode of my algorithm is as follows:

```
"Click!" - a mouse button click was returned from evnt_multi
Find window under the mouse
If window contains a form
Find object under the mouse
Call form_button to (de)select object, change edit field
If this object requires special handling
Call handler
End If
End If
```

I am using an Atari TT/030 with TOS 3.05, GEM AES 3.10.

This problem also occurs under MultiTOS GEM AES 4.0, both with and without memory protection.

I have 20Mbytes of RAM installed, of which 14 to 15 is free when the program is running.

704. Re: Atari 8-bit homecoming

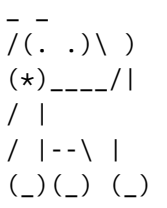
Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FD4JAFVUUp@stingray.manawatu.gen.nz>
Source record: 11443

>However, I will NOT step foot inside comp.sys.atari.8bit again until the
>software pirates have been 'kicked out' by the other, more responsible
>readers of the newsgroup.

I don't think I've seen a "warez" post for a while now on c.s.a.8 - but
having said that...

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

705. Re: assembler for beginners?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3nsbi1$9ic@ionews.io.org>
Source record: 11444

Mark Torben Rudolph (MTR@addix.swb.de) wrote:
: Greetings,

: just one short question:

: As I need to learn 68000-assembler for my job (for which,
: in addition to all Intel-based PCs, I bought an Atari
: 1040ST microcomputer with monochrome monitor model 124),
: I am wondering if there is a good, easy-to-use assembler
: for beginners (freeware or GNU-software would be great)
: available via anonymous ftp.

: And (allright, allow me a second question) are there
: any good texts or infos on 68000-assembler-programming
: on the net (or the web)?

: Please send infos via private email, as I can't get
: this group regularly. If wanted, I will post a summary
: of the responses (or is that already a FAQ?).

I'd be interested in the information, as well; I like GFA, but there are
just some things I want to do that demand the speed of assembler.

: Many thanks in advance!

: Best wishes,
: Mark Torben Rudolph
: (mtr@addix.swb.de)

: *ADDiX* email addix.swb.de
: ## CrossPoint v3.02 ##

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

706. ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <799177594snz@bigbox.demon.co.uk>
Source record: 11445

Hi,

Can anyone help me? I am using Lattice 5.6 and writing a GEM application. Whenever I type ^S into my app it acts as an XOFF, and needs to be followed by a ^Q (XON) before the keyboard will work again. I think its only because I have MiNT loaded but how can I get around this problem?

Thanks for any help.
Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

707. Falcon Patch

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95042980337@microserve.com>
Source record: 11446

Does anybody have a patch program to get around the bug in the Falcon TOS that only allows you to have 17 files open at one time?.

Or is there another way to get around this?

Thanks.

FULL INTERNET ACCESS MicroServe Information Systems ALL USENET GROUPS
25+ Gigs of files 800.380.INET voice T1,56,PPP,UUCP,WWW,...
Unlimited Time www.microserve.net $75 yearly
(Pa) Harrisburg, Philadelphia, Wilkes-Barre, Scranton, Stroudsburg, Hazleton
"THE NORTHEAST EXTENSION ON THE INFORMATION SUPERHIGHWAY"
------------------your unlimited Internet access provider----------------------

708. Falcon keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ntcvc$d3l@dux.dundee.ac.uk>
Source record: 11447

When using certain programs on the Falcon e.g Superboot 8.1, the
return key produces "^@", I have also noticed that most of the
time any attempts to get a c program (which i have written)
also fail to read in the keyboard properly.

Has anyone else had any difficulties?

I am currently using TOS 4.01

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

709. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-30 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3o0jvv$rkq@nyheter.chalmers.se>
Source record: 11448

In article <3ntg0v$eik@ionews.io.org>, Eric March <diehl@r-node.io.org> wrote (regarding the c programming language):
> Besides that, it takes 8k to write a program that prints "Hello world!' to
>the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8

Not if you use your own libraries and use Gemdos calls ;-). The code for printf is quite big, especially if you include the float parts...

Regards, Christer.
--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that Tweety can fly. But ostriches are a special type of bird that can't fly; if I tell you that Tweety is an ostrich, you will change your mind and conclude that he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

710. ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-30 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3o0s8d$58o@prime.mdata.fi>
Source record: 11449

```
b> Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
b> Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
b> by a ^Q (XON) before the keyboard will work again. I think its only because
b> have MiNT loaded but how can I get around this problem?

I use MiNT all the time(actually MultiTOS), and haven't have that
kind of problems. Also I'm writing programs with Lattice 5.6...
In my experience, that problem occurs only if you use some
BIOS calls, such as writing to screen with printf or put etc.
I just tried to press ^S in a GEM program I've written and
keyboard worked just fine without pressing ^Q ! But if
I have used during debug printf or similar, and press
^S, the keyboard doesn't work untill I press ^Q again.
I hope this helps!

Arto J.

---
* Kivi 1.37 *
```

711. Re: assembler for beginners? - Advert for WWW page!

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-30 00:00:00 UTC
From: py4sdh@bath.ac.uk
Message-ID: <Pine.SUN.3.91.950501000149.17038A-100000@ss1.bath.ac.uk>
Source record: 11450

References: <5kcL75kuXdB@addix.swb.de> <3nsbi1$9ic@ionews.io.org>

Visit STAssembler! My homepage devoted to 68K programming. You can get Turbo
Assembler from my page. I haven't used it, but I've herd good things
about. I'm currently writing a tutorial, for the page, so perhaps you can
be test subjects for it.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
----

712. How do you save a program in atari basic?

Newsgroup: comp.sys.atari.programmer
Date: 1995-04-30 00:00:00 UTC
From: hkypuck@ibm.net
Message-ID: <3nv5pv$3alj@news-s01.ny.us.ibm.net>
Source record: 11451

Let me first say that I know NOTHING about the atari computers. I am strictly an I.B.M. clone person. But -- A friend of mine has an old 8 bit atari computer which he has long since lost the manuals for. He has several programs that he wrote years ago in Atari basic. He cannot remember the command used to save them to disk. Can anyone help or even better point me to some software help files?

713. Re: Atari 8-bit homecoming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-01 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505011534.AA03470@ilmen.lanl.gov>
Source record: 11452

In a previous article, richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:

> I don't think I've seen a "warez" post for a while now on c.s.a.8

Yeh, probably so. In all fairness I have not been back (intentionally)
for a few weeks now. Maybe I'll check it out again... maybe. ;-)

-Hutch- @ Fair Dinkum Tech

714. Re: Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-01 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505011541.AA03473@ilmen.lanl.gov>
Source record: 11453

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> I have been using MS Visual Basic quite a bit recently is their
> anything similar for the Atari platform?

Nope, nothing which matches the wonderful GUI-building tools that
VB is so famous for. They -are- fun to use, aren't they?

Then again, I personally think the VB language itself is atrocious
and VB's pseudocompiler an evil plot from the bowels of MicroSloth,
but that's another story.

Just think how productive Windoze programmers could be if they had
the syntax and speed of GFA for Windows and VB's GUI tools. ;-)

-Hutch- @ Fair Dinkum Tech

715. Re: ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-01 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <799351036snz@bigbox.demon.co.uk>
Source record: 11454

In article <3o290u$sme@percy.cs.bham.ac.uk>
C.J.Ridd@cs.bham.ac.uk "Chris Ridd" writes:

> bjb@bigbox.demon.co.uk writes:
> >
> >Hi,
> >
> >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
> >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
> >by a ^Q (XON) before the keyboard will work again. I think its only because I
> >have MiNT loaded but how can I get around this problem?
>
> Hm, I've never seen this behaviour. How are you getting keystrokes
> into the app? You must use evnt_keybd/evnt_multi. Are you doing any
> terminal control stuff in your app?

I am using nice clean, MultiTOS, 100 1.112538e-308gal GEM calls. And printf for debugging. Damn. I think that's what the problem was but I haven't had a chance to check yet. I let you all know.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

716. Re: Falcon Toolbar Code

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-01 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3o2cte$gq4@whitbeck.ncl.ac.uk>
Source record: 11455

In article <3nr7li$p64@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> How does one invoke and call the Falcon toolbar?
|>

I assume you mean having a widget bar at the top of a window. The falcon
has a special function to do this, but it's better to use one of
the many GUI libraries that provide this sort of thing (DULIB provides
a function to attatch a widget bar to a window, as does EGEM) as this
lets your programs run on all TOS versions, rather than just a falcon.

If you really want to use the f030 specific version, check out the Atari
Compendium for details....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

717. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: Matthieu.Dazy@scinfo.u-nancy.fr
Message-ID: <3o4kmd$5li@arcturus.ciril.fr>
Source record: 11456

```
: > I wrote a game on Falcon some nine months ago (called Switch - you know
: >about it?)

: I haven't heard of this. What kind of game was it? (And more importantly, does
: it run on VGA?)

OK. So the game's called Switch. It's a little _cheap_ shareware mind
game, but I'm afraid you won't have it working on a VGA. Anyway, it can be
obtained at ftp.cnam.fr in /pub/Atari/Falcon/Games/switch.lzh

Cheers :)

__ __| | ___| | |
| __ \ _ \ \___ \ __ \ _` | _` | _ \ \ \ /
| | | | __/ | | | | ( | ( | ( \ \ \ /
_| _| |_|\___| _____/ _| |_|\__,_|\__,_|\___/ \_/\_/

Bomb shelters filled to the brim I rule on land air and sea
The survival is such a silly whim Pass judgement on humanity
World leaders sell missiles cheap Winds blow from the bowels of Hell
Your stomach turns, your flesh creeps Will we give warning only time will tell
```

718. Dodgy Graphic File Info. Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: mclark@cs.strath.ac.uk
Message-ID: <3o56ta$3ce@dunlop.cs.strath.ac.uk>
Source record: 11457

Does anyone out there (if there is anyone out there, that is)
know where one could get one's clammies on a description of the
algorithm used to encode / decode the .PC1 files that used to spill
out of such brilliant pieces of software as the delightful (but
unfortunately highly illegal) NeoChrome Master (or whatever it
was called). Methinks that they originated in a program called Degas
(or something) but my memory is failing now and I'm not at all sure...

Any help muchos appreciendo'd,

M.A.C.

719. Re: DSP on-chip sine table?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799428102.21@cs.york.ac.uk>
Source record: 11458

I need to know how the on-chip sine (and mu-law/a-law) tables are configured on the 56001 DSP. I've had a look around for the Reference Sheet but can't get it on the net (no surprise there). Any help via e-mail would be gratefully received.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

720. Lin. Alg. libraries

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <MjdZWw200bkPQTMkR_@andrew.cmu.edu>
Source record: 11459

Does anybody know where I can find a public domain Linear Algebra C (or C++) library?

David Watson

721. STOS poking

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: sph94@ecs.soton.ac.uk
Message-ID: <3o5mo3$5fv@bosch.ecs.soton.ac.uk>
Source record: 11460

I am trying to poke a new address into the reset vector (address=04), using leek. Trouble is, it keeps on saying "Bus error". Is this a limitation in stos (I can leek data into all other addresses that are >= 8). PLease help!

722. Re: form_button() bug??

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <D7yJ45.LEB@rz.uni-hildesheim.de>
Source record: 11461

Hi!

The behaviour you described is OK, because with normal buttons, you always
have to click-release to select them. Set the TOUCHEXIT-flag for these
buttons, then it should work.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

723. Re: Falcon keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <D7yJ9s.LJB@rz.uni-hildesheim.de>
Source record: 11462

Hi!

In article <3ntcvc$d3l@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> When using certain programs on the Falcon e.g Superboot 8.1, the
> return key produces "^@", I have also noticed that most of the
> time any attempts to get a c program (which i have written)
> also fail to read in the keyboard properly.
Yes, that's because Fread returns '0' and leaves the buffer empty if you just
press return. Older GEMDOS-versions always put the cr into the buffer and
returned it as being read. I don't know how TOS 4.02 and 4.04 behave, but if
there's need, I'll write a patch for that (it affects _all_ ST-Pascal+-
compiled programs and some other which rely on that Fread-behaviour).

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

724. Atari Lynx

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: gearyp@cs.man.ac.uk
Message-ID: <3o5t0c$s0g@m1.cs.man.ac.uk>
Source record: 11463

I bought an Atari Lynx recently through mail-order for 29 pounds, i cann't beleive Atari are making a profit from this so are they just removing all the old stock dirt cheap, or are they still being made ??

(by the way, i think it's a real good deal at that price - very neat !)

725. System Font ROM address?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3o6bl0$5so@news.uncc.edu>
Source record: 11464

Does anyone know where in ROM the system font is stored, and the format that it's stored in? Is the format the same as the PC's?

Thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

726. Re: ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995May2.234024.18464@nntp.brisnet.org.au>
Source record: 11465

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: bjb@bigbox.demon.co.uk writes:
: >
: >Hi,
: >
: >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
: >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
: >by a ^Q (XON) before the keyboard will work again. I think its only because I
: >have MiNT loaded but how can I get around this problem?

: Hm, I've never seen this behaviour. How are you getting keystrokes
: into the app? You must use evnt_keybd/evnt_multi. Are you doing any
: terminal control stuff in your app?

That _is_ certainly normal behaviour for the XON/XOFF (^Q/^S) keys. Using any
the BIOS or GEMDOS I/O routines (except RAW) enables XON/XOFF interpretation.

Dancer

727. Re: ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-02 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <799449658snz@bigbox.demon.co.uk>
Source record: 11466

> I am using nice clean, MultiTOS, 100 1.112538e-308gal GEM calls. And printf for
> debugging. Damn. I think that's what the problem was but I haven't had a
> chance to check yet. I let you all know.
Yes, that's what its been. In the last few programs I've written I have
placed a small debugging line under the menu bar in development versions,
using printf, and that was switching on XON/XOFF sensing.
Thanks to all who helped.

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

728. Re: Dodgy Graphic File Info. Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: rtor@ansa.co.uk
Message-ID: <3o7gc8$c1h@plato.ansa.co.uk>
Source record: 11467

Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: Does anyone out there (if there is anyone out there, that is)
: know where one could get one's clammies on a description of the
: algorithm used to encode / decode the .PC1 files that used to spill
: out of such brilliant pieces of software as the delightful (but
: unfortunately highly illegal) NeoChrome Master (or whatever it
: was called). Methinks that they originated in a program called Degas
: (or something) but my memory is failing now and I'm not at all sure...

There is a description of the file format (and many others) in:
<URL:ftp://src.doc.ic.ac.uk/packages/atari/umich/Graphics/picfmts.doc.gz>
If you leave off the .gz, the FTP server will gunzip the file before
sending it. The .PC1 format is low resolution DEGAS Elite Compressed
and there is nothing dodgy about it.

--
Regards,
Owen Rees <rtor@ansa.co.uk>

729. Re: STOS poking

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.799491547@YE>
Source record: 11468

sph94@ecs.soton.ac.uk (Simon Hazelgrove) writes:

>I am trying to poke a new address into the reset vector (address=04), using
>leek. Trouble is, it keeps on saying "Bus error". Is this a limitation
>in stos (I can leek data into all other addresses that are >= 8). PLease
>help!
That is because you are trying to access the system rom at $E00004 (STE)
the addresses at $0 to $7 are mapped to the EPROM address.
regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

730. Neochrome Master

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <799494086.0@cs.york.ac.uk>
Source record: 11469

Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: out of such brilliant pieces of software as the delightful (but
: unfortunately highly illegal) NeoChrome Master (or whatever it

Why highly illegal??

Stu

731. HELP enhanced GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: s6354@FB1.FHTW-Berlin.DE
Message-ID: <3o7lv1$mru@mars.fb1.fhtw-berlin.de>
Source record: 11470

who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em fly ...)

Jo'ogn

732. Re: How do you save a program in atari basic?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3o7m3q$9do@ionews.io.org>
Source record: 11471

hkypuck@ibm.net wrote:
: Let me first say that I know NOTHING about the atari computers. I am strictly an
: I.B.M. clone person. But -- A friend of mine has an old 8 bit atari computer which
: he has long since lost the manuals for. He has several programs that he wrote
: years ago in Atari basic. He cannot remember the command used to save
: them to disk. Can anyone help or even better point me to some software
: help files?

You are better off asking in comp.sys.atari.8bit. However, to save a
program in Atari Basic, type:

save "D1:filename.ext"

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

733. STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3o71jj$6r6@cville-srv.wam.umd.edu>
Source record: 11472

I don't usually read here, but I had a question that probably
fits best in this group...
What exactly is STOS?

-Thanks!
--Lunatic

734. Re: Neochrome Master

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: clg105@minster.york.ac.uk
Message-ID: <799504518.15@cs.york.ac.uk>
Source record: 11473

Stu Carter at York University, UK (sfc-a@minster.york.ac.uk) wrote:
: Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
: : out of such brilliant pieces of software as the delightful (but
: : unfortunately highly illegal) NeoChrome Master (or whatever it

: Why highly illegal??

: Stu

735. Re: STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3o843f$a5o@oak44.doc.ic.ac.uk>
Source record: 11474

In article <3o71jj$6r6@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Lost) writes:
|> I don't usually read here, but I had a question that probably
|>fits best in this group...
|> What exactly is STOS?

STOS is a games-oriented programming language based on BASIC, with lots of
high level facilities for moving sprites and blocks of screen memory about.
It's a little slow, but it's great fun and easy to program, and being a
(compilable) interpreted language, it's extremely easy to debug.

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"Are there any questions?... Are there any smartarse comments?"
- Paul Kelly

736. Re: STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505031438.AA04228@ilmen.lanl.gov>
Source record: 11475

In a previous message, abstract@wam.umd.edu (Lost) wrote:

> What exactly is STOS?

According to Roger Sheppard, I think it's...

"Snot-nosed Teenage Operating System"

:)

But actually, it is a commercial Atari ST BASIC programming language
that came with special tools and commands for graphics, game design,
etc, etc. I'm not a big fan of STOS because I found the language
implementation itself (repleat with line numbers, no less) to be
pretty archaic)IMHO) but it did have some spiffy tools for making
games, using sprites, sound and music, etc, etc.

No longer being developed or supported, AFAIK. But you can surely
find copies of it forsale if you shop around.

-Hutch-

737. Re: Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D80771.AGJ@muster.hrz.uni-giessen.de>
Source record: 11476

Hi *

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >I have been using MS Visual Basic quite a bit recently is their
: >anything similar for the Atari platform?
: Application Systems Heidelberg sell something, but I can't remember
: its name :-(

it is called "application construction set (ACS)"
and is sold for aprox. DM 200 (= US$ 130).

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

738. Re: Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3o8eav$2a8@whitbeck.ncl.ac.uk>
Source record: 11477

Maxon used to sell Application Construction Set - there's a demo kicking around somewhere. It's a bit lame compared to VB for Windows or VXP for Motif, and I don't know if they continued development....

I think someone should get round to one for C at least, based round one of the many GUI libraries that support Callbacks - although a Basic one could be done for the HiSoft compiler as there are a couple of GUI libraries that support callbacks on that as well.

Maybe the next version of Interface will expand into a code generator as well? (conjecture)

Craig Graham.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

739. Re: Neochrome Master

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3o8egr$2a8@whitbeck.ncl.ac.uk>
Source record: 11478

In article <799494086.0@cs.york.ac.uk>, sfc-a@minster.york.ac.uk (Stu Carter at York University, UK) writes:
|> Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
|> : out of such brilliant pieces of software as the delightful (but
|> : unfortunately highly illegal) NeoChrome Master (or whatever it
|>
|> Why highly illegal??

Neochrome Master was based on the original NeoChrome, but hacked by a demo crew (I forget which one) and expanded to be much better than the original. Unfortunately, I think they used the comercial version as the codebase, so Atari got a bit stressed over it.

A shame really, as Neo was a great package when it was first released and if it had recieved a proper on going development effort it would have kicked ass by now.....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

740. Re: Neochrome Master

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-03 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11415@falcon.ukc.ac.uk>
Source record: 11479

In article <799494086.0@cs.york.ac.uk> sfc-a@minster.york.ac.uk (Stu Carter at York University, UK) writes:
>Michael A Clark CS91 (mclark@cs.strath.ac.uk) wrote:
>: out of such brilliant pieces of software as the delightful (but
>: unfortunately highly illegal) NeoChrome Master (or whatever it
>
>Why highly illegal??

NeoChrome was, until a few years back, commonplace in every PD library. The rights, however, were still held by Atari and it had never been released into the public domain, meaning all the copies people had ordered by PD or downloaded were illegal. Eventually, Atari asserted their rights, and it was deleted from every BBS and taken out of the PD catalogues, and the only place you could get it from was either direct from Atari itself, or bundled with an ST.

NeoChrome wasn't the only program that followed this path - Joust for the ST was never PD, despite being in most PD catalogues, as well as a few other bits and peices I can't remember right now...

Neil.
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
-- Tori Amos (Tear in your Hand)

741. DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-04 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799594396.10@cs.york.ac.uk>
Source record: 11480
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which is good but has a number of bugs, (namely, jumping to '*' doesn't decrement the PC by one). I tried to compile the GCC-56K with little success. If anyone has managed to set-up a good PD DSP programming system, please get in touch with me.

Thanks in advance.

--
Andrew Hague
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

742. Re: STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3oa4jb$5g2@m1.cs.man.ac.uk>
Source record: 11481

```
In article <3o71jj$6r6@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Lost)
writes:
|> I don't usually read here, but I had a question that probably
|> fits best in this group...
|> What exactly is STOS?
|>
|> -Thanks!
|> --Lunatic

STOS is a version of BASIC, that provides lots of routines to make
writing games easier (ie sprite commands, music etc).

The STOS faq can be found at : http://www.cs.man.ac.uk/~jacquesa/stosfaq.html

Anthony
--
------------------------------------------------------------------------

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
------------------------------------------------------------------------
```

743. Falcon Setmode call.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3oaqns$fre@m1.cs.man.ac.uk>
Source record: 11482

Hi,

I am coding an extension for STOS to allow the Falcon to be used more fully by the language. I have quite a bit done now (ie True colour graphics commands etc.). However, I sent a copy to Rich Davey, and one of my commands cause the system to crash.

The command that doesn't work is simply a call to XBIOS 88 (Setmode) with the parameter passed from STOS. For some reason, when this is executed (only on Rich's system - not on mine), it changes video mode, but then causes a bus error (IIRC).

Anyone got any ideas why this is? - it doesn't happen on my Falcon.

Rich is using a TOS 4.02 Falcon, with VGA. (No auto/accs loaded.)

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

744. Re: Falcon Setmode call.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: dupuyda@ibm.net
Message-ID: <3odd43$h7c@news-s01.ny.us.ibm.net>
Source record: 11340

In <3oaqns$fre@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>The command that doesn't work is simply a call to XBIOS 88 (Setmode) with
>the parameter passed from STOS. For some reason, when this is executed (only
>on Rich's system - not on mine), it changes video mode, but then causes a
>bus error (IIRC).

I think the answer is fairly easy. There are two main reasons : video memory size
depends on video mode on a Falcon and ATARI gives shitty docs.

VSetMode should theorically just change video mode. In fact, as the SetScreen call
it also erases the screen. So, if you are in ST low res, which uses approx.
32Kb, then you switch to 320*200 True Color which uses around 128Kb.
If you dont move the screen address, the XBIOS crashes when erasing the screen
(after it has cleaned the first 32Kb).

So, when changing resolution, you must take care of video memory address, or
use the call VSetScreen (XBIOS 5) specifying 0 as logical and physical address. This call
allocates enough memory for the new resolution and change the video address
accordingly.

Hopin it will help you.

745. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May5.142434.287@genrad.co.uk>
Source record: 11341

In article <3ntg0v$eik@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:

>: But I'm sure there must be advantages for coding directly in
>: assembler. Can anyone tell me what they are? ;-)
>
>Pure speed. Try doing any one of the demos ou see in the average demo in C.
>I also find assembler to be far more elegant than C, which to me, looks like
>so much spaghetti, and looks rather illogical besides. Assembler has a
>particular appeal; it is pure logic plain and simple, and it commands good
>structure and optimised coding. C, with its ungainly libraries, promotes
>piecemeal coding, which I've never liked.

Is this a wind-up and I've taken the bait, or are you serious, Eric?
Now I've been writing assembler routines, at first for the 6502 and 6809,
then 8086, 68000, various microcontrollers, and 56001, for 12 years, and in
C for 6 years. AFAICR, I've never written any C code that looks "like so much
spaghetti", or even illogical. I try to code my assembler in a manner which
is as structured and clean as possible, but the structure is artificial. In
C you must write structured code, it's built into the language - for example:
no jumps, function calls with return values, local variables, information
hiding, strict type-checking, classes, etc. You can do all these in assembler
(sort of) but it won't stop you *not* doing them, and if you don't, your
code quality will suffer.

The use of libraries in C is certainly not ungainly. It is the
opposite. All similar functions are grouped out of the way, all tested and
verified and ready to call upon. The internal code of the library functions,
having being tested, does not need to be known about anymore. Do you not have
libraries of assembler functions which you call when you need them? Or do you
rewrite each function every time you want to include it? What do you mean
by piecemeal coding?

I agree with you that there is some satisfaction with coding in
assembler. I like it too, but I wouldn't go so far as to put down high
level languages with which working code can be generated ten times faster
with ten times the quality.

The only time when assembler is useful is when speed, or code size
is at a premium. When coding for the DSP, this situation will arise more
often, hence DSP routines are mainly written in assembler, although the
mundane stuff the DSP does can still be written in C.
If you're writing code as a hobby, write it in whatever language
you like. BASIC is great for hobbyist use, assembler is fun. When it comes
to professional writing, C and sometimes Pascal are used nearly always because
the code must be of high quality, ie. very reliable, and easily maintainable.

There. I took the bait. I'm hooked!.... aargh, ... let me go...

Paul

746. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May5.143152.289@genrad.co.uk>
Source record: 11342

In article <3nqq92$jku@turing.fwi.uva.nl>,
mdekker@fwi.uva.nl (M. Dekker) writes:

>no no no no! I have worked with sparc stations for the last 4 years now, and
>my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
>2.4. Now I have a SunSparc5 and this is faster than my linux box, but
>only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
>It is bull that sparcs are better workstations than PC's! I know some
>other people at the physics department of another university, that
>are considering not buying workstations anymore, but 486's or pentiums
>running linux instead, because the performance is the same, but they cost
>only a third of workstation. Times are changing: the pc's are entering
>the market of workstations.

If SPARCstations are so slow, why not buy a different workstation
(not a PC)? I had a circular from Digital advertising Alpha workstations
from 5000UKP. OK, it's a lot more than a Pentium but you get a lot more -
it's the fastest thing on three legs! There's lots of other serious work-
stations around that will seriously outperform a Pentium.

Do you SPARCStations use the new 64bit UltraSPARC? I thought that
was quite a mean machine (although the review I read said the PPC620 and
Alpha were better).

>:>lets delete group then.
>low traffic is a good reason to delete a group, if not the ONLY reason.

No, don't do that. There's still plenty of traffic in this group,
and far too much junk in c.s.a.s to wade through to get to useful stuff
like in this group.

Paul

747. help w/languages

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: 137dickey@west.cscwc.pima.edu
Message-ID: <1995May5.114615@west.cscwc.pima.edu>
Source record: 11343

Hello. My name is Loren Dickey. I was wondering if someone could tell me if the following languages are available for use on my 800xl.

c
pascal
fortran
cobol
logo
any specialty languages

I'm also looking for an editor/assembler and enhanced BASIC languages and compilers. I have a stock 64k 800xl, two drives, a cassette recorder but no printer. Any help would be appreciated.

loren dickey

137dickey@west.cscwc.pima.edu (user name should be ldickey after May 15 w/same address)

748. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3ocub9$2fo@whitbeck.ncl.ac.uk>
Source record: 11483
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> the PC by one). I tried to compile the GCC-56K with little success. If

Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

749. What Pascal to get...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3ocj4r$ddi@cville-srv.wam.umd.edu>
Source record: 11484
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I want to teach myself pascal this summer - does anyone have any suggestions as to what compiler to get? And where I can get it? Tnanks in advance!

--LoST

750. Re: What Pascal to get...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3odr02$4kd@sphinx.Gsu.EDU>
Source record: 11485
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Lost (abstract@wam.umd.edu) wrote:

: I want to teach myself pascal this summer - does anyone have any
: suggestions as to what compiler to get? And where I can get it? Tnanks
: in advance!

German Pure Pascal is excellent (I don't know, if they've bothered to translate the thing in English..). It's simply great. And fully PC Turbo Pascal 6 -compatible. It's fast, produces good code, and easy to use. And even better: you can get a Visual Basic -like (in a way..) extension called "Application Construction Set", or ACS Pro. That makes it easy to create great GEM-programs graphically, in a modular way. There's even a Pure Profiler available for their Pascal and C-compilers.

Maybe someone can give the address where this thing is sold?

Cheers,
TH

Btw, the German language doesn't make it impossible to use at all, if you know something about Pascal already. For a beginner, it may cause headache..

751. Re: How do you save a program in atari basic?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <3odg95$e39@ophelia.waterloo.net>
Source record: 11486

bosem@delphi.com wrote:
: Hockypuck, :
: To save a file in Atari Basic, use the command -
:
: save "D1:filename.bas" for tokenized basic, or
: save "D1:filename.asc,a" to save an ascii version.
:
: Unlike most other basics, Atari Basic requires the closing quotes.
:
:
: Bob @ Binary Sounds

I think you're head is sucking air a little on this one... First, small point, Atari Basic doesn't recognize lower case. Second, it doesn't require the closing quote. Third, to save in ATASCII, you use

LIST"D:FILENAME.EXT"

Hmm...

752. Joysticks from assembly language.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3od667$da7@oak50.doc.ic.ac.uk>
Source record: 11487

Simple question.

How do I read the joystick ports from assembly language?

I'd like a response that covered all STs, STEs, MEGAs and Falcons if
possible.

I presume it's just a MOVE.W instruction, but what's the address I require?
I hope it's the same for all the Atari range 'cos I don't know a thing
about the cookie jar and stuff.

Please send me an e-mail, because our news server is erratic to say the
least.

Thanks for your help,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"Brigadier, a straight line may be the shortest distance between two points,
but it is by no means the most interesting." - The Doctor, The Time Warrior

753. Re: Joysticks from assembly language.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: schauvea@irisa.fr
Message-ID: <3oda6d$cr6@news.irisa.fr>
Source record: 11488

In article <3od667$da7@oak50.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman) writes:
>
>Simple question.
>
>How do I read the joystick ports from assembly language?
>
>I'd like a response that covered all STs, STEs, MEGAs and Falcons if
>possible.
>
>I presume it's just a MOVE.W instruction, but what's the address I require?
>I hope it's the same for all the Atari range 'cos I don't know a thing
>about the cookie jar and stuff.
>

look at WWW page :
http://www.dtek.chalmer.se/~d2cg/qa/a1.html

there is no ports to read the joystick. (it can be obtain by one of the keyboard's messages)

the xbios call Kbdvbas() gives you the adress of a table of vectors (keyboard and midi).
There are two words or bytes after this table where you can get the joystick value.
(I think it's approximatively Kbdvbas()+50)
if you're not in the joystick mode, you can read the joystick button state in the right mouse button.

you can also create your personnal routine as described in the www page.

--

Stephane CHAUVEAU.
email: schauvea@irisa.fr

754. Re: HELP enhanced GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-05 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D83qpA.I3u@muster.hrz.uni-giessen.de>
Source record: 11489

Hi *

Juergen Oppermann (s6354@FB1.FHTW-Berlin.DE) wrote:
: who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em fly ...)

you can get Enhanced GEM (EGEM) by Christian Grunenberg
from ftp.uni-stuttgart.de in pub/systems/atari/programming/C

You will find
- egem_220.lzh _Complete_ sources
- e_gemut2.lzh some utilities
and
- egemd220.lzh Demos to show you the capability of egem.

Have fun !

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

755. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-06 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fabb8cc_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11344

```
In a message Craig. Graham wrote to All :
CG> I publish most of my source codes, Basic & C (assembler also), with the
CG> exception
CG> of CLA (shareware, buggered if I'm giving that away after all these
CG> years).
CG> __ _
CG> | \ | | / | Makers of CLA Logic
CG> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
CG> ------------------------------- o --------------------------

Can you please do a short round up (or what ever you call it) on what CLA is,
and what you can do with it?! I suspect that it's something I might find
interesting you know (it it have something to do with digital design....).
Cheers,
Magnus Kollberg

( UUCP Dialup connection )
```

756. Source to translate CGM into GEM?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-06 00:00:00 UTC
From: HOLFORT@BNLCL6.BNL.GOV
Message-ID: <3oeoue$l1b@sun20.ccd.bnl.gov>
Source record: 11345

I need to translate CGM Vector graphics into GEM vector graphics and
back. Does anybody knows of source code (C, Fortan or Basic) that does
this? Or is there a program to make this conversion? The programm should
be preferable running under ATARI-TOS (or VAX-VMS, MS-DOS/WINDOWS, UNIX)

If possible send me answer by E-mail to
holfort@bnlcl6.bnl.gov

Thanks JH

Ju"rgen Holfort, email holfort@bnlcl6.bnl.gov //STFM,Falcon//

757. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: clg105@minster.york.ac.uk
Message-ID: <799841825.1@cs.york.ac.uk>
Source record: 11346

```
: I'm still programming. There just haven't been any GFA questions (at least,
: none that I was qualified to answer, anyway)
: --
: _____________________________ _______________________________
: _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

Well I have a question or two. I am new to the newsgroup but not new to
GFA programming, and I was wondering whether there is now a reliable way
of removing both the top and bottom borders?

Also anyone who can remove the side borders ----in GFA---- please help.
Anyone who can remove a single line or multiple lines of side borders
would be interesting reading. It would be nice to write a Hardware
scrolling routine in GFA that does not gobble up memory as much. One
pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
has to give.

Chaz.

758. Re: STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3oi3kb$c4@ionews.io.org>
Source record: 11347

Lost (abstract@wam.umd.edu) wrote:
: I don't usually read here, but I had a question that probably
: fits best in this group...
: What exactly is STOS?

A game programming language from Mandarin. I don't much like it, but it
seems to be popular among novices.

: -Thanks!
: --Lunatic

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

759. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995May7.132800@phlem.ph.kcl.ac.uk>
Source record: 11348

In article <1995May5.143152.289@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) writes:
% In article <3nqq92$jku@turing.fwi.uva.nl>,
% mdekker@fwi.uva.nl (M. Dekker) writes:
%
% >no no no no! I have worked with sparc stations for the last 4 years now, and
% >my linux box at home (486DX2/66 + 12Mb ram) beats my sparc IPC+16Mb RAM+Solaris
% >2.4. Now I have a SunSparc5 and this is faster than my linux box, but
% >only because Solaris 2.4 is so damned big and my SS5 has 32Mb RAM.
% >It is bull that sparcs are better workstations than PC's! I know some
% >other people at the physics department of another university, that
% >are considering not buying workstations anymore, but 486's or pentiums
% >running linux instead, because the performance is the same, but they cost
% >only a third of workstation. Times are changing: the pc's are entering
% >the market of workstations.

Not really on topic, but there's a huge performance difference between a
Linux box NOT networked and one on an ethernet. We have a CDwriter linked
up to a PC running linux, and we disconnect the PC from the net when writing
CD's because it can't keep up with the dataflow to the CD when it's busy
responding to net traffic. It's a Dell 486dx66 with 64Mb RAM, 2 SCSI Adaptec
busses and approx 9Gb disk space, fairly high spec.

Basically I'm saying that comparing the networked Sparc to a stand-alone PC is
unfair. And I don;t like Sun's :-) Personally I think they're overpriced for
their delivered performance. Get an Indy or an Alpha.

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

760. Re: WAS no programmers left? NOW overscan in GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950507180806.17693A-100000@ss1.bath.ac.uk>
Source record: 11349

References: <3nl74c$5op@banaan.fwi.uva.nl> <3nonkh$arv@ionews.io.org>
<799841825.1@cs.york.ac.uk>

In the referenced article, clg105@minster.york.ac.uk (Charles L. Glover (1Y0)) writes:

>Well I have a question or two. I am new to the newsgroup but not new to
>GFA programming, and I was wondering whether there is now a reliable way
>of removing both the top and bottom borders?

No is the simple answer...

>Also anyone who can remove the side borders ----in GFA---- please help.
>Anyone who can remove a single line or multiple lines of side borders
>would be interesting reading. It would be nice to write a Hardware
>scrolling routine in GFA that does not gobble up memory as much. One
>pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
>has to give.

And as for full overscan, you can forget it. Full overscan requires time
critical code that can only be written in assembler, IF you have a timing
sheet and lots of time to experiment. If you just want to display a picture
in overscan, and perhaps play some awful chip music, it's not so bad, but if
you want to do anything interesting, ie anything, you can't do it in GFA,
or any hi level language for that matter.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
---

761. STfm sampled sound question (was Re: no programmers left?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12704@gos.ukc.ac.uk>
Source record: 11350

Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>sf@wilj.itl.co.uk (Steve Found) writes:
>|> Another reason, I believe, is what can be said about the AES and
>|> VDI that has not already been said ? Any questions are usually
>|> answered by the excellent Compendium. Personally I am all for
>|> sharing ideas and routines etc but any questions I have posted to
>|> this group have been met with complete silence.
>
>Not quite omnipotent - the wait for either button evnt_multi() call
>isn't documented there. There's a lot of stuff that isn't in any books,
>like the shifter bug scrolling technique for pre-STE machines (gives
>smooth scrolling like the hardware scrolling of an STE but using a
>'feature' of the original shifter chip), and overscan (dead easy into
>the bottom border, but much harder to overscan all 4 borders). Even
>displaying 512/4096 colours isn't documented in the books (at least the
>ones I've read). Of course, anyone with some old ST-World back issues
>will find all this in the programmers clinic pages....

:-) What about those of us who never got ST World? I experimented with bottom-border overscan at one point -- I'd heard that it involved flipping the 50/60Hz bit at some strategic moment -- but I never got it to do more than give me some fuzz in the bottom border. Whatever I did, I couldn't get graphics there, just this "static"-type fuzz. But that's beside the point...

What I'd like to find out at the moment is this:

How do I decide what values to put in the control and data registers of the 68901 to get it to generate interrupts at a particular rate? I'm trying to put together a sample playing routine to work on pre-STe ST's. The Compendium tells me where the registers are located, but it doesn't say how they work!

My other current problem is the sound chip. From reading through some code I was sent (thanks Eero!) I've worked out that you get the PSG to generate sampled sound by setting all 3 channels to generate tones and noise simultaneously, then poking appropriate values into the volume registers for channels A, B and C. I don't know what the formula is connecting a linear sample with the three volume register values. Anyone know? (It looks to me like it might involve logarithms...)

Thanks for your help.

;-)

--Charles

762. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12705@gos.ukc.ac.uk>
Source record: 11351

mdekker@fwi.uva.nl (M. Dekker) writes:
>lets delete group then.

sf@wilj.itl.co.uk (Steve Found) wrote:
:Why ?
:People are still using it.... Just not that many.

M. Dekker <mdekker@fwi.uva.nl> wrote:
>low traffic is a good reason to delete a group, if not the ONLY reason.

But not all low-traffic groups should be deleted,
news.announce.important, for example!

If a group has low volume AND a low signal-to-noise ratio, it might be
worth deleting it, but if the group is useful to some people, leave it
as it is. Nobody's forcing anyone to read it.

I personally prefer reading low volume, high signal-to-noise groups.

--Charles

763. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D86Llz.Hqr@cix.compulink.co.uk>
Source record: 11352

In message <3no3n0$lj4@caro.dsic.emn.fr>, i2a06a@iut-nantes.univ-nantes.fr
said:
> Hi everybody on the net and on ATARI...
>
>
> Since I got X11R5 for MiNT, I was very pleased to play with it. But
> the problem is that you can't run GEM programs under X11. Would it
> be such difficult to add GEM features to an X server ?

It would be nice I agree.

I think this has been tried before, but nothing has actually been released
which works.

If it was to be done - it should be independent of the ROM GEM and TOS.
In effect it should be a port of GEM to X. This way it could be recompiled
to work on any X server, including X-MiNT and Linux/68-X11R6

> X in their software. Even if X requires lots of power, the availabi
> lity of Atari German clones shows me that we could use this power
> in a great way. The Medusa or the Eagle could become real workstations

X does require a lot of power - and this might be the sticking point. At
least on Ataris - MiXT will be very slow. X-MiNT is slow even on a TT, as
is linux/68-X11R6. Its not that they are unusable - its just that GEM
programs are going to work *much* faster under ROM GEM/TOS.

:-)

Roland.

@CiX

764. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: gauthe_a@meson.epita.fr
Message-ID: <3ol74h$2g8@boson.epita.fr>
Source record: 11353
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
|> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
|> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
|> |> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
|> |> the PC by one). I tried to compile the GCC-56K with little success. If
|>
|> Buy DevpacDSP from HiSoft - it's quite cheap and pretty good.

DevpacDSP is full of bugs...
Many adressing modes are not allowed though they should.

If I have an advice: use the Motorola assembler: a bit slow but it works
perfectly. You may need a tool because several programs need to be called, but
it's not difficult to write and it has already been written...

|>
|> Craig.
|> __ _
|> | \ | | / | Makers of CLA Logic
|> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
|> ------------------------------- o --------------------------
|> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
|> WWW: http://www.ncl.ac.uk/~n08z7

/---\
| Alain GAUTHEROT EPITA, French Computer Science School |
| Atari Falcon Coder |
| If anyone agrees with you, you are either very clever orelse the BOSS |
|____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\---/

765. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3okv2c$qu0@whitbeck.ncl.ac.uk>
Source record: 11354

Try looking at the WWW page:

http://www.complang.tuwien.ac.at/nino/stemu.html

This details a full atari emulator that's already being developed for
X windows/Unix.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

766. Re: Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3oklpc$gt1@news.uni-paderborn.de>
Source record: 11355

In article <3o28sk$skv@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>Application Systems Heidelberg sell something, but I can't remember
>its name :-(

I really would be surprised, if ASH sells something like that.
Just ask Volker_Ritzhaupt@ka2.maus.de (the CEO of ASH) or
Oliver_Buchmann@ka2.maus.de, if you want to get further (nonexisting)
details. ;-)

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

767. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3olesm$rnc@whitbeck.ncl.ac.uk>
Source record: 11356

In article <1995May7.132800@phlem.ph.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:
|>
|> Basically I'm saying that comparing the networked Sparc to a stand-alone PC is
|> unfair. And I don;t like Sun's :-) Personally I think they're overpriced for
|> their delivered performance. Get an Indy or an Alpha.
|>

Come now Simon - what you really mean is get an HP 730....a fine machine,
kills the suns we have here by a quite a wide margin (RRP 23,000 pounds (UK))
- I love it. (but it doesn't have a desktop as good as Gemini).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

768. help w/languages-append.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: 137dickey@west.cscwc.pima.edu
Message-ID: <1995May8.173543@west.cscwc.pima.edu>
Source record: 11357

Hello.
I posted a message asking for help with languages. Sorry, but I've forgotten
to post my address.

137dickey@west.cscwc.pima.edu
after May 15?
userame will be ldickey

Thanks!
loren dickey

769. Re: Lin. Alg. libraries

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May8.120949.1890@cathy.ijs.si>
Source record: 11358

In article <MjdZWw200bkPQTMkR_@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
Try finding a book called something like "Numerical software receipes in C".
You can order a disk to go with it, but it also includes some usefull routines.
It covers part of linear algebra, but of course not all of it.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

770. Laser C (version 2.0)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-08 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.215.0009FF9E@cfcsc.dnd.ca>
Source record: 11359

A friend has given me Laser C version 1.01, all original disls and manuals. There are three disks, and one disk to upgrade Laser C to version 2.0. However when I try to start Laser, a dialog box pops up and says Laser C does not run under TOS 1.06, and that I should use a Patch.prg. Has anyone ever run into a similar problem? if so, what can you do? is there a patch.prg somewhere that one can use?
ANY help appreciated, thanks.merci
-ken

771. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950509084728.8255B-100000-100000@bull.mimuw.edu.pl>
Source record: 11360
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

On 8 May 1995, alain gautherot wrote:

> In article <3ocub9$2fo@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
> |> In article <799594396.10@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
> |> |> Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
> |> |> is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
> |> |> the PC by one). I tried to compile the GCC-56K with little success. If
>
> If I have an advice: use the Motorola assembler: a bit slow but it works
> perfectly. You may need a tool because several programs need to be called, but
> it's not difficult to write and it has already been written...

You can use Motorola assembler with GNU package by writing apriopriate
makefile.

regards,

Simon.

772. Mutt editor (ME2.PRG)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950509130847.19153A-100000@mars>
Source record: 11361

How do I get Mutt to recognize it's startupfile (ME2.MCO)? The doc says
it will search the current directory, but that seems to fail.

Or is there another emacs style editor (in a window)?

// Jens M Andreasen

773. Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3onvmi$ju4@m1.cs.man.ac.uk>
Source record: 11362

I've just joined this group and was wondering if anyone could help me with this little problem: I've managed to remove the bottom border without any problems, but how do I get rid of the other borders? I understand the principle, but how do I time my interrupt so that it's at the top of the screen to open the top border, and how precisely do I go about opening the left and right borders? I think it's done by waiting until the end of the scanline then switching Hz rate, pause until you get to the left border then switch back before the start of the scanline. Is this right? Am I right in thinking that you have to open every scanline 'by hand' so to speak using the hbl? Do I have to work out the timings myself by trial and error or hacking out other people's code? I've seen quite a few border code sources given away free with mags or printed in mags or on the 'net but none of these have ever worked on my 520STFM (Yes, it's old but it does all that I want it to).

Someone else mentioned a bug in the video shifter that enabled you to do hardware-like scrolling in pre-STE machines. What is this, and how is it done?

Is anyone going to answer this, or are these things that you must find out for yourself by hacking, trial and error, etc.?

Any help much appreciated.

Gaz

774. Atari support, sales etc

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: mossant@mail.auburn.edu
Message-ID: <D8Bop4.8MH@mail.auburn.edu>
Source record: 11363

Years ago I bought a 520ST and upgraded the memory, put in a clock chip, etc. I still like to use it from time to time, and have a heap of games and shareware for my kid to learn with and play with. It's perfect for her, and every once in a while I like to do a few things with it...

I've got a fair bit invested in this computer, and it's very workable. I'm ridiculously out of date on my info about the Atari world, so please, folks, don't laugh at my questions.

First of all, where can anyone find support for this computer? I have seen, progressively, loss of support and sales of hardware and software for my Atari in the U.S. I'm in the U.S. Southeast, anyone know of sources anywhere in the area, or in the U.S. for that matter?

Specifically, I'd like to use a monochrome monitor for some of the CAD programs I purchased. The emulators just aren't any good. I have an IBM VGA monochrome monitor (quite nice); is there a way to modify somethin inteh Atari or monitor to make them talk to each other? I think they are compatible re the resolution; just not sure regarding the refresh rate, which I seem to recall was 60Hz fo rthe IBM and 70 Hz for the Atari.

Someone mentioned a Falcon. What's that?

775. Please Ignore

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <800053014_OASIS_@levihome.demon.co.uk>
Source record: 11364
Cross-posted to: demon.ip.support.atari,comp.sys.atari.programmer,comp.sys.atari.programmers,comp.sys.atari.st.programmers

```
This is a multiple news group posting Test on OASIS version 1.1

please ignore this & sorry to have inconvenienced you.
--
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

776. Re: What Pascal to get...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-09 00:00:00 UTC
From: Thomas Much <much@rpkhp7.mach.uni-karlsruhe.de>
Message-ID: <3oo2lu$r89@nz12.rz.uni-karlsruhe.de>
Source record: 11365

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> German Pure Pascal is excellent

It really is :-)

>(I don't know, if they've bothered to translate the thing in English..).

The shell has always been in English.

>And fully PC Turbo Pascal 6 -compatible.

Even better - it's BorlandPascal 7 -compatible.

> Maybe someone can give the address where this thing is sold?

Huh, Application Systems somewhere at Heidelberg.
For the full address send a PM to Thomas_Much@ka2.maus.de,
I can't remember the address here.

BTW: There are several PurePascal-GEM-libs available.

bye, Thomas

777. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3oq750$aih@macondo.dmu.ac.uk>
Source record: 11366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

andrew@minster.york.ac.uk (Andrew Hague) wrote:

>If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

OK, Devpac DSP is not PD, but is only(?) 50 pounds and is pretty good
although it has sparse documentation. It is obviously written in C
but it is quite fast and stable. There is one bug I've found with using
too many labels that start with the same letter(s).

I still recommend it.

Alan.

p.s - mail me if you want to discuss DSP programming at all.

se2ap@dmu.ac.uk

778. Re: Lin. Alg. libraries

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3oq0at$20d@banaan.fwi.uva.nl>
Source record: 11367

matija.grabnar@ijs.si wrote:

:In article <MjdZWw200bkPQTMkR_@andrew.cmu.edu>,
:David L Watson <dw4g+@andrew.cmu.edu> wrote:
:Try finding a book called something like "Numerical software receipes in C".
:You can order a disk to go with it, but it also includes some usefull routines.
:It covers part of linear algebra, but of course not all of it.

careful: numerical recipes is very buggish, they converted fortran code to
c to get the c libs. arrays in fortran start at index 1, arrays in C start
at 0.... this creates lots of bugs!

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

779. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <800067180_OASIS_@levihome.demon.co.uk>
Source record: 11368

I'm probably opening the flood gates, but I am suprised that there
seems to be little programming support for Basic, particularly GFA.

I love trying different languages and personally speaking I haven't
found the perfect language.

I program utilities & applications on a Falcon for ST/TT & F030 and I
have found GFA basic supported by C or assembler is the best compromise.

Most people have a very poor view of Basic, expecting to see poorly
structured code with GOTO's all over the place. GFA is a breath of fresh air,
giving a fully structural environment with clean code and apart from having
to introduce machine code for memory blitting or clearing, rarely is GFA
unequal to the task I have set it. Using GFA I have written programs to carry
out direct to disk recording & playback whilst controlling 256 lights at 256
different levels at the same time, good enough to run in a major hotel chain.

A text editor which has many features up to twice the speed of many
other editors, giving word wrap indent and many other features in a full Gem
environment all sat in 60K.

A Full colour icon editor which handles 16 colour full 3D button menus
which pop up & down. Allowing icons to be ripped from practically any source.
converting BMP & IBM colour format in real time.

A full 3D X-window's & mouse driver system that runs in the auto folder
that controls the boot up of my falcon.

C is very good if you program by putting blocks of pre-written code
together or using standard methods or techniques for getting around problems.
But if your like me and you write straight off the top of your head get GFA
Basic V3 you'll get your theory straight - fast.

Assembler is great for speed but is lousy at handling the unexpected.
If your program has fixed bounds (eg working within the screen boundaries or a
number between fixed confines) it is relatively simple, the problems start to
arrive if you code it to handle the unexpected. You can quickly end up with a
routine twice or three times the size of the original just trying to make the
code as stable as possible under all conditions.

I understand for games that to get speed you really need to go to
machine code but for most everyday requirements a good Interpreter & Compiler
basic will out perform practically all other languages in terms of speed of
coding, structure, de-bugging & alteration.

GFA has commands which allow full file control, piping & redirection,
full Gem & Event management access either by preset commands for VDI & AES or

if you need less common commands you're given access to the GEM paramter block tables and full A-line access. TOS is covered by access to the GEMDOS,BIOS & XBIOS with full matrix manipulations, array sorts and enhanced string functions. All supplied with full error checking & debugging functions. Unfortunately GFA is weak in the sound & sprite department and usually needs support from either C or assembler which can be incorporated inside the basic program or linked in during compilation. Even then it doesn't stop, giving symbol tables, error trapping & dynamic memory allocation even when compiled if so desired. Also you end up with a completely clean stand alone program roughly the same size as the tokenised source.

This piece of code checks to see if a variable file exists and then loads the first variable number of lines (any length) of a text file (0=all), and append it onto a second variable file. If the first or second file doesn't exist it will display an alert message saying so, if the variable number is <0 it will return an error(-1) or it will return back the total number of lines transfered.

```
FUNCTION append(file1$,file2$,num)
LOCAL total,num_lines,max_line,button
IF num>-1
IF num=0
max_line=2000
ELSE
max_line=MIN(2000,num)
ENDIF
IF EXIST(file1$)
IF EXIST(file2$)
DIM line$(max_line)
OPEN"I",#1,file1$
OPEN"A",#2,file2$
num_lines=0
REPEAT
RECALL #1,line$(),1 TO MIN(max_line,num-num_lines),total
STORE #1,line$(),0 TO total
num_lines=num_lines+total
UNTIL (total<max_line) OR num_lines=num
CLOSE #1
CLOSE #2
ok=num_lines
ELSE
ALERT 1,"FILE:"+file2$+"| does not exist |",1,"OK",button
ok=-1
ENDIF
ALERT 1,"FILE:"+file1$+"| does not exist |",1,"OK",button
ok=-1
ENDIF
ELSE
ok=-1
ENDIF
ERASE line$()
```

```
RETURN (ok)
ENDFUNC

This took 22 minutes to write, runs, compiled in 3 seconds to 8385
bytes. And appended 4750 lines in 3.77 seconds.
Try that in C or assembler - see what I mean.
--
================================================================================
If All The World's Cars
Were Parked End To End: ---~~~~~>> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---~~~~~>> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---~~~~~>> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

780. DSP programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <800108298.11@cs.york.ac.uk>
Source record: 11369
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Is it possible to use polling (of RDF and TDE in the SSISR) to check if
the DSP has data for reading or writing to the ADC/DAC?

--
Andrew Hague
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

781. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May10.151148.292@genrad.co.uk>
Source record: 11370
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <799594396.10@cs.york.ac.uk>,
andrew@minster.york.ac.uk (Andrew Hague) writes:

>Can someone help me to find a good DSP assembler? I've tried QDSP_ASM which
>is good but has a number of bugs, (namely, jumping to '*' doesn't decrement
>the PC by one). I tried to compile the GCC-56K with little success. If
>anyone has managed to set-up a good PD DSP programming system, please get in
>touch with me.

I find A56 works OK. This is PD and I got it from New Age PDL (which
unfortunately I hear is closing down). I normally use DevpacDSP from HiSoft
though which is much better, and has a debugger.

Paul

782. Re: Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2fb11343_Christian.Dahl@tnogobl.ct.se>
Source record: 11371

> I've just joined this group and was wondering if anyone could help me
> with this little problem: I've managed to remove the bottom border
> without any problems, but how do I get rid of the other borders?

Quite tricky. Well, the upper border is quite easy, it's the same trick that with the lower border, just that you have to do it without timer B. :) The easiest way is to first sync with the lower border routine, and then restart the timer B so it will interupt at a specific point in the upper border. I've released a source that removed the upper and lower border in GEM (this code also offers stable borders with the blitter enabled in GEM).

Removing the left and right border can drive one crasy, cause the timing has to be done very good. The technic is quite simple, just fiddle 50Hz to 70 Hz to 50 Hz in the left border, and in the right, fiddle it to 50 to 60 to 50. Has to be done on every scanline.

When syncronising, read the lower shifter adress, and jump by offset into some NOPs, and you will get it synced.

The trickiest part is not to get it to work on your own machine, but to make it work on everyone else machines!

CD

(UUCP Dialup connection)

783. Re: Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: ggaubatz@eikon.regent.e-technik.tu-muenchen.de
Message-ID: <3oq9ud$g0h@sunserver.lrz-muenchen.de>
Source record: 11372

S94 (gjones@cs.man.ac.uk) wrote:

: Someone else mentioned a bug in the video shifter that enabled you
: to do hardware-like scrolling in pre-STE machines. What is this,
: and how is it done?

This "hardware-like" scrolling (also known as "sync"-scrolling) fiddles around with opening left and/or right border. It basically emulates the low byte of the videomem starting register, which does not exist in normal ST's. Every opening of borders means, that more videomem is being displayed. A normal scanline consists of 160 bytes. If you open the right border (which is relatively easy compared to the left one) it consists of 160+44=204 Bytes, as the Shifter displays 44 more Bytes (don't worry about the odd numbers - the planes will indeed be shifted on the next line!) If you open the left border as well, 26 more bytes will be displayed wich gives us a max of 230 bytes per scanline.
What you do now is to open different pairs of borders a couple of time at the top of the screen to get different negative offsets of the beginning of the remaining screen, eg. open the right border twice and a point further down the screen will start 88 bytes earlier. There are more things to it: There are a few methods to get different offsets than 44 or 26. By changing the timing you can get offsets of -2 (yes! you actually can reduce a scanline to 158 bytes!) and 24 (combination of -2 and 26). -2 and 44 work for the right border and 26 uses the left border. This gives: -2, 24, 26, 44 and 70 bytes offset. Now its up to the coder to find all useful combinations to get all desired offsets.
Note: you still can use the mid byte register of the screen address, eg. when you want an offset of 120 = 256-70-70+2+2.
It is possible to achieve a full emulation of the low byte in 7 scanlines.

Of course you cannot use those seven lines for your graphics, as they would be distorted. On the other hand you can combine opening the top border with sync-scrolling.

Well, this was the logical problem. Now comes the programming problems: First of all you have to synchronize your code to the raster electron beam in your monitor or tv. If you are not synchronised, you cannot open left or right border, as these need to be switched on a particular position, unlike the lower border, where you switch Hz "somewhere" after the last line.

And here we've got a problem: I'm no longer active on the Atari ST since about 2 Years. I don't have the code anymore, and I can't make up everything from my mind! But: A source code for sync-scrolling in seven scanlines has been published in the german "TOS" magazine

back in 1992, and it has also been on various disk mags. It's been
written by our member New Mode (the infamous one ;-)

Anyway - I hope I managed to help you a bit!

Cheers,

Gunnar (ex- Big Alec of Delta Force / Union)

P.S.: It also was Delta Force who hacked NEOchrome and made
NEOchrome Master (I write this, because someone in a thread
before this one didn't know...)

P.P.S.: Don't bother to contact me about any coding activity of DF.
We are dead! We are no longer! We ceased to exist!
We are EX- coders! (hum.., er, computerwise of course)
(the above was inspired by Monty Python (of course!))

No, really: We are no longer active since 1993 but I still
get letters from people who want to get music from me...
(mostly from France though...)

Anyway, if you just want to chat a bit (about the good ol'
times on ST for example) you're welcome, of course.
Here's my e-mail: ggaubatz@eikon.e-technik.tu-muenchen.de

784. Re: STfm sampled sound question (was Re: no programmers left?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3oqmek$hc4@m1.cs.man.ac.uk>
Source record: 11373

I don't have the facilities here to do a full-scale description of an answer to your problem about the MFP since I don't have my ST here (it's at home right now), nor do I have any of my source disks around. I'll do that when I go home tonight and post a full reply to your question, and a source that'll replay a sample under interrupt.
Here's a short snippet of code though that'll show you how to remove the bottom border and also give some insight into using the MFP:

```
; setup screen, set supervisor, etc etc, goes here
bsr save_ints ; save all the interrupts, etc
clr.b $fffffa07.w ; stop MFP ints
clr.b $fffffa09.w
or.b #1,$fffffa07.w ; open timer b channel
or.b #1,$fffffa13.w ; mask timer b
bclr #6,$fffffa09.w ; keyboard (I/O port bit 4)
move.l #key,$118.w ; new keyboard vector
bset #6,$fffffa09.w ; open channel
move.l #vbl,$70.w ; new vbl
move.l #emptytb,$120.w ; empty timer b
move.w #$2300,sr ; start interrupts
; your other code here, exiting is simply a matter of stopping the ints
; and restoring all the original ints
;
vbl
move.w #1,vbi_flag ; flag it
clr.b $fffffa1b.w ; b control reg (stop timer b)
move.b #199,$fffffa21.w ; timer b data
move.b #8,$fffffa1b.w ; event countdown mode
move.l #bottomtb,$120.w ; new timer b
rte

bottomtb
move.l a0,-(sp) ; save regs
move.w d0,-(sp)
clr.b $fffffa1b.w ; stop b
lea.l $fffffa21.w,a0 ; a0 -> timer b data
move.b #?,(a0) ; number of scanlines
move.b #8,$fffffa1b.w ; event countdown mode
move.l #emptytb,$120.w ; new timer b
move.b (a0),d0 ; get data
bottomtb_loop1
cmp.b (a0),d0 ; wait until end of scanline
beq.s bottomtb_loop1 ; ie, in the right border
move.b #2,$ffff820a.w ; 60 Hz
lsl.w #8,d0 ; wait until in the left border (62
```

```
lsl.w #8,d0 ; cycles)
lsl.w #6,d0
clr.b $ffff820a.w ; 50 Hz, no bottom border
move.w (sp)+,d0 ; restore regs
move.l (sp)+,a0
bclr #0,$fffffa0f.w ; acknowledge interrupt
rte

emptytb
bclr #0,$fffffa0f.w ; acknowledge
rte
```

; Ok, now I think that's all correct, but I've had to do it from memory, so
; I hope I've got it right. I've just had a look at it again, and I think
; that it's right.

Here's the general idea for using the MFP, in this case, the timer b interrupt:

First, you've got to tell the MFP that you want the interrupt switched on. This is done using the interrupt enable registers (IER's), where each bit represents a different interrupt. This is done at the start in the code above.

Your vbl stops the timer b via the timer b control register, then sets the timer b data register, and then restarts the timer b. In this case, we're using event countdown mode, which simply means that each timer b event (ie every scanline) we decrement the timer b counter. When it reaches 0, it jumps to the routine whose location is stored in $120.w. Thus, the 199 used in the vbl means wait for 199 scanlines and then run the 'bottomtb' routine. Simple really.

Now, the bottomtb routine. Since we don't want this routine to run again when the counter finishes (it might finish before the vbl gets round to resetting the counter, which would lead to trying to open the bottom border again, only it would be trying at the wrong place.) we stop the timer b, set the data (there's a '?' where you can put however many scanlines you want the routine to run for), and then set it to event countdown mode again and set the new routine we want it to use after it's finished counting down. Then we do our code for the routine (in this case, opening the bottom border), and then we acknowledge the interrupt and rte. We have to acknowledge the interrupt since when the interrupt occurs, a bit is set in the interrupt in-service register A (ISR A) that says the interrupt is on. However, it isn't cleared at the end and so we must do this ourselves, and thus allow other interrupts to happen on that channel. Bit 0 corresponds to the timer b channel. Funnily enough, this happens to be the same bit as the one we set in the IER A register to turn the timer b on, and the interrupt mask register (IMR A) that we used to mask the interrupt.

Spot a pattern? This is essentially how the MFP works.

To get the full use though, you'll need a few examples and a list of which bits control which channels (ie interrupts). I've got one, but not with me, so I'll post that tomorrow.

Hope this helps in some way. If I've lost you at all or confused you then hopefully my next posting (a more detailed explanation of the MFP) will clear things up.

Gaz

785. Re: Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D8D60u.5Gy@news.gu.se>
Source record: 11374

S94 (gjones@cs.man.ac.uk) wrote:

> I've just joined this group and was wondering if anyone could help me
> with this little problem: I've managed to remove the bottom border
> without any problems, but how do I get rid of the other borders?
> I understand the principle, but how do I time my interrupt so that
> it's at the top of the screen to open the top border, and how
> precisely do I go about opening the left and right borders? I think
> it's done by waiting until the end of the scanline then switching
> Hz rate, pause until you get to the left border then switch back
> before the start of the scanline. Is this right? Am I right in
> thinking that you have to open every scanline 'by hand' so to
> speak using the hbl? Do I have to work out the timings myself by
> trial and error or hacking out other people's code? I've seen
> quite a few border code sources given away free with mags or
> printed in mags or on the 'net but none of these have ever worked
> on my 520STFM (Yes, it's old but it does all that I want it to).

Your thinking is about right...
You can't use the HBL though (not reliable anyway).
In the VBL-interrupt do the following:

```
.loop move.b $ffff8209.w,d0
beq.s .loop
not d0
lsl d0,d0
```

What this does, is that it syncs the CPU to the raster beam in your monitor
This is needed to get the sync switch at the exact correct position.
Since it was quite som time since I did this kind of stuff, I can't give
you the correct positions, but it involves all possible syncs,
(50Hz, 60Hz, 71.25Hz (ST-HIGH)).
You'll also have to shut the interrupts off to be able to switch to ST-HIGH,
on a Colour Monitor, and remember to be careful, since frequencies at that
rate actually can damage your TV, och RGB-Screen.

If I remember correctly the left border should be removed if you, at the
end of the line (that's the graphics, and not the scanline) switch to ST-HIGH,
wait about 6 nop:s and then switch back to 50Hz.

The bottom I believe is removed by simply setting the sync to 60Hz wait a while
and the reset it to 50Hz (It's not so important to be exact here, so if you
want to remove the lower border, but not left and right you can use the HBL)

You are also absolutely right that you'll have to do the syncchanges on every
line, and this take a great amount of time.

That's all for now...

Good Luck...

--
Stefan Berndtsson - gubsb@trivux.ub.gu.se
Member of NoCREW - The ultimate swedish hacker group except for everyone else.

786. Re: PD C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3oqssk$htn@mercury.dur.ac.uk>
Source record: 11375

M. Dekker (mdekker@fwi.uva.nl) wrote:

: :Does anyone jbow of a PD c compiler which will allow windows etc
: :to be created and run, on a Falcon 030 using MiNT 1.12?
: :I have usewd Heat 'N Serve C, with Gemfast, one the programs
: :are compiled they very rarely run. Indeed manny simply
: :crash the machine. Creating windows seems to be the main cause.
: I do not have a Falcon, but I do know H&S C. I have had no problems
: with using windows with this C compiler. Either it doesn't like
: MiNT (I know I dont :) or it doesn't like the Falcon. On my ST
: with Tos 1.4 it worked nicely.

Parts of GemFast certainly seem to be broken with newer versions of the AES and or/mint. It's a while since I used it (at least a year and a half) so I don't remember it all that well, but as long as certain calls are avoided (particularly IIRC those involving the extended GEM features such as popup menus and so on) it's just about usable for access to standard GEM calls. It is, however, way out of date and doesn't provide support for vector-font based GDOSs or any of the new AES facilities. GNU + gemlibs is a much better bet.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

787. re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1468dbrewood@nest.demon.co.uk>
Source record: 11376

In a message of 10 May 95 David Levi (0) wrote to All :

DL> From: Dave@levihome.demon.co.uk (David Levi)
DL> I'm probably opening the flood gates, but I am suprised that
DL> there seems to be little programming support for Basic, particularly
DL> GFA.

Agreed 100% David, my Internet<->NeST gateway is 100oded in GFA.

Daron - dbrewood@nest.demon.co.uk

--

788. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May10.152127.293@genrad.co.uk>
Source record: 11377

In article <3o0jvv$rkq@nyheter.chalmers.se>,
d2cg@dtek.chalmers.se (Christer Gustavsson) writes:

>In article <3ntg0v$eik@ionews.io.org>, Eric March <diehl@r-node.io.org> wrote
>(regarding the c programming language):
>> Besides that, it takes 8k to write a program that prints "Hello world!' to
>>the screen. I am still very impressed by Torbjorn Ose's ability to fit an 8
>
>Not if you use your own libraries and use Gemdos calls ;-). The code for
>printf is quite big, especially if you include the float parts...

Printf has tons of other stuff in for converting float, int, char etc
and for displaying these in ASCII (which is a big job, I know from
experience). I always use puts() if no formatted text is necessary. This
compiles much smaller (at least on the PC it does), and should just do the
Gemdos call.

Paul

789. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-11 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>
Source record: 11378
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <3oq750$aih@macondo.dmu.ac.uk>, Alan Parker <se2ap@dmu.ac.uk> writes:
|> although it has sparse documentation. It is obviously written in C
|> but it is quite fast and stable. There is one bug I've found with using
|> too many labels that start with the same letter(s).
Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works )
Sometimes it produces wrong lod files ...
bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/
------------------------------------------------------------------------------
From "Canonical List of Famous Last Words":
410-"Quick !! How does one UNSUMMON a demon lord ?"
```

790. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-11 00:00:00 UTC
From: gauthe_a@neon.epita.fr
Message-ID: <3osrcr$9ef@boson.epita.fr>
Source record: 11379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <3oshuv$dfj@hpsystem1.informatik.tu-muenchen.de>,
spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) writes:
|>
|> Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works )
|> Sometimes it produces wrong lod files ...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

YES!!! I've sspent nearly 5 hours to find a mistakes in my routines. But
it didn't exist at all! Now, I use .P56...

|> bye
|> Roland
|>
|> --
|> Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
|> http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/
|> ---------------------------------------------------------------------------
|> From "Canonical List of Famous Last Words":
|> 410-"Quick !! How does one UNSUMMON a demon lord ?"

/-----------------------------------------------------------------------\
| Alain GAUTHEROT EPITA, French Computer Science School |
| Atari Falcon Coder |
| If anyone agrees with you, you are either very clever orelse the BOSS |
|_______________________________________________________________________|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\-----------------------------------------------------------------------/
```

791. Emulating the 68k

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-11 00:00:00 UTC
From: gearyp@cs.man.ac.uk
Message-ID: <3osuv7$84n@m1.cs.man.ac.uk>
Source record: 11380

I am considering writting a 68000 simulator for a PC and i was wondering what would be the fastest method for decoding the instruction set.

A huge look-up table, or decoding the instruction bit by bit ..?
Any ideas?, or is there any source code available which already does this, if so, where.

Thanks.

792. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-11 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.800193002@news.cwi.nl>
Source record: 11381

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>X does require a lot of power - and this might be the sticking point. At
>least on Ataris - MiXT will be very slow. X-MiNT is slow even on a TT, as
>is linux/68-X11R6. Its not that they are unusable - its just that GEM
>programs are going to work *much* faster under ROM GEM/TOS.

I don't know. I am now working on Edith Professional 4X. Basically
what I am doing is writing lots of the AES code in terms of X drawing
functions. So it still is a GEM program in many respects. Now I know
that my 486DX50 is much faster than my TT, but the X version is
definitely _much_ faster and more efficient than the GEM equivalent.

I don't think that emulating the GEM calls would be that inefficient
under X Window. I suspect the result would be faster in performance than
a GEM program running under MultiTOS.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

793. Atari Magazine

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-11 00:00:00 UTC
From: greppi@monviso.alpcom.it
Message-ID: <3otgsg$t9a@galileo.polito.it>
Source record: 11382

'm the Editor of "Voci di Corridoio - Atari Magazine", the new (six months old)

and the only one italian magazine entirely committed to the Atari market.

We include coverage about the International Section, for which we're always

searching for information from international distributors & developers.

Our magazine we'll be pleased if You can stay in touch with us (best if via

e-mail at: marco.greppi@pmn.it

or by fax) to give to our readers news and articles about new announcements,

products & upgrades You'll develop.

Thank You in advance (and keep supporting the Atari market!!).

Best regards.

Marco Greppi - Editor

Voci di Corridoio-Atari Magazine c/o

Edizioni Emmesoft

Via San donato 49

10144 TORINO (ITALY)

Tel. +39 11 484309

Fax: +39 11 4374311

794. Re: System Font ROM address?fit

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800308106_OASIS_@yeadontt.demon.co.uk>
Source record: 11290
Cross-posted to: ,comp.sys.atari.programmer

In article <1995May12.095816.5284@lsl>
timbe@lsl.co.uk said:-

>In article <3o6bl0$5so@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) writes:
>> Does anyone know where in ROM the system font is stored, and the format that
>> it's stored in? Is the format the same as the PC's?
>>
>> Thanks,
>> Russ
>>
>> --
>> ***
>> "Let yourself go with the disease, be with it, keep company with it - this
>> is the way to be rid of it." - Bruce Lee
>> ralunsfo@uncc.edu
>I think the answer is returned by the aline0 trap in one of the registers. I
>seem to remeber my lattice documentation saying that.... but that is from
>memory
>
>Tim Bevan
>

If you can get hold od the book Atari ST Internals by Abacus there is a
detailed description of the system fonts, their arrangement and how to find
them in the ROMs.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

795. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ovn72$gda@dux.dundee.ac.uk>
Source record: 11291

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In a message of 10 May 95 David Levi (0) wrote to All :

: DL> From: Dave@levihome.demon.co.uk (David Levi)
: DL> I'm probably opening the flood gates, but I am suprised that
: DL> there seems to be little programming support for Basic, particularly
: DL> GFA.

: Agreed 100% David, my Internet<->NeST gateway is 100oded in GFA.

: Daron - dbrewood@nest.demon.co.uk

Does GFA run on the Falcon? Also if it does is their any enhancements
people have written for it?

Finally where can I get it?

Rod
--

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

796. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: msdemlei@mathi.uni-heidelberg.de
Message-ID: <3ovcch$2o8@sun0.urz.uni-heidelberg.de>
Source record: 11292

Annius Groenink (avg@cwi.nl) wrote:
: what I am doing is writing lots of the AES code in terms of X drawing
: functions. So it still is a GEM program in many respects. Now I know
: that my 486DX50 is much faster than my TT, but the X version is
: definitely _much_ faster and more efficient than the GEM equivalent.
: I don't think that emulating the GEM calls would be that inefficient
: under X Window. I suspect the result would be faster in performance than
: a GEM program running under MultiTOS.

Well, I don't want to start another OS war, but in my view it is
simply unfair to compare Linux and MultiTOS, since Linux is an amateur
project that is simply bound to be more efficient than the commercial
MultiTOS (if this sounds somewhat contradictory to you, compare IBMs
SNA with TCP/IP -- you will see what I mean). And I heavily doubt that
your 486DX50 can do X on top of <some commercial PC-Unix> (even with
lots of RAM) quite as fast as a TT can do MagiC (ok, NVDI won't hurt
either) -- to turn things round for a change.

At least the workstations I have worked with (including various
RS-6000-Boxes, NeXT-Machines with Motorola and HP-Hardware, Sparcs),
while outperforming the TT by a factor of 10 at the very least, simply
didn't feel as snappy und X as my TT under MagiC (though they could
live scroll, which is a major problem for the TT). A few years ago
there was a saying like there is no machine that's fast enough for X.
Those were the days when Workstations had 68030 or their relatives
working in them...

I admit, having X on a machine is nice. Having X for networked stuff and
GEM for local stuff where snappy response counts is much better.
However, emulating GEM calls on X doesn't seem to good an idea to me:
You lose the flexibilty and elegance of X and sacrifice the speed of GEM.

Demi

797. re: emulating the 68k

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: dmurphy@nest.demon.co.uk
Message-ID: <1502dmurphy@nest.demon.co.uk>
Source record: 11293

And the mists parted revealing S94

S> I am considering writting a 68000 simulator for a PC and i was
S> wondering what
S> would be the fastest method for decoding the instruction set.
S>
S> A huge look-up table, or decoding the instruction bit by bit ..?
S> Any ideas?, or is there any source code available which already does
S> this, if so, where.

Probably a combination of the two. I have a good book which covers
disassembly techniques in some detail - 68000 Assembly Language -
Techniques for Building Programs by Donald Krantz & James Stanley
(Addison-Wesley).

The 68K instruction set is very regular & uses the upper 4 bits of the
operation word as an opcode which groups similar instuctions together.

Hope this helps.

BFN

[)ave

--

798. Re: Emulating the 68k

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995May12.095600.5283@lsl>
Source record: 11383

In article <3osuv7$84n@m1.cs.man.ac.uk>, gearyp@cs.man.ac.uk (S94) writes:
>
> I am considering writting a 68000 simulator for a PC and i was wondering what
> would be the fastest method for decoding the instruction set.
>
> A huge look-up table, or decoding the instruction bit by bit ..?
> Any ideas?, or is there any source code available which already does this,
> if so, where.
>
> Thanks.
>
My experience of emulating the spectrum was to use the lookup table; but that
would take lots of memory. You might be able to get away with a high byte look
up table and several low byte tables - that should still be fast and allows a
lot of compression for the $axxx and $fxxx instructions (a-line and f-line).
NB use jump tables not just lookup tables - they are a lot faster.

Tim Bevan

799. Re: System Font ROM address?fit

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995May12.095816.5284@lsl>
Source record: 11384

In article <3o6bl0$5so@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) writes:
> Does anyone know where in ROM the system font is stored, and the format that
> it's stored in? Is the format the same as the PC's?
>
> Thanks,
> Russ
>
> --
> ***
> "Let yourself go with the disease, be with it, keep company with it - this
> is the way to be rid of it." - Bruce Lee
> ralunsfo@uncc.edu
I think the answer is returned by the aline0 trap in one of the registers. I
seem to remeber my lattice documentation saying that.... but that is from
memory

Tim Bevan

800. Re: Visual C/Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3ovd14$2ue@whitbeck.ncl.ac.uk>
Source record: 11385

In article <9505011541.AA03473@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> Nope, nothing which matches the wonderful GUI-building tools that
|> VB is so famous for. They -are- fun to use, aren't they?
|>
|> Then again, I personally think the VB language itself is atrocious
|> and VB's pseudocompiler an evil plot from the bowels of MicroSloth,
|> but that's another story.
|>
|> Just think how productive Windoze programmers could be if they had
|> the syntax and speed of GFA for Windows and VB's GUI tools. ;-)

I use a Visual Basic clone for OSF Motif on the HP700, same enviroment,
but uses ANSI C, K&R C, or C++ (it's called VXP - if you use Motif, get it
it's great).

I've been thinking for a while now that it might be nice to have one for
the Atari.....probably to directly support code generation for DULIB1.3?
- the new libs release is coming RSN, with popups, windials, callbacks,
custom redraws, Icon popups (like in CorelDraw), scrolling list, full
text editor widgets, etc) all fully documented in english, and ready for
use with Lattice C.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

801. Re: Library for nice GEM effects?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: Frank Baumgart <godot@uni-paderborn.de>
Message-ID: <3ovit0$rhj@news.uni-paderborn.de>
Source record: 11386

e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn) wrote:
>Urgs, that's a problem. I think all the libs are available via FTP, but I
>don't know where you can get them, sorry.

ftp.uni-paderborn.de:/pub/atari/lang/c/sgem123c.zip
where else? :-)

Bye,

Frank

802. How to create logical disk partition?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.166.000CF7FF@ti.com>
Source record: 11387

Can anyone tell me how to create a logical disk partition like those of Ram disk?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

803. Re: ^S, MiNT and GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ov5i9$1kj@percy.cs.bham.ac.uk>
Source record: 11388

dancer@nntp.brisnet.org.au (Andrew Vesperman) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: bjb@bigbox.demon.co.uk writes:
>: >Can anyone help me? I am using Lattice 5.6 and writing a GEM application.
>: >Whenever I type ^S into my app it acts as an XOFF, and needs to be followed
>: Hm, I've never seen this behaviour. How are you getting keystrokes
>That _is_ certainly normal behaviour for the XON/XOFF (^Q/^S) keys. Using any
>the BIOS or GEMDOS I/O routines (except RAW) enables XON/XOFF interpretation.

I agree, but it is *not* normal behaviour for a GEM application.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

804. Atari GFA Basic with Magic

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-12 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800302010_OASIS_@yeadontt.demon.co.uk>
Source record: 11389
Cross-posted to: ,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello to all GFA Basic programmers

I have been trying to get GFA Basic compiled programs to run under
Magic.
There is a patch program on various ftp sites (GFA patch 1.07) that is
supposed to modify the compiler libraries. The only problem I have is that the
documentation is all in German!

Has anybody used this patch succesfully, or does anybody know where I
can get hold of the documents in English.

Contact me at the address below.

Thanks in advance.

--

```
================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

805. Word Perfect

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-13 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800402218_OASIS_@yeadontt.demon.co.uk>
Source record: 11294
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if a version of Word Perfect was ever released for
the Atari.
If it was could you please let me know where I could get hold of a
copy.

Thanks in advance.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

806. Re: Word Perfect

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p3g9n$l6l@ccshst05.cs.uoguelph.ca>
Source record: 11295
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Does anybody know if a version of Word Perfect was ever released for
: the Atari.

"The Atari" is a broad term. It could mean:

The Atari 400/800/XL/XE line
The Atari ST/STe/TT/Falcon030 line
The Atari 2600
The Atari 5200
The Atari 7800
The Atari Lynx
The Atari Jaguar
The Atari Portfolio
The Atari ABC PC line

If you mean the Atari ST line, then yes. Word Perfect 4.1 was
released.

>> Mark <<
```

807. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-13 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3p2t7m$pt8@turing.fwi.uva.nl>
Source record: 11296

msdemlei@mathi.uni-heidelberg.de (Markus Demleitner) wrote:

:Annius Groenink (avg@cwi.nl) wrote:
:: what I am doing is writing lots of the AES code in terms of X drawing
:: functions. So it still is a GEM program in many respects. Now I know
:: that my 486DX50 is much faster than my TT, but the X version is
:: definitely _much_ faster and more efficient than the GEM equivalent.
:: I don't think that emulating the GEM calls would be that inefficient
:: under X Window. I suspect the result would be faster in performance than
:: a GEM program running under MultiTOS.
:
:Well, I don't want to start another OS war, but in my view it is
:simply unfair to compare Linux and MultiTOS, since Linux is an amateur
:project that is simply bound to be more efficient than the commercial
:MultiTOS (if this sounds somewhat contradictory to you, compare IBMs
:SNA with TCP/IP -- you will see what I mean). And I heavily doubt that
:your 486DX50 can do X on top of <some commercial PC-Unix> (even with
:*lots* of RAM) quite as fast as a TT can do MagiC (ok, NVDI won't hurt
:either) -- to turn things round for a change.
:
:At least the workstations I have worked with (including various
:RS-6000-Boxes, NeXT-Machines with Motorola and HP-Hardware, Sparcs),
:while outperforming the TT by a factor of 10 at the very least, simply
:didn't feel as snappy und X as my TT under MagiC (though they could
:live scroll, which is a major problem for the TT). A few years ago
:there was a saying like there is no machine that's fast enough for X.
:Those were the days when Workstations had 68030 or their relatives
:working in them...

I work with a sun 5 with 32Mb ram running Solaris 2.4.
I am sure no Atari running any
OS can beat this machine, and believe me, I know atari machines quite
well!

:
:I admit, having X on a machine is nice. Having X for networked stuff and
:GEM for local stuff where snappy response counts is much better.
:However, emulating GEM calls on X doesn't seem to good an idea to me:
:You lose the flexibilty and elegance of X and sacrifice the speed of GEM.

let wait and see Edith 4X first ok?

--
Martijn Dekker
University of Amsterdam
Math department

E-mail: mdekker@fwi.uva.nl

808. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-14 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3p4f7u$mgi@ionews.io.org>
Source record: 11297

Charles L. Glover (1Y0) (clg105@minster.york.ac.uk) wrote:

: Well I have a question or two. I am new to the newsgroup but not new to
: GFA programming, and I was wondering whether there is now a reliable way
: of removing both the top and bottom borders?

Not in GFA. Overscanning is a very time critical procedure, and GFA is not
nearly fast enough to handle it. Only assembler can do this.

: Also anyone who can remove the side borders ----in GFA---- please help.
: Anyone who can remove a single line or multiple lines of side borders
: would be interesting reading. It would be nice to write a Hardware
: scrolling routine in GFA that does not gobble up memory as much. One
: pixel hardware scrolling is easy but takes up more than a 1/2 meg machine
: has to give.

By hardware scrolling, do you mean STE hardware scrolling? Or some other
method? My scrolly rout runs fairly well, depending on the size of the
font, but I wouldn't call it a hardware scroll... it's just your bog
standard scrolline routine.

: Chaz.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

809. Re: Word Perfect

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCPUP@cabal.shnet.org>
Source record: 11298
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
> Does anybody know if a version of Word Perfect was ever released for
>the Atari.
> If it was could you please let me know where I could get hold of a
>copy.

I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
outdated and Tempus Word pro is not available in an English version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

810. re: word perfect

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-14 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1506rcain@nest.demon.co.uk>
Source record: 11299

On 14 May 95 Phil wrote::

PY> From: phil@yeadontt.demon.co.uk (Phil Yeadon)
PY> Does anybody know if a version of Word Perfect was ever released
PY> for
PY> the Atari.
PY> If it was could you please let me know where I could get hold of
PY> a copy.

There was one but it didn't last long as the producers were not willing to support such a (comparatively) small user base.

Your best bet for getting one is from junk stands at Computer Markets or second hand through BBS ads.

Roger

--

811. Re: The MiXT project

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-14 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8L8CH.EDr@cix.compulink.co.uk>
Source record: 11300

In message <avg.800193002@news.cwi.nl>, avg@cwi.nl said:
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > X does require a lot of power - and this might be the sticking point.
> > At least on Ataris - MiXT will be very slow. X-MiNT is slow even

> I don't think that emulating the GEM calls would be that inefficient
> under X Window. I suspect the result would be faster in performance
> than a GEM program running under MultiTOS.

Hmm. I have both systems on my TT. There is not a lot between them - though
NVDI helps MTOS whereas neither MiNT-X nor Linux/68 benefit from it.

Single TOS is faster than X though.

OTOH though its not MTOS (even the better AES 4.1 version) that MiXT is
going to be compared to. Its going to be compared with the likes of MagiC.
MagiC is much more optimised for Ataris than X11 ever will be.

I still think MiXT is a good idea though. My PC is (486sx2-50) runs X11R6
very nicely - and it would be nice to recompile GEM programs for it.

:-)

Roland.

@CiX

812. C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-15 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.12.000A15E1@cfcsc.dnd.ca>
Source record: 11301

I was given Laser C (version 2.0) original disks and manuals. However
when I try to run it, I am informed that it does not work with TOS 1.06
(I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
well ,well :^) I can not find a "Patch.prg" anywhere on my four
disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
have a clue as to what is going on here?
Thanks for any help.
thanks.merci
-ken

well, it seems that no one uses or has used Laser C.
So I would like to find out what C language is preferred for programming on
the Atari. MarkWilliams? Lattice? ...?
thanks.merci
-ken

813. Font selector info wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-15 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3p69cm$jfe@henry.interlink.no>
Source record: 11302

Can anybody tell me where I can find info on font selectors and where I
can find them for FTP (english versions, please, my german is rather poor)

Vegard Hofsoy
vegard@interlink.no

814. GEM-List standard reached?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-15 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3p69i4$jfe@henry.interlink.no>
Source record: 11303

Title says it all, really. Could anybody on this list post the agreed standard (or a proposal if not finalized). Is this project still alive?

Vegard Hofsoy
vegard@interlink.no

815. Re: HELP enhanced GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3p9s4c$eht@m1.cs.man.ac.uk>
Source record: 11304

In article <D83qpA.I3u@muster.hrz.uni-giessen.de>, gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>Hi *
>
>Juergen Oppermann (s6354@FB1.FHTW-Berlin.DE) wrote:
>: who can give me sources or docs on TOS4.04 AES and enhanced GEM (let'em fly ...)
>
>you can get Enhanced GEM (EGEM) by Christian Grunenberg
>from ftp.uni-stuttgart.de in pub/systems/atari/programming/C
>
>You will find
>- egem_220.lzh _Complete_ sources
>- e_gemut2.lzh some utilities
>and
>- egemd220.lzh Demos to show you the capability of egem.

I thought that Juergen meant X-AES (from the Let'em fly comment...). If so, I believe that there is a source release at Hensa I believe....

I could be wrong though.

See ya,

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

816. Unusual Request number #18492.b

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-16 00:00:00 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3pafc4$e0q@motmot.doc.ic.ac.uk>
Source record: 11305

Does anybody out there know if there is a utility that will convert pictures in .NEO or .PI1 format into something more "useful" for the PC, say .GIF format?

I want to put screenshots of my games onto my homepage, and this is the only way I can think of... pointers to ftp-able sites would be useful.

Thanks,

Ozzy.
--
-+-+-+-+-+-+-+-+- Paul `Ozymandias' Harman : pih@doc.ic.ac.uk -+-+-+-+-+-+-+-+-
+-+-+-+-+-+ The amazing changing quote currently stands as follows: +-+-+-+-+-+
"If heroes do not exist, it is necessary to invent them. Good for public morale." - Borusa, The Deadly Assasin

817. Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-16 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3pb6cf$fb6@info-server.surrey.ac.uk>
Source record: 11306

Hi,

I'm a final year degree student and I'm writing a D2D package for the Atari Falcon. So far I've managed to implement the record & playback sections (I'm writing the editing part at the moment), however I have a few queries:

1. When I 'm playing/recording a sound file I display a model dialogue box to prevent the user from accessing any other part of the system. The reason for this is that during simultaneous playback/record, the timing is very critical - therefore I cannot allow the user to perform any other actions. I display the dialogue using the normal calls, except I use evnt_multi() and not form_do() for user input. The reason for this is that I want to stop playback/record whenever ANY key or mouse button is pressed (anywhere). Unfortunatley if another program's window is open (such as XControl) when this dialogue is displayed and the mouse is clicked on top of the open window, then that window is topped, and my program doesn't receive the event. How do I prevent this - i.e. how can I display a system modal dialoguebox that waits for multiple events?

2. Also, how can I detect if either mouse button (or both) is pressed using evnt_multi() - If I use the value 3 for the mouse parameter it still doesn't work.

3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard short cut)? How do I know which window is the one that should be topped?

4. This isn't a programming question, as I've finished the record/playback section (apart from the niggles above) - I was thinking of uploading it to an FTP site so that I could get feedback from potential users (this would look good in my final report). How do I go about this - I've never actually uploaded anything - however I do have full internet access. Secondly, which FTP sites would be the best to upload it to?

Please send any replies to : ee11cd@surrey.ac.uk
- or - Craig.Drummond@ee.surrey.ac.uk

Thanks for any assistance.

Craig.

p.s. When I've finished the whole project I may upload the thing (executable, C-Source code, and -maybe- my actual report) - is anyone interested in this?

818. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3pcf79$qe8@macondo.dmu.ac.uk>
Source record: 11307
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

gauthe_a@meson.epita.fr (alain gautherot) wrote:
>
> DevpacDSP is full of bugs...
> Many adressing modes are not allowed though they should.

Really? Please give details. I am not 100% clear about the addressing modes, but I've never had any major problems. The only bug I've found is that you can't have too many labels starting with
the same character/s (probably some hashing algorithm bug).

I also think that DevpacDSP is good because it produce binary output and is quite fast.

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

819. Looking for alain gautherot

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pckn6$966@m1.cs.man.ac.uk>
Source record: 11308

Hi, sorry to junk, but could Alain send me a valid email address...(error message below)

If you cannot see why I cannot mail you, the answer is Yes please.

Cheers.

Anthony

The original message was received at Wed, 17 May 1995 12:34:51 GMT
from root@boson.epita.fr [163.5.1.4]

----- The following addresses had delivery problems -----
gauthe_a@epita.fr (unrecoverable error)
(expanded from: <Alain.Gautherot@epita.fr>)

----- Transcript of session follows -----
550 gauthe_a@epita.fr... User unknown

----- Original message follows -----

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
----

820. Re: Unusual Request number #18492.b

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332fb9e933@sirius.herts.ac.uk>
Source record: 11309

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: Does anybody out there know if there is a utility that will convert
: pictures in .NEO or .PI1 format into something more "useful" for the PC,
: say .GIF format?

: I want to put screenshots of my games onto my homepage, and this is the
: only way I can think of... pointers to ftp-able sites would be useful.

Well try GEM-View it is the best for graphic viewing at least and can cope
with loading and saving in many different formats (Mac, Sun, PC etc..)
it is avilable on ur server ;) src.doc.ic.ac.uk..
in something like /pub/packages/atari/umich/Graphics

Alex Nicholls

821. Re: Unusual Request number #18492.b

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3pcuqn$lml@whitbeck.ncl.ac.uk>
Source record: 11310

In article <3pafc4$e0q@motmot.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman) writes:
|> Does anybody out there know if there is a utility that will convert
|> pictures in .NEO or .PI1 format into something more "useful" for the PC,
|> say .GIF format?

I expect that GEMView will do it...it does most things.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o --------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

822. Re: Unusual Request number #18492.b

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pd4a7$flo@m1.cs.man.ac.uk>
Source record: 11311

In article <3pafc4$e0q@motmot.doc.ic.ac.uk>, pih@doc.ic.ac.uk (Paul Ian Harman) writes:
>Does anybody out there know if there is a utility that will convert
>pictures in .NEO or .PI1 format into something more "useful" for the PC,
>say .GIF format?
>
>I want to put screenshots of my games onto my homepage, and this is the
>only way I can think of... pointers to ftp-able sites would be useful.

If we are talking for the Atari, then what about Gemview? I think that
this has .GIF and degas support...

I expect it can be ftp'd from hensa, or any of the other major sites (I would be
more specific, if the server with netscape on it's HD wasn't down...)

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

823. Re: STOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pdaaq$e64@bs33n.staffs.ac.uk>
Source record: 11312

Hutch (hutch@ilmen.lanl.gov) wrote:

[re: STOS]
: No longer being developed or supported, AFAIK. But you can surely
: find copies of it forsale if you shop around.

No longer being developed. If you disregard the multitude of excellent extensions available. No longer supported. If you don't consider the STOS mailing list, the STOS disk magazines and the STOS articles published in STF to be support. It has more support than just about any other programming language for the Atari. Probably because its nice and easy to use so it gained followers quickly.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

824. NeoChrome File Formats

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: pih@doc.ic.ac.uk
Message-ID: <3pdoup$ku9@oak67.doc.ic.ac.uk>
Source record: 11313

Could somebody post me the EXACT format that NeoChrome screens come in?
Thanks muchly...

I _think_ that it's 32000 bytes of screen data stored in the standard
Atari screen format (i.e. ghastly) followed by 32 bytes of palette
data. But what is the other stuff for?

What I want to know, is this:

- Where the palette data starts
- What format the palette is stored in
- Where the picture data starts
- What format that is in

PLEASE e-mail me ASAP with the info - thanks!

Ozzy.

825. Re: C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-17 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950517053202.573A-100000@mars>
Source record: 11314

On Mon, 15 May 1995, Ken Macdonald wrote:

> well, it seems that no one uses or has used Laser C.
> So I would like to find out what C language is preferred for programming on
> the Atari. MarkWilliams? Lattice? ...?

It seems that Lattice C & Pure (Turbo) C are the most popular packages. Test has shown that Lattice produces the faster code, but compilation time goes square with length of file (keep your modules small and healthy). Lattice comes with assembler and resource-editor + debugger. You can even do some inline machinecode programming. It's supposed to conform to ANSI standards allthough a lot of stuff that I have tried to compile just spits out errors Consider this:

```
unsigned int some_func(some_type){

/* do something*/

return -1; /* Lattice won't accept this */
}
```

Well, I interprete that returnvalue as max int ? On the other hand, the stuff I have written at home compiles straight out of the box on other systems!

I had an "evaluation copy" of Turbo C 1.5 a long time ago, but I'm sure that somebody else can inform you better about the bells and whistles of Pure C.

Don't forget to consider Gnu C as well. A lot of Mint stuff & Unix ports can only be compiled with that one. Understands C++ as well. And is *free*.

// Jens M Andreasen

826. Re: Word Perfect

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518125420.L.J.Sak@sp0011.kub.nl>
Source record: 11315
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In Article <800402218_OASIS_@yeadontt.demon.co.uk> "phil@yeadontt.demon.co.uk (Phil Yeadon)" says:
> Does anybody know if a version of Word Perfect was ever released for
> the Atari.
> If it was could you please let me know where I could get hold of a
> copy.
>
> Thanks in advance.

Hi Phill,

There is in fact a version released (once on a 'fair' introduced, must be a long time ago because I bought my first mem expansion (512 Kb for plenty cash). I thought it was 4.1. (not wysiwyg, that's why it was not accepted [that's write was better and wysiwyg]. I don't know where to get it, but I will look around, okay?

827. How to block key input

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.170.0009C530@ti.com>
Source record: 11316

I am writting a small GEM program that uses multi_event calls to get users keyboard/mouse inputs. The problem is keyboard inputs are buffered while my program is busy updating screen etc. This is actually good but it goes on to clear the keyboard queue even after the user have stopped inputing. This cause nasty effects when the user is deleting lines and the program continues deleting lines even when the user stopped pressing the delete key.

How can I control the keyboard queue? Any ideas are welcome.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

828. Re: C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <D8rq9E.73C@comp.lancs.ac.uk>
Source record: 11317

In article <macdonald.12.000A15E1@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>I was given Laser C (version 2.0) original disks and manuals. However
>when I try to run it, I am informed that it does not work with TOS 1.06
>(I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
>well ,well :^) I can not find a "Patch.prg" anywhere on my four
>disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
>have a clue as to what is going on here?

Well, I've not got Laser C, but if I remember correclty it's a wee
bit old these days, so programs compiled with it may have problems if
you use the original libraries and someone tries to run it on a TOS 2.00
or greater machine. I'm not sure about this, but there have been one or
two programs which run fine under TOS 1.6, 1.62 but not under TOS 4.04,
and the only problem has been the libraries used by the compiler.
Imagine trying to patch the code, just the compiled in libraries part
with a more up to date set of compiled libraries, by hand, without a
symbol table or owt like that... it's a bit tiresome.
Still, your best bet I suppose is to try some atari ftp sites..

>well, it seems that no one uses or has used Laser C.
>So I would like to find out what C language is preferred for programming on
>the Atari. MarkWilliams? Lattice? ...?

Well, I've got Lattice V5.6 and thats good, but my C compiler of
choice is definitely GCC 2.3.3 - simply because so many unix programs
can be made to compile on your ST with next to no fuss....

Hope this helps,

Neil
(nab@comp.lancs.ac.uk)

p.s. wasn't Laser C called something else originally, or did it become
something else... wasn't Megaroids written in it ?

829. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8rr2K.2t5@crash.cts.com>
Source record: 11318

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:
: Hi,

: I'm a final year degree student and I'm writing a D2D package for the Atari
: Falcon. So far I've managed to implement the record & playback sections (I'm
: writing the editing part at the moment), however I have a few queries:

: 1. When I 'm playing/recording a sound file I display a model dialogue
: box to prevent the user from accessing any other part of the system.
: The reason for this is that during simultaneous playback/record, the
: timing is very critical - therefore I cannot allow the user to perform
: any other actions. I display the dialogue using the normal calls,
: except I use evnt_multi() and not form_do() for user input. The reason
: for this is that I want to stop playback/record whenever ANY key or
: mouse button is pressed (anywhere). Unfortunatley if another program's
: window is open (such as XControl) when this dialogue is displayed and the
: mouse is clicked on top of the open window, then that window is topped,
: and my program doesn't receive the event. How do I prevent this - i.e.
: how can I display a system modal dialoguebox that waits for multiple
: events?

Lock the screen semaphore. It makes it so other processes do not receive
messages until you release the semaphore. The command is
"wind_update(x)" x being 1 or 0.

: 2. Also, how can I detect if either mouse button (or both) is pressed using
: evnt_multi() - If I use the value 3 for the mouse parameter it still
: doesn't work.

Got me, I've tried the same thing. I have "Mickey Moused" and waited for
a mouse event with evnt_multi() and then checked the status of the mouse
buttons after evnt_multi() returns.

: 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
: short cut)? How do I know which window is the one that should be
: topped?

I suppose the quickest way to do this is to make the top-most window the
bottom one. However, this only works with AES versions over 4.0. The
command uses "wind_set" with the mode parameter being decimal 25.

: 4. This isn't a programming question, as I've finished the record/playback
: section (apart from the niggles above) - I was thinking of uploading it
: to an FTP site so that I could get feedback from potential users (this
: would look good in my final report). How do I go about this - I've never
: actually uploaded anything - however I do have full internet access.
: Secondly, which FTP sites would be the best to upload it to?

Upload it to the University of Michigan (umich) in the USA, hensa and
demon in the UK, any spot in Germany, and ftp.cnam.fr in France.

: Please send any replies to : ee11cd@surrey.ac.uk
: - or - Craig.Drummond@ee.surrey.ac.uk

: Thanks for any assistance.

: Craig.

: p.s. When I've finished the whole project I may upload the thing (executable,
: C-Source code, and -maybe- my actual report) - is anyone interested in this?

Sure, we are always interested in new projects.

Rich

830. EGEM and GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332fbb2e79@sirius.herts.ac.uk>
Source record: 11319

I have recently written a new program which I intend to release in the near future.. unforuntately I have come up with a in my humble opinion a serious problem..

The problem is if I run the program without SpeedoGDOS it crashes... I have found that the problem comes with the init_gem call..

I tried to compile the minidemo C program in one of the provided demo programs, and the Program would only run if SpeedoGDOS was installed..

Any help regarding this matter would be greatfully received,

Alex Nicholls
A.I.Nicholls@herts.ac.uk

831. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3pfeoo$drt@mercury.dur.ac.uk>
Source record: 11320

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:

: and my program doesn't receive the event. How do I prevent this - i.e.
: how can I display a system modal dialoguebox that waits for multiple
: events?

Using wind_update(BEG_UPDATE) prevents events from going to any other application than your own. Then use evnt_multi to sit on mouse and key click events. I suggest that you do not attempt process GEM message events during this period (apart from possibly AP_TERM etc.). Free the system using the normal wind_update(BEG_UPDATE) call.

The reimplementation of form_do given in the LC5.6 manual uses this method.

: 2. Also, how can I detect if either mouse button (or both) is pressed using
: evnt_multi() - If I use the value 3 for the mouse parameter it still
: doesn't work.

I used to know how to do this, but I've forgotten and lost the original message - so I'd also be happy if someone reposted the solution.

: 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
: short cut)? How do I know which window is the one that should be
: topped?

I take it you mean including windows owned by other applications? Under any AES 4.0-compatible or above system, there are wind_get modes which allow you to find windows at a given position. On single tasking systems (and possibly under Magic) IIRC there are at least 2 protocols allowing window cycling to extend to accessaries and other applications. If you need more info on this, email me and I'll dig it out.

: 4. This isn't a programming question, as I've finished the record/playback
: section (apart from the niggles above) - I was thinking of uploading it
: to an FTP site so that I could get feedback from potential users (this
: would look good in my final report). How do I go about this - I've never
: actually uploaded anything - however I do have full internet access.
: Secondly, which FTP sites would be the best to upload it to?

For .ac.uk, the easiest site to upload to is micros.hensa.ac.uk. Use 'put <localfile>' in your ftp program to place the archive and a small message in /incoming/atari/falcon (IIRC). atari.archive.umich.edu is rather hard to get on to so that you can upload, but you can mail files to the archive administrators, and it's widely mirrored around the world.

: p.s. When I've finished the whole project I may upload the thing (executable,
: C-Source code, and -maybe- my actual report) - is anyone interested in this?

Yup, I'd be interested.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

832. Re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: d.e.jones@ex.ac.uk
Message-ID: <d.e.jones-1805951540440001@144.173.2.243>
Source record: 11321

```
There are still GFA programmers around. The best way we can get support
is from each other. This is the perfect place for it too. I quite often
post questions and answers on the comp.sys.atari.progammer newsgroup.
Good luck with your programming.

--
Dan Jones
```

833. Re: C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181602.AA01023@ilmen.lanl.gov>
Source record: 11322

In article 73C@comp.lancs.ac.uk, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>
>p.s. wasn't Laser C called something else originally, or did it become
>something else... wasn't Megaroids written in it ?

Yep. Laser C was originally known as Megamax C (hence the game, Megaroids).

-Hutch- @ Fair Dinkum Tech

834. Re: How to block key input

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950518140125.11698A-100000@timar>
Source record: 11323

On Thu, 18 May 1995, William Wong wrote:

>
> How can I control the keyboard queue? Any ideas are welcome.

After returning from whatever your program was busy doing, it should take care of all char's in the buffer. Throw them away?? Or if you want typeahead but not "delete-ahead", then put_to_screen while not backspace or delete detected, throw_away the rest. (If only emacs would understand that, sigh..)

// Jens M Andreasen

835. re: no programmers left?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1532dbrewood@nest.demon.co.uk>
Source record: 11324

```
In a message of 18 May 95 Dan Jones (0) wrote to All :

DJ> There are still GFA programmers around. The best way we can get
DJ> support is from each other. This is the perfect place for it too. I
DJ> quite often post questions and answers on the comp.sys.atari.progammer
DJ> newsgroup. Good luck with your programming.

And there is also a hell of a lot of support in NeST with a lot of GFA
coders in there, myself included.

Daron - dbrewood@nest.demon.co.uk

--
```

836. Lattice C 5.6 for Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-18 00:00:00 UTC
From: tdcflcn@infinet.com
Message-ID: <3pgmea$1g0@horus.infinet.com>
Source record: 11325

I have Lattice C 5.6 for Sale, $175.00

It's just out of the Box.
I'll include "THE ATARI COMPENDIUM".

Never have time to learn it for the Falcon.

Thomas D. Chamberlain - Information System Analyst

3X Corporation
Expertise - Excellence - Execution
IBM Premier Business Partner

90MHz Pentium, 1Gig, 8Meg, 4x CD-ROM
Atari Falcon030, 1Gig, 16Meg

837. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800879239@gen-off-1>
Source record: 11326

richcsst@crash.cts.com (Richard John Kelsch) writes:

>: evnt_multi() - If I use the value 3 for the mouse parameter it still
>: doesn't work.

>Got me, I've tried the same thing. I have "Mickey Moused" and waited for
>a mouse event with evnt_multi() and then checked the status of the mouse
>buttons after evnt_multi() returns.
Add 256 to the mouse state requested, eg wait for 259. It's documented
in the errata for the Atari Compendium. This trick has always worked for
all TOSes, as far as I am aware.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

838. Flydial question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <3phv27$6nv@krant.cs.ruu.nl>
Source record: 11327

I am currently writing a program in which I want all forms to have so-called flydials (a sort of `folded' upper right corner) that can be used to move the entire form. The stupid thing is that I've been able to figure out how to implement this, but for the sake of uniform appearance I would like them to look the same way they do in e.g. Gemini or Interface. Looking at the resource files of those programs revealed that the flydials are simply transparent `crossed' boxes of which only the lower left diagonal part is drawn (this sounds a bit strange but if you've seen them you'll know what I mean). The question is: how can one draw only that part of an object rather than the whole object? Or am I missing something and are they achieved in a different way? Any help would be appreciated.

-- Jules

839. GCC GEM libraries

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D8u8KA.DDw@midway.uchicago.edu>
Source record: 11328
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Hi,
Does anyone know if there is any documentation available on the
GEM libraries for GCC? Thanks in advance.

Gustavo
```

840. Re: C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <D8tMLv.AyH@comp.lancs.ac.uk>
Source record: 11329

In article <9505181602.AA01023@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In article 73C@comp.lancs.ac.uk, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>>
>>p.s. wasn't Laser C called something else originally, or did it become
>>something else... wasn't Megaroids written in it ?
>
>Yep. Laser C was originally known as Megamax C (hence the game, Megaroids).

Loved that game (for no good reason, except that in ran faster on a high res monitor...), speaking of which they did offer out the source code for it, I wonder, does anyone have a copy of this source code ? Is there a way I could get hold of a copy ?

Sorry it's a bit off topic, but it's reminded me of the early days of programming my ST (and watching windows hang in space empty not responding to anything, then having to reboot off a floppy .... it took hours for the bruising to go down <grin>).

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)

841. Medway Boys, Automation...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: gearyp@cs.man.ac.uk
Message-ID: <3pi23j$ch@m1.cs.man.ac.uk>
Source record: 11330

I'd be interested in getting hold of all of the old Medway Boys and Automation menus from there disks as i've already got quite a collection, and there are not the sort of thing you'd find in a pd library (can't think why!!).

Also, does anybody know at what cd numbers these finished at ?

842. Re: NeoChrome File Formats

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pibdi$ltj@bs33n.staffs.ac.uk>
Source record: 11331

Paul Ian Harman (pih@doc.ic.ac.uk) wrote:

: Could somebody post me the EXACT format that NeoChrome screens come in?
: Thanks muchly...

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

Format obtained from the ST Picture Formats like, edited by David Baggett
(dmb@wam.umd.edu)

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

843. Re: Flydial question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: hjv@phil.ruu.nl
Message-ID: <3piq4q$3v1@chico.staf.phil.ruu.nl>
Source record: 11332

jules@cs.ruu.nl (Jules Vleugels) writes:

>I am currently writing a program in which I want all forms to have
> so-called flydials (a sort of `folded' upper right corner) that can
> be used to move the entire form. The stupid thing is that I've been
> able to figure out how to implement this, but for the sake of
> uniform appearance I would like them to look the same way they do in
> e.g. Gemini or Interface. Looking at the resource files of those
> programs revealed that the flydials are simply transparent `crossed'
> boxes of which only the lower left diagonal part is drawn (this
> sounds a bit strange but if you've seen them you'll know what I
> mean). The question is: how can one draw only that part of an
> object rather than the whole object? Or am I missing something and
> are they achieved in a different way? Any help would be
> appreciated.

Yes, they're drawn differently. The Flydial code inspects every tree in the
RSC, and upon encountering e.g. an 'IBOX that's CROSSED and has the TOUCHEXIT
bit set', it replaces this object with a USERDEF object, which is the 'folded
corner' you know. So all the special objects you often encounter (drag-corner,
underlined box-titles, mac-look radio buttons, crossed checkboxes, etc) are
implemented by dynamically replacing certain objects in the resource with
cutom drawing code.
If you're interested in this kind of things, check out the EGEM library
(available at atari.archive.unmich.edu I suppose). This is a full featured
library that implements all this things and much, much more. It comes as
source code, so you can take a look and see how e.g. fly-corners are achieved,
or you can modifiy the code to suit your need. And it's free...

Hope this helps.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

844. MiNT compilation & GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-19 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3pjaek$ojp@sphinx.Gsu.EDU>
Source record: 11333

Hi, Earthlings ;-) !

Just some silly questions. I've mostly used GFA and Pascal for programming, so C is kind of a mystery to me. Despite this, I've (bravely?) installed various versions of GCC on my Falcon's hard disk - and tried to compile optimized 68030 versions of MiNT 1.12. Partly just for fun, partly to see if anything improves.

But... Although I've managed to compile both MiNT 1.12 and the "other" MiNT (something like MH-MiNT, can't remember now..) available in Germany, the results have been somewhat strange.

68030-optimization seems to reduce the size of MINT.PRG a little, but otherwise the speed doesn't seem to improve at all. Should this be so?

Unfortunately, these compilations don't seem to work 100% reliably, either.. Some strange things happen that don't happen when using "official" MiNT compilations.

I used CGG 2.36 at first, with those results mentioned. Then I tried version 2.5x - but for some reason, I couldn't make it compile MiNT without error messages (using same sources as w. 2.36). Anyway, I've heard that some bug somewhere makes 2.5x compilations useless when using GEM with MiNT.. =-(.

So, what should I expect from GCC 2.63? Is it even more impossible to configure (for inexperienced C-user) - and is there any point in using it to compile MiNT, anyway (greater speed, more compact code, ...) ??

Any experience and/or suggestions?

Thanks,

Tommi

845. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-20 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fbdeab6_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11334

```
In a message Mr Craig P Drummond wrote to All :
MCPD> p.s. When I've finished the whole project I may upload the thing
MCPD> (executable, C-Source code, and -maybe- my actual report) - is anyone
MCPD> interested in this?

YES!! I am.

Cheers,
Magnus Kollberg

( UUCP Dialup connection )
```

846. C Programming On ST's

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-21 00:00:00 UTC
From: sbostw1@umbc.edu
Message-ID: <3pmgdg$hi5@news.umbc.edu>
Source record: 11335

I recently purchased a 1040ST to use with my keyboard and sampler, but I've noticed that nothing I've seen matches Disk Master for the Amiga, which I've been faithful to for a good 4 years now. I was wondering if anyone had a list of the TOS/GEM specific functions in a normal text/ascii file, and, if so, that person could send it to me via email or if it is already on a FTP site somewhere. I'm getting a bit eager to actually compile all this code I've created... Anyway thanks for any responses and hope to hear from somebody soon!

847. GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-21 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3pnfhs$909@news.xs4all.nl>
Source record: 11336

HELLO!

I'm busy writing a program in GfA, completely multitasking, dialogs in windows, menubar present (in 3d colors), very neat all, but I seem to have one question: Is it possible to INLINE my resource file, because I hate the programs where you can easily change the resource files by yourself!

Thanks in advance, you will probably know the answer!

Bye!

mss@xs4all.nl (Martin Molenaar)

848. Games & Graphics Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pno5p$2ps@dux.dundee.ac.uk>
Source record: 11337

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rod McCall]
[Posted on 21 May 1995 15:50:28 GMT]

I have decided that once summer arrives I inted to start doing some serious programming on my Falcon. At present I have (or will have shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP. Do the latter two packages come with information on how to program the graphics & sound system on the Falcon? Also are their any books that are particularily good at explaining how to program the ST/Falcon graphics and sound hardware?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

849. Re: MiNT compilation & GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-21 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950521214223.22915B-100000@nic.cerf.net>
Source record: 11338

> 68030-optimization seems to reduce the size of MINT.PRG a little, but
> otherwise the speed doesn't seem to improve at all. Should this be so?

Hi Tommi,

I don't know exactly what 68030 optimization means. Let's see, I'm sure the '030 has some instructions that the '000 doesn't, so if I compiler were worth it's salt, it would take this into account. Probably, it doesn't. I'm just guessing, though. As far as regular "non-denominational" optimization, I wouldn't expect much improvement. I never get much improvement from optimization.

Ben Allfree
shadow@iris.yolo.com

850. Wanted : Pure C 1.1

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-21 00:00:00 UTC
From: Michel Vanhamme <100422.651@CompuServe.COM>
Message-ID: <3pnjfcfev1@mhade.production.compuserve.com>
Source record: 11339
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,de.comp.sys.st

I'm looking for Pure C 1.1, original disks and manual. If you'd like to sell y
yours, please email me at 100422.651@compuserve.com

Oh, BTW, I live in Belgium, Europe!

Thanks,

-Michel.
--
Michel Vanhamme

851. Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3ppmr6$6ft@news2.delphi.com>
Source record: 11390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Since I am technically deficient in this area, I was wondering if anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB partions can be used? Is this even possible? Or should I just get TOS 1.4/2.06 for ALL my machines?

Dom

852. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: burch@sa.rl.ac.uk
Message-ID: <3pq11g$1k0l@unixfe.rl.ac.uk>
Source record: 11391

Hi!

I would be most grateful if someone could mail me withe the EXACT file format of a .IMG image file.

Thanks

pete

burch@te.rl.ac.uk

853. Re: Games & Graphics Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3pqbe6$4fc@news.iesd.auc.dk>
Source record: 11392

In article <3pno5p$2ps@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> [Article crossposted from comp.sys.atari.st.tech]
> [Author was Rod McCall]
> [Posted on 21 May 1995 15:50:28 GMT]
>
> I have decided that once summer arrives I inted to start doing some
> serious programming on my Falcon. At present I have (or will have
> shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
> Do the latter two packages come with information on how to program
> the graphics & sound system on the Falcon? Also are their any
> books that are particularily good at explaining how to program the
> ST/Falcon graphics and sound hardware?

Yes, try "The ATARI Compendium".
It's an American book, written by Scott Saunders. You should be able to
get it from System Solutions in the U.K.
The book covers all Atari computer models and system calls etc.etc.

But there is also the more Falcon(or better)-specific book named
"Modern ATARI-System software", I think it's from HiSoft.

Hope this helps. :-)

Keep Cool and Flying...

ChainXOR...

854. Re: Games & Graphics Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3pqe00$fi0@lastactionhero.rs.itd.umich.edu>
Source record: 11393

Are you sure these programs (devpac etc) will run on your new
oric ?

There are several books around that are good for the atari such
as the abacus books (if you can find them) however, the best source in my
opinion is magazines (new & old) and source code off the net. Generally
in my experience most of the atari books aren't set up to learn from, or
if they are. They only take you so far then your on your own. Although I
must admit that I haven't seen several of the "newer" atari books. I do
recommend the Atari Compendium. The ability to only have to look through
one book most of the time, is well worth the money when you consider how
long it takes to look through all your old books, Magazines and source code.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

855. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3pqe6a$fim@lastactionhero.rs.itd.umich.edu>
Source record: 11394

There is a file that shows how to do resouce's inlined. However
I just checked and didn't see it in the Gfa section on a.a.u.e. I will
try to track it down and put it there. I have it at home so if nothing
else I can get it up later this week.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

856. Spectrum 512 Etal.

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-22 00:00:00 UTC
From: "Chris J. Mills" <stumilcj@reading.ac.uk>
Message-ID: <Pine.SUN.3.91.950522204631.11997A-100000@sgsscsc1.reading.ac.uk>
Source record: 11395

I understand that spectrum 512 and photochrome work by trigerring events
at the right times for the monitor to display a different colour. Can
someone please tell me these monitor timing so that I can investigate how
to do this for myself.
thanks,
Chris.

857. (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3psu0b$fbt@m1.cs.man.ac.uk>
Source record: 11396
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am trying to write a MultiTOS friendly Gem based application (in assembler).
I have an event handler that handles dialogues placed in a window, but at the
moment it ignores keyboard events.

I have got it to detect keyboard events, but where can I get the value of the
key that is pressed? What form is it in - ASCII / scancode?

Cheers for any help.

Anthony (who has NO aes documentation for calls implemented before v3.3)

--
____

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
____

858. Re: (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3psu3j$fbt@m1.cs.man.ac.uk>
Source record: 11397
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Oops!

That was supposed to have the subject 'keyboard events with event_multi()'

Never mind...

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

859. eGEM documentation

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950523.140724.35@powerslv.demon.co.uk>
Source record: 11398
Cross-posted to: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it looks pretty interesting (from my reading of the docs and source) BUT . . . my German is, shall we say, rudimentary (esp. when it comes to the finer points of TOS/GEM/C coding) SO . . .

Does anybody have any English docs for the eGEM library, and, if so could they mail them to me or point me at a site where I can get 'em (either ASCII or .hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was no sign of any EGEM_ENG.LZH or such there.

TIA (for time and bandwidth :)

--
Cheers __
| /\ |\ |
\/ \/ | \|

860. Re: eGEM documentation

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: snuggy@herts.ac.uk
Message-ID: <42332fc237be@sirius.herts.ac.uk>
Source record: 11399
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Jon Kale (jon@powerslv.demon.co.uk) wrote:
: Just a quick request - I just downloaded eGEM 2.1 (Sep. '94 version) and it
: looks pretty interesting (from my reading of the docs and source) BUT . . .
: my German is, shall we say, rudimentary (esp. when it comes to the finer
: points of TOS/GEM/C coding) SO . . .

Try EGEM 2.2 ... its a tad better ;) but still with german documentation I'm
afraid...

: Does anybody have any English docs for the eGEM library, and, if so could
:they
: mail them to me or point me at a site where I can get 'em (either ASCII or
: .hyp) I got eGEM from the (excellent) UMich mirror at Imperial but there was
: no sign of any EGEM_ENG.LZH or such there.

Get ruftrade (from the same place..) - its one of the best german to english
traslators that will give u more of an idea how it works..

Alex Nicholls
A.I.Nicholls@herts.ac.uk

861. Two VDI questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3ps4i7$9sg@nyheter.chalmers.se>
Source record: 11400

As one of the very last additions to MGIF before the new release,
I intended to implement some limited support for graphics cards.
The first of my two questions is only performance related, but the
second describes a strange problem I've run into.

1. Device specific formats for 8 bit modes
My current routines first translate from the stored byte per pixel
format to the normal TT/Falcon bit plane structure. The bitplanes
are then reordered to fit the VDI 'standard' definition.
Finally the normal VDI transform and blit functions are used.

While the above works fine (apart from the problems described later),
it's clearly very inefficient on graphics cards, since those are
likely to use a byte per pixel format. Going from byte per pixel to
bit plane and back again takes quite a lot of time.

I will of course include the full operation outline above, for maximum
compatibility, but it would be very nice to speed the process up for
'normal' graphics cards. So, does anyone know what the device specific
format (MFDB) looks like for such a card in eight bit mode?

2. VDI colour setting problem
On my Falcon with TOS 4.01, the short test program below works fine
under a 4 bit mode, but not under an 8 bit one. NVDI does not help.
The problem is that (physical) colour number 15 is always set to zero!
I guess this must be due to some kind of mistake on my part, since I've
never seen any other program display this kind of behaviour.
I haven't got the slightest idea about what the bug could be, however.

A Falcon executable version of the program can be found at my ftp
site, rand.thn.htu.se under the name testcol.prg.
If anyone wants to compile the test code on a TT, the VgetRGB must be
replaced and the handling of 'map' changed.

```
/* The list of include files might need to be changed/extended
* for some compilers.
* Atari specific functions used are:
* VgetRGB (only exists on a Falcon), vq_color, vs_color,
* appl_init, graf_handle, v_opnvwk and c_clsvwk
*/

#include <vdi.h>
#include <tos.h>
#include <aes.h>
#include <stdio.h>
#include <stdlib.h>
```

```
/* VDI colour permutation */
int permute[256] = {0, 2, 3, 6, 4, 7, 5, 8,
9, 10, 11, 14, 12, 15, 13, 1};

/* Test colours */
int colour[20] = {100, 500, 700, 200, 840, 900, 250, 130, 670, 800,
130, 530, 760, 260, 720, 450, 780, 990, 290, 300};

void main(void)
{
int i;
int rgb[3];
int handle;
int work_in[11] = {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2};
int work_out[57];
int junk, colours;
long map[256];

appl_init();
handle=graf_handle(&junk, &junk, &junk, &junk);
v_opnvwk(work_in, &handle, work_out);
if (!handle) {
appl_exit();
exit(-1);
}
colours = work_out[13];

for(i = 16;i < 256;i++)
permute[i] = i;

for(i = 0;i < 20;i++) {
rgb[0] = rgb[1] = rgb[2] = colour[i];
vs_color(handle, permute[i], rgb);
}

VgetRGB(0, colours, map);

printf("Physical colour #: from VgetRGB, from vq_color (original)\n");
printf("Values can be off by +/- 1 due to rounding.\n");
for(i = 0;i < 20;i++) {
vq_color(handle, permute[i], 0, rgb);
printf("%d: %ld,%ld (%ld)\n", i, map[i] >> 16,
(rgb[0] * 255L) / 1000, (colour[i] * 255L) / 1000);
}
scanf("%d", &junk);

v_clsvwk(handle);
appl_exit();
}

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
```

Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

862. GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: Fraser S Keith <fkeith@cs.strath.ac.uk>
Message-ID: <3ps7dv$2of@dunlop.cs.strath.ac.uk>
Source record: 11401

Is there any way to put a autoboot GFA basic file
on the disk so that it automatically loads and runs
on booting. I know it can be done in STOS by naming
the file autoexec.bas .

Fraser S Keith

863. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2fc25bc8_Christian.Dahl@tnogobl.ct.se>
Source record: 11402

> I'm busy writing a program in GfA, completely multitasking, dialogs
> in windows, menubar present (in 3d colors), very neat all, but I seem
> to have one question: Is it possible to INLINE my resource file,
> because I hate the programs where you can easily change the resource
> files by yourself!

It's good if it's possible to change the .RSC. Then I can make a own
translation of the language to swedish (for own personal use). I like programs
have the .RSCfile loose, so that I can change it for my own perposes.

CD
(UUCP Dialup connection)

864. Re: MiNT compilation & GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: Stephan Haslbeck <haslbecs@hphalle7c.informatik.tu-muenchen.de>
Message-ID: <Pine.HPP.3.91.950523104952.4250C-100000@hphalle7c.informatik.tu-muenchen.de>
Source record: 11403

On 19 May 1995, Tommi Pekka Hietavuo wrote:

> Hi, Earthlings ;-) !

Hi, Alien! Or what? :)

> 68030-optimization seems to reduce the size of MINT.PRG a little, but
> otherwise the speed doesn't seem to improve at all. Should this be so?

The important parts of MiNT - switching from one process to another,
preemptively - are already written in assembler. So the general speed
cannot increase so much - but several things like pipes should run faster.

> Unfortunately, these compilations don't seem to work 100% reliably,
> either.. Some strange things happen that don't happen when using
> "official" MiNT compilations.

What kind of things are these? I use MH-MiNT1.12h2 without restrictions.
But I never used an official release - so I don't know what happens there.

> I used CGG 2.36 at first, with those results mentioned. Then I tried
> version 2.5x - but for some reason, I couldn't make it compile MiNT
> without error messages (using same sources as w. 2.36). Anyway, I've
> heard that some bug somewhere makes 2.5x compilations useless when using
> GEM with MiNT.. =-(.

I've been using gcc 2.5.8 till now - and there were no problems. The bug
you mention was removed, I think. There can be problems using older
versions than 2.5.8.

> So, what should I expect from GCC 2.63? Is it even more impossible to
> configure (for inexperienced C-user) - and is there any point in using it
> to compile MiNT, anyway (greater speed, more compact code, ...) ??

Don't expect any miracles :-). There may be a slight increase in speed
and more compact code length - but I don't think the improvements are so
big that you get 10% less code and 10% more speed. But IMHO you should use
the newest thing you can get.
I want to install 2.6.3 some time - I already looked how much space I
need, and I didn't find any huge difference between 2.5.8 and 2.6.3, only
a few regarding the port (e.g. where libraries are searched and under
which name).

Ciao,
Stephan

Stephan Haslbeck

Student of Computer Science, Technical University of Munich

std mail: Agricolastr. 61, D-80686 Muenchen
email: haslbecs@informatik.tu-muenchen.de

Es gibt keine Probleme, nur Loesungen.
---

865. Wanted HH guide to BIOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: sdzubur@andrastea.phy.hr
Message-ID: <3psh1p$c1e@nippur.irb.hr>
Source record: 11404

Could someone please mail me the Hitchhiker's guide to BIOS text file, I seem to have lost mine somewhere. Or, if it is possible to find it on ftp, please mail me the adress.

Thanx
Sead

866. ATARI TT030 For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-23 00:00:00 UTC
From: pratt_k@cho006.cho.ge.com
Message-ID: <1995May23.142257.840@cho006>
Source record: 11405
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.programmers

For Sale:

Atari TT030 8 Meg RAM
50 Meg ASCSI Hard Drive

With:

lattice C 5.0
HISOFT DEVPAK (Macro Assembler)
HISOFT Professional Basic (Basic Compiler)
LASER C
Warp 9
Word Perfect
Games

Many other packages and reference material.

$800.00 B/O

Contact me at kjp@choh001.cho.ge.com

Enjoy the day,

Ken Pratt

867. Re: DSP programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3puvkf$95m@macondo.dmu.ac.uk>
Source record: 11406
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

spatzene@informatik.tu-muenchen.de (Roland Spatzenegger) wrote:
>Doesn't support tcc <move> <parallel move > instruction ! (tcc <move> works)
>Sometimes it produces wrong lod files ...

I've not used tcc <move> <parallel move> but I've used tfr <move> <parallel move>

Don't forget that you must put your parallel moves in the correct order for the
assmebler, i.e X: Y: and you canonly use the correct address registers for the
move.

I always use binary files, and they seem to work fine so I can't really
comment on the LOD problem although when I have used them they seem to
be fine.

Alan.
--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

868. The Key To Organizing Your Health Records

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: 2167246.42663942
Message-ID: <3pujp4$k3l@baygull.rtd.com>
Source record: 11407
Cross-posted to: control,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists." The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

Your Lifetime Health Planner
1955 W Grant Rd., # 230
Tucson AZ 85745
USA

Shipping and handling charges: $4.95 US; $8 Canada/Mexico; $14 Europe; $18 Asia/Pacific Rim.

Include your name, address and telephone number.*

Visa/MasterCard orders, call 520-798-1530.

*Large corporate discounts available for orders of 1,000 copies or more.

Your Lifetime Health Planner
1955 West Grant Road, #230

Tucson, AZ 85747

Enclosed is $_____ for _____ copies of Your Lifetime Health Planner.

Please ship to:

YOUR NAME _____

YOUR ADDRESS _____
Street

_____
City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

869. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3pugar$n7@ionews.io.org>
Source record: 11408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since I am technically deficient in this area, I was wondering if
: anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
: partions can be used? Is this even possible? Or should I just get TOS
: 1.4/2.06 for ALL my machines?

ICD Utilities allows BGM partitions of up to 512 megabytes each.

: Dom

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

870. GfA Basic Question: Resou

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3pv3el$ftr@prime.mdata.fi>
Source record: 11409

```
m> I'm busy writing a program in GfA, completely multitasking, dialogs in
m> windows, menubar present (in 3d colors), very neat all, but I seem to

From the description I would say your project is doomed to failure.
I mean, "cmopletely multitasking", if it means multitasking friendly...
Doing that with GFA basic is no fun. I'm an ex-GFA programmer ;-).

m> have one question: Is it possible to INLINE my resource file, because I

I think just load it to INLINE. But then you can't use the
rsrc_load() call for loading the resource and adjusting it to
the current resolution. You'll have to use rsrc_obfix for it
adjusting the different objects...
I have never done that with GFA, but I think this is how it's
done.

m> hate the programs where you can easily change the resource files by
m> yourself!

Hey, that's one of the nice features of RSC-files! User can edit
a bit the rsc-file, if something isn't like he wanted.

---
* Kivi 1.37a *
```

871. Re: (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D92sxK.18zr@muster.hrz.uni-giessen.de>
Source record: 11410
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi *

In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Oops!
: That was supposed to have the subject 'keyboard events with event_multi()'
the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
scancode.
The lower eight bit are the ascii code, the higher eight bits are the
scancode.
BE AWARE: scancode may differ from country to country
(f.i. Germany (Y <-> Z) and France (completely different))
If you use the scancode (for menu selection by key), translate it using
keytbl().

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

872. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D92xz1.MMu@crash.cts.com>
Source record: 11411

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: Is there any way to put a autoboot GFA basic file
: on the disk so that it automatically loads and runs
: on booting. I know it can be done in STOS by naming
: the file autoexec.bas .

: Fraser S Keith

Yes, you must COMPILE it first with the GfA Compiler. If you do not have
the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).

If booting from the AUTO folder, then the program must not make use of
GEM specific routines and commands.

If the program needs GEM, then you must have the Desktop (version 1.4+)
auto run it or use a program like Headstart run it.

Rich

873. Re: Games & Graphics Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May24.194700.307@genrad.co.uk>
Source record: 11412

In article <3pno5p$2ps@dux.dundee.ac.uk>,
rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>shortly) Pure C and Devpac 3. I am also considering getting Devpac DSP.
>Do the latter two packages come with information on how to program
>the graphics & sound system on the Falcon?

No. Unfortunately they don't. The DevpacDSP manual is especially
poor in this respect. It has a brief introductory chapter on accessing the
DSP from the 68030, but the rest of it just describes how to use the assembler
and debugger, although it does this well.

> Also are their any
>books that are particularily good at explaining how to program the
>ST/Falcon graphics and sound hardware?

The Atari Compendium is quite good. HiSoft's Modern Atari System
Software (or something like that) has much the same stuff as the Compendium,
but mostly for the Falcon. In fact, the Compendium is probably a better
buy IMHO, even for the Falcon.

Paul

874. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-24 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3q0h2f$ppt@henry.interlink.no>
Source record: 11413

Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: There is a file that shows how to do resouce's inlined. However
: I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: try to track it down and put it there. I have it at home so if nothing
: else I can get it up later this week.

This will be limited to 32k in size, though? Right?

Vegard Hofsoy
<vegard@interlink.no>

875. Re: eGEM documentation

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-25 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3q0nj0$bqn@jhunix1.hcf.jhu.edu>
Source record: 11414
Cross-posted to: comp.sys.atari.st.tech,,comp.sys.atari.programmer

Mein Deutsch ist nicht so gut auch... I have numerous German translator programs, and an A for my first year of college German, but I have the same problem unfortunately. It doesn't do much good to have an 'OK' translation for something like easy-gem, especially since my knowledge of C programming is significantly more limited than my knowledge of German. Verstehen Sie mich? So I would like to add my plea for an English translation of the easy gem documentation.

Vielen Dank,
Devin

876. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-25 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3q11oe$l8a@ionews.io.org>
Source record: 11415

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: If booting from the AUTO folder, then the program must not make use of
: GEM specific routines and commands.

: If the program needs GEM, then you must have the Desktop (version 1.4+)
: auto run it or use a program like Headstart run it.

Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
about using ~V_OPENWK(1) or somesuch...

: Rich

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

877. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-25 00:00:00 UTC
From: ceebsm@cscd4c17.caledonia.hw.ac.uk
Message-ID: <D94ML0.A0L@cee.hw.ac.uk>
Source record: 11416

In article <ftn_2.203.611.4_2fc25bc8_Christian.Dahl@tnogobl.ct.se>,
christian.dahl@tnogobl.ct.se (Christian Dahl) writes:

> I'm busy writing a program in GfA, completely multitasking, dialogs
> in windows, menubar present (in 3d colors), very neat all, but I seem
> to have one question: Is it possible to INLINE my resource file,
> because I hate the programs where you can easily change the resource
> files by yourself!

Dregor Duchalski's 'Flydial' GFA code contains the required routines to
inline the RSC files....though you'll have to register to get these
functions - they are not contained in the demo version avaiable from
most german FTP sites.

Barry
--
+----------------+---+
| Barry S. Munro | E-mail: ceebsm@caledonia.hw.ac.uk |
|\/\/\/\/\/\/\/\/| URL: http://www.tardis.ed.ac.uk/~bsm/ |
+----------------+---+

878. Re: Games & Graphics Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-25 00:00:00 UTC
From: Peter Burch <burch@sa.rl.ac.uk>
Message-ID: <3q27q9$2hji@unixfe.rl.ac.uk>
Source record: 11417

Try 'Real time 3D graphics on the Atari ST' by Andrew Tyler, from
Sigma press - quite a few useful algs. to be found there; however, as
it was written for the ST there is no DSP source.

pete

Pete Burch
burch@te.rl.ac.uk
Electronic Systems Design Engineer
Rutherford Appleton Laboratory

879. portfolio modem

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-25 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <D959qq.FxL@inter.NL.net>
Source record: 11418

I am searching for a program for the atari portfolio, that
can handle my modem.
Is there a program that can communicate (via the portfolio interface)
with my modem (a kind of terminalprogram) ?

answer please to mail: geheniau@solair1.inter.NL.net

880. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-26 00:00:00 UTC
From: Fraser S Keith <fkeith@cs.strath.ac.uk>
Message-ID: <3q4c6l$p8a@dunlop.cs.strath.ac.uk>
Source record: 11419

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>
>Yes, you must COMPILE it first with the GfA Compiler. If you do not have
>the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
>
>Rich
>

Thanks, but where can I get the compiler, as most shops have stopped selling
ST stuff? Also, how much would it cost me, cos I am a student!?

Is it worth continuing with GFA Basic, or is it better to learn Assembley?

Fraser S Keith

881. MIDI programming. What lang to use ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-26 00:00:00 UTC
From: peters@damp.apana.org.au
Message-ID: <3q3l2q$ak9@frisbee.damp.apana.org.au>
Source record: 11420

Hello programmers.
I would like to start programming small midi utilities, patch dumpers ,editors
etc and was wondering what would be the best language to do it in.
I havent done alot of programming but I *really* want to learn.
Any and all help will be appreciated
Peter Sansom
peters@damp.apana.org.au

882. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-26 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995May26.094013.6313@rhrk.uni-kl.de>
Source record: 11421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

diehl@r-node.io.org (Eric March) writes:

>ICD Utilities allows BGM partitions of up to 512 megabytes each.

AHDI (and all other AHDI compatible drivers) support this, too. BTW, with
MagiC or TOS 4.0 the upper limit is 1 GByte.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

883. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-26 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D96vqp.30F@bton.ac.uk>
Source record: 11422

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:
: >
: >Yes, you must COMPILE it first with the GfA Compiler. If you do not have
: >the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
: >
: >Rich
: >

: Thanks, but where can I get the compiler, as most shops have stopped selling
: ST stuff? Also, how much would it cost me, cos I am a student!?

: Is it worth continuing with GFA Basic, or is it better to learn Assembley?

: Fraser S Keith

It depends on what you want to do - remembering that Papyrus is written
in GFA BASIC (I think I heard that somewhere). Don't bother with
assembley, but try C if you really want a change.

--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-

884. re: midi programming. what lang to use ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-26 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1602rcain@nest.demon.co.uk>
Source record: 11423

On 26 May 95 Peter wrote::

PS> Hello programmers.
PS> I would like to start programming small midi utilities, patch dumpers
PS> ,editors
PS> etc and was wondering what would be the best language to do it in.
PS> I havent done alot of programming but I *really* want to learn.
PS> Any and all help will be appreciated

C if you're brave and can understand cryptic code - Modula 2 otherwise.

Roger
rcain@nest.demon.co.uk

--

885. Falcon DSP reset?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-27 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <3q64q4$3n5@oravannahka.Helsinki.FI>
Source record: 11424

Is it possible to reset the Falcon DSP from the CPU or is there some other way to force the DSP "under CPU control"? CPU reset instruction might just do the trick - unfortunately it only seems to completely jam the CPU. Does anyone know if there's a way to succesfully continue program execution after reset instruction (on Falcon)? (There is a reset instruction in the beginning of the ROM code, but...) Any idea what to do when exception vectors inside the DSP are corrupted, DSP program gone mad and connection to the CPU lost?

886. Re: MIDI programming. What lang to use ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-27 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950527.110618.91@powerslv.demon.co.uk>
Source record: 11425

In message <3q3l2q$ak9@frisbee.damp.apana.org.au> Peter Sansom wrote:

>
> Hello programmers.
> I would like to start programming small midi utilities, patch dumpers ,editors
> etc and was wondering what would be the best language to do it in.
> I havent done alot of programming but I *really* want to learn.
> Any and all help will be appreciated

Well, I use C (Lattice 5.52) and 68k (DevPac 2) - mostly C 'cos I'm lazy
like that. If you get a good Bios/XBios library and know how MIDI works
then it's fairly easy; any reasonably well-implemented language should do
(one of these days, I'm going to write a patch dumper in Fortran as a mark
of respect to a great language). If you want MIDI tech. docs, they're
archived at ftp.cs.ruu.nl (can't remember the directory - I think it's
pub/MIDI or pub/sound/MIDI) One thing - if you're working w/ sysex (which
I assume you will be) then you'll also need the manufacturers' sysex docs
(ring them and ask - they're normally pretty good. At least Akai and Yamaha
are - I don't know about Roland.) Watch out for little hidden sysex novelties
(8-7 bit conversion's always a good one, as are checksumming and
handshaking :)

Hope this helps.

--
Cheers __
| /\ |\ |
\/ \/ | \|

887. Re: MIDI programming. What lang to use ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-27 00:00:00 UTC
From: fvlarsen@datter.pvv.unit.no
Message-ID: <3q6u5e$bs1@due.unit.no>
Source record: 11426

In article <3q3l2q$ak9@frisbee.damp.apana.org.au>,
Peter Sansom <peters@damp.apana.org.au> wrote:
>
>Hello programmers.
>I would like to start programming small midi utilities, patch dumpers ,editors
>etc and was wondering what would be the best language to do it in.

I would use C, because there exists some very good C compilers for the
atari, and one of the powers of C is ability to do very low-level
stuff. In addition, I seem to remember a few tutorials along the lines
of "MIDI programming in C". If you get your hands on these, then the
choise of language is obvious ;-)

>I havent done alot of programming but I *really* want to learn.

For this kind of "goal-oriented" programming, C is most likely the
best. But if you want to learn programming, you should also broaden
your horizon with other programming paradigms, such as functional
(SML, lisp), or logic (prolog). A good programmer (imho) is
multi-lingual, not tied to a specific language or paradigm... (jm$0.02)

--
%%Vidar Larsen, PVV IDT/NTH/UNIT, <http://www.pvv.unit.no/~fvlarsen/>
/a{def}def/t{translate}a/r{rotate}a/d{dup}a/M{exch}a/m{moveto}a/f{0 0
m d 0 M lineto 0 M t}a/s{d f 60 r d 3 div k 60 r d f}a/k{d 1 gt{s -120
r s pop}{3 mul d f -120 r f}ifelse}a 162 -30 50 200 t r k stroke showpage

888. Help with Falcon sound, Please!

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-28 00:00:00 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.950528222048.28963A-100000@grad>
Source record: 11427

I've asked more than once in the comp.sys.atari.* groups to no avail, and now that it's imperative that I know, I'm really not happy. So I'm begging you. Could someone please tell me how to do these things on the falcon? PLEASE?!? I'm begging!

I need to do this at 12.5 khz, and if it's only close, I'd like to know the exact rate. For playing, I want to do 8-bit MONO.

1. Play a sample on the Falcon.
2. Find out when it's done playing.
3. Record a sample on the Falcon.
4. Find out where the machine is currently recording.
5. Find out when the record buffer has run out.

I've written code to do playing on the Falcon, but it's not very good, and both the Lattice C documentation and the Compendium give me no useful information. They give the commands, but no clue about which ones are necessary, and what order to make the calls in. I really need source code to do this, but I've found absolutely NO examples. Could someone who knows this really well please give me code to do this, with comments would be nice since I need to adapt it to what I'm doing.

Thanks very much!

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics
---

889. Re: Falcon DSP reset?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-29 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3qc573$6cu@hpsystem1.informatik.tu-muenchen.de>
Source record: 11428

```
Hi,
the following programm completly reboots the the DSP. (it's the original
TOS-Routine, this routine is called only after the reset, you can't call it
with traps ...)
This routine installs all necessay transferprogramms.

bye
Roland
;BOOTE DEN DSP
boot_dsp:
movem.l d0-a6,-(sp)
jsr load_boot1
jsr load_boot2
movem.l (sp)+,d0-a6
rts
;***********************************************************************
load_boot1:
move.w #$2700,sr
move.b #$E,$FFFF8800.w ;reset dsp ?
move.b $FFFF8800.w,d0
andi.b #$EF,d0
move.b d0,$FFFF8802.w
ori.b #$10,d0
move.b d0,$FFFF8802.w
move.w #$2300,sr
;oder so warten:
move.l $4BA.w,d0 ;200Hz timer
addq.l #2,d0
.wait4timer:
cmp.l $4ba.w,d0
blt.s .wait4timer
move.w #$2700,sr
move.b #$E,$FFFF8800.w
move.b $FFFF8800.w,d0
andi.b #$EF,d0
move.b d0,$FFFF8802.w
move.w #$2300,sr
moveq.l #$52-1,d0
lea bootdsp1,a0
.copy2dsp1:
move.b (a0)+,$FFFFA205.w
move.b (a0)+,$FFFFA206.w
move.b (a0)+,$FFFFA207.w
dbf d0,.copy2dsp1
```

```
move.l #$200-$52-1,d1
.clr_restofdsp:
move.b #0,$FFFFA205.w
move.b #0,$FFFFA206.w
move.b #0,$FFFFA207.w
dbf d1,.clr_restofdsp
rts
;************************************************************************
load_boot2:
lea bootdsp2,a0
move.w #$98-1,d0
.transfer2dsp:
btst #1,$FFFFA202.w ;dsp ready ?
beq.s .transfer2dsp
move.b (a0)+,$FFFFA205.w
move.b (a0)+,$FFFFA206.w
move.b (a0)+,$FFFFA207.w
dbf d0,.transfer2dsp
rts

;************************************************************************
bootdsp1:
DC.W $AF0,$8000,$40,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W $BF0,$8000,$7F00,$BF0
DC.W $8000,$7EEF,$BF0,$8000
DC.W $7EDC,$BF0,$8000,$7F00
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W $8F4,$A800,4,$8F4
DC.W $BF00,$C00,$FE,$B808
DC.W $F4A0,0,$108,$F4BE
DC.W 0,$60,$F400,$7E
```

```
DC.W $A931,$9800,$6D1,0
DC.W $50,$AA9,$8000,$4E
DC.W $858,$6B0C,$51,$8F4
DC.W $A000,1,$8F4,$BE00

;*********************************************************************
bootdsp2:

DC.W $8F4,$A000,1,$8F4
DC.W $BE00,0,$AA9,$8000
DC.W $7EAD,$2000,$1308,$4C2B
DC.W $45F4,0,3,$2000
DC.W $650E,$A000,$AA9,$8000
DC.W $7EB5,$850,$2B0A,$A980
DC.W $7E,$B808,$512B,$45F4
DC.W 0,1,$2000,$650A
DC.W $F0AA,$7E,$CE45,$F400
DC.W 0,$220,$65,$AF0
DC.W $AA00,$7ED5,$AF0,$8000
DC.W $7EC7,$6D1,0,$7ECB
DC.W $AA9,$8000,$7EC9,$858
DC.W $6B0A,$F080,$7E,$AD06
DC.W $D100,$7E,$D20A,$A980
DC.W $7E,$D008,$58AB,$AF0
DC.W $8000,$7EAD,$6D1,0
DC.W $7ED9,$AA9,$8000,$7ED7
DC.W $858,$EB0A,$F080,$7E
DC.W $AD08,$F4A0,0,$108
DC.W $F4BE,0,$A,$A980
DC.W $7E,$E008,$502B,$AA9
DC.W $8000,$7EE3,$851,$2B0A
DC.W $A980,$7E,$E608,$522B
DC.W $6D2,0,$7EEC,$7D0
DC.W $8C07,$518C,0,0
DC.W 4,$8F4,$A000,1
DC.W $8F4,$BE00,0,$AA9
DC.W $8000,$7EF3,$850,$2B0A
DC.W $A980,$7E,$F608,$512B
DC.W $6D1,0,$7EFD,$AA9
DC.W $8000,$7EFB,$858,$6B00
DC.W 0,0,$408,$F4A0
DC.W 0,$108,$F4BE,0
DC.W $A,$A980,$7F,$420
DC.W $13,$84C,$2B45,$F400
DC.W 0,$120,$65,$AF0
DC.W $AA00,$7F23,$45F4,0
DC.W 2,$2000,$650A,$F0AA
DC.W $7F,$320A,$F080,$7F
DC.W $140A,$A980,$7F,$1408
DC.W $502B,$AA9,$8000,$7F17
DC.W $851,$2B06,$D100,$7F
```

```
DC.W $2007,$D88C,$AA9,$8100
DC.W $7F1D,$5470,0,$FFEB
DC.W 0,0,4,$AA9
DC.W $8000,$7F23,$850,$2B0A
DC.W $A980,$7F,$2608,$512B
DC.W $6D1,0,$7F2F,$54D8
DC.W $A,$A981,$7F,$2C54
DC.W $7000,$FF,$EB00,0
DC.W 0,$40A,$A980,$7F
DC.W $3208,$502B,$AA9,$8000
DC.W $7F35,$851,$2B06,$D100
DC.W $7F,$3E5C,$D800,$AA9
DC.W $8100,$7F3B,$5470,0
DC.W $FFEB,0,0,4
DC.W $AF0,$8000,$40,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
DC.W 0,0,0,0
```

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/

890. COMPETITION for SOFTWARE PROGRAMMERS

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-29 00:00:00 UTC
From: jcpatat@iway.fr
Message-ID: <jcpatat-2905951217520001@ts0-p8.iway.fr>
Source record: 11429

```
************************************************************
* *
* COMPETITION for SOFTWARE PROGRAMMERS *
* May 5, 1995 -- June 30, 1995 *
* *
* Concours Shareware France *
* ESF *
* 17 rue Viete *
* 75854 Paris Cedex 17 *
* FRANCE *
* information: prat@iway.fr *
* *
************************************************************

A competition for programmers is held between May 5 and June
30 by PRAT/ESF, a french publishing company willing to promote
the creation of software adapted to french audience.
Hence, the programs should be written in french, and be of
french interest.

This competition aims to stimulate and contribute to the dissemination
of french subjects and language orientated software.
Entries should fit in the following categories:

Education - eg: Mathematics, literature, geographical, science, any...
Recreative - eg: travel planner, drawing program, garden assistant,
cooking recipes, any...
Personnal data management : bank account, taxes, pocket money, any...
Games and animations
Children's corner software

Either PC or Mac platforms should be supported
************************************************************
Winners may receive as prize:
Video Recorder
CD ROM players
Corel Picture CDs

The prize-winning shareware software will be made available via
internet and online networks
************************************************************
To compete, write your own shareware and submit it before June
30 to the above address.
Concours Shareware France
ESF
17 rue Viete
```

75854 Paris Cedex 17
FRANCE
****

891. Falcon for sale!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-30 00:00:00 UTC
From: 00cokoester@bsuvc.bsu.edu
Message-ID: <1995May30.031651.48641@orion.bsuvc.bsu.edu>
Source record: 11430

I have an Atari Falcon for sale w/ svga screen for 800 obo.

if interested...see posting in comp.music or comp.sys.atari.8bit

892. C-Lab Polyframe

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-30 00:00:00 UTC
From: pl241171@Highlander.cip.bwl.uni-muenchen.de
Message-ID: <pl241171.1.000C1741@Highlander.cip.bwl.uni-muenchen.de>
Source record: 11431

Wer hat f&#65533;r C-Lab, Polyframe Bankloader, Editoren oder anderes f&#65533;r Korg 05/RW
und Yamaha SY 22 programmiert oder kennt jemanden, der damit umgehen kann?

Thanks Peter

893. Re: C programming language

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-30 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995May30.093623.38641@ac.dal.ca>
Source record: 11432

In article <macdonald.12.000A15E1@cfcsc.dnd.ca>, macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
> I was given Laser C (version 2.0) original disks and manuals. However
> when I try to run it, I am informed that it does not work with TOS 1.06
> (I have an STe w/TOS 1.062) and that I should run the "Patch.prg" Well,
> well ,well :^) I can not find a "Patch.prg" anywhere on my four
> disks!(the three disks plus the upgrade to version 2.0 disk) Does anyone
> have a clue as to what is going on here?
> Thanks for any help.
> thanks.merci
> -ken
>
> well, it seems that no one uses or has used Laser C.
> So I would like to find out what C language is preferred for programming on
> the Atari. MarkWilliams? Lattice? ...?
> thanks.merci
> -ken

I tried to email you a couple of times but nothing worked. All I had to say was that Laser C 2 (actually 2.1 I think) works fine on a MSTE (TOS 2.05). I did find some incompatibilities on occasion running the Laser Shell program though; if that happens you can just run the compiler/linker etc from gulam or whatever. Don't know anything about a Patch program, unfortunately.
John

894. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-30 00:00:00 UTC
From: clg105@minster.york.ac.uk
Message-ID: <801856737.17@cs.york.ac.uk>
Source record: 11433

Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: : There is a file that shows how to do resouce's inlined. However
: : I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: : try to track it down and put it there. I have it at home so if nothing
: : else I can get it up later this week.

: This will be limited to 32k in size, though? Right?

A little software patch will allow you to sort that out. If you INLINE a
few times then you can move it to a different place in memory afterwards.

Chaz. (clg105@minster.york.ac.uk)
Univ. of York, Dept. of CompSci, Heslington, York, Y01 5DD. England.

: Vegard Hofsoy
: <vegard@interlink.no>

895. Mega STE keyboard to Falcon: How?

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-30 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.801803393@sakura>
Source record: 11434

Dear everybody,

I`m still trying to hook my Mega keyboard to my Falcon...
I thought that possible, but can`t figure it out anymore.
Any hints greatly appreciated!
Christian

896. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9FoKu.MqH@crash.cts.com>
Source record: 11435

Eric March (diehl@nudge.io.org) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : If booting from the AUTO folder, then the program must not make use of
: : GEM specific routines and commands.

: : If the program needs GEM, then you must have the Desktop (version 1.4+)
: : auto run it or use a program like Headstart run it.

: Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
: about using ~V_OPENWK(1) or somesuch...

GEM isn't even loaded yet. I'd like to see how you make a GEM call
successfully without GEM even being initialized :-). You can, however,
use your own mouse and window routines independant of GEM.

897. DSP Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-31 00:00:00 UTC
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Message-ID: <399528283wnr@gingram.demon.co.uk>
Source record: 11436

I am about to start my dissertation for university on DSP programming (3D graphics). I have downloaded several pieces of software and all have an MSA extension. Now, I may be a bit thick, but having had an Atari of one decription or another for several years now, I never heard of this!

Anybody help in this one? (It does seem stange to me that MSA is ASM backwards, any clues?).

Also, any more info on the DSP would be very (very, very, *very*) gratefully received ---

--|
EMail gary@gingram.demon.co.uk
Falcon030 : (yeah)
Jaguar : (yeah,yeah,yeah!)
P.C. : (Arggghhh!!)
--|

898. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9FoyG.ns@crash.cts.com>
Source record: 11437

Fraser S Keith (fkeith@cs.strath.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:
: >
: >Yes, you must COMPILE it first with the GfA Compiler. If you do not have
: >the compiler, then you must purchase one (preferably version 3.5 or 3.6TT).
: >
: >Rich
: >

: Thanks, but where can I get the compiler, as most shops have stopped selling
: ST stuff? Also, how much would it cost me, cos I am a student!?

: Is it worth continuing with GFA Basic, or is it better to learn Assembley?

: Fraser S Keith

Sure, GfA is easy to program in, but it is no longer being developed. I like it quite a bit myself. However, I recommend programming in C and it is a commonly used language on all computer platforms and can help a lot in acquiring employment in such a field. However, C is cryptic, but still easier to read than Assembly.

It's a matter of taste. Assembly allows you to program very fast software, but requires longer coding to get te result. C, on the other hand, does the hard work for you and is reasonably fast for most programming projects.

As for GfA, I only know of a USA distributor of GfA. They are called "Toad Computers" and their web address is:

http://www.charm.net/^toad/ The ^ is actually the approximate sign, but my Email editor will not let me type it.

Email is:

TOAD@charm.net

Good luck!

899. Re: DSP Programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-31 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qi9c3$qnb@news.iesd.auc.dk>
Source record: 11438

In article <399528283wnr@gingram.demon.co.uk>, "H:WINSOCKKA9QSPOOLMAIL"
<gary@gingram.demon.co.uk> writes:
> I am about to start my dissertation for university on DSP programming
> (3D graphics). I have downloaded several pieces of software and all
> have an MSA extension. Now, I may be a bit thick, but having had an
> Atari of one decription or another for several years now, I never
> heard of this!
>
> Anybody help in this one? (It does seem stange to me that MSA is ASM
> backwards, any clues?).
>
> Also, any more info on the DSP would be very (very, very, *very*)
> gratefully received ---
> --|
> EMail gary@gingram.demon.co.uk
> Falcon030 : (yeah)
> Jaguar : (yeah,yeah,yeah!)
> P.C. : (Arggghhh!!)
> --|

.MSA is a packed format designed for packing floppydisk's.
There is a .MSA-unpacker&packer on ftp.cnam.fr under the
directory 'pub/Atari/Archivers/'. The filename is
'msa_2_3+.prg'.
You must have some free floppy's ready when you start unpacking
the .MSA-files. The MSA unpacker copy all the contents down on a
floppy-disk.

Hope this helps..

Keep Cool and Flying...

ChainXOR...

900. QUESTIAN

Newsgroup: comp.sys.atari.programmer
Date: 1995-05-31 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2fcba7a4_Per.Erik.Peterson@asb2.ct.se>
Source record: 11439

From: per-erik_peterson@asb2.ct.se

Is there someone here who can tell me were on Internet I can find
STxformer 3.0. I dont have direct access to Internet so I have to try DL this
file whith an Email instead.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

(UUCP Dialup connection)

901. S: Offscreen-Bitmaps

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-01 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D9HqBw.DpE@muster.hrz.uni-giessen.de>
Source record: 11240
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi *

for my GEM-programm i want to use offscreen bitmaps.
The only problem i have: How to do it???

I'm still using TurboC, so i need a "pure" C-Code (no lib).

Thanks for your help in advance.

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

902. EGEM 2.20 problem alert

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-01 00:00:00 UTC
From: lupomesky@kvt.ujep.cz
Message-ID: <lupomesky.40.000F89A9@kvt.ujep.cz>
Source record: 11241

Hi all!

I found one problem with Grunenberg's EnhancedGEM library version 2.20 (though it may be in earlier versions as well).
The bug is exposed when writing accessories to run on older TOS versions (e.g. 1.04). You need to call open_rsc() or init_gem() functions, that will do a menu_register() call for you. The problem is, that this AES call is wrapped within wind_update() calls. This causes the problem. You can easily uncomment this call in source (dial.c) and recompile the library. It works fine then.

Bye Borek

903. Re: GfA Basic Question: Resource in INLINE ????

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-02 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3qlo94$fsg@henry.interlink.no>
Source record: 11242

Charles L. Glover (1Y0) (clg105@minster.york.ac.uk) wrote:
: Vegard Hofsoey (vegard@henry.interlink.no) wrote:
: : Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: : : There is a file that shows how to do resouce's inlined. However
: : : I just checked and didn't see it in the Gfa section on a.a.u.e. I will
: : : try to track it down and put it there. I have it at home so if nothing
: : : else I can get it up later this week.

: : This will be limited to 32k in size, though? Right?

: A little software patch will allow you to sort that out. If you INLINE a
: few times then you can move it to a different place in memory afterwards.

But then you will have to allocate more memory, and so use twice as much
for the RSC. Is there any way of including *continous* blocks >32k in GFA?

Vegard Hofsoy
<vegard@interlink.no>

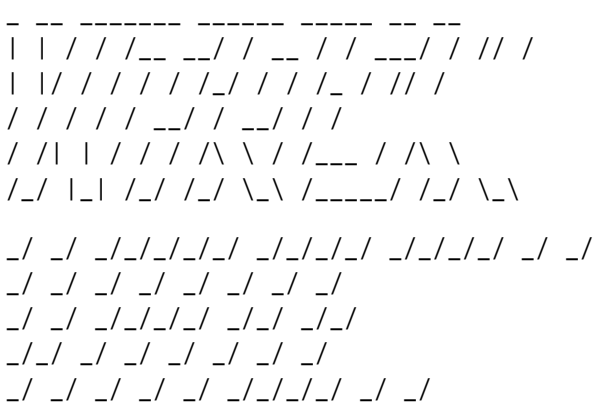
904. VT100

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-02 00:00:00 UTC
From: bde@turing.imag.fr
Message-ID: <3qmgre$nfu@ufrima.imag.fr>
Source record: 11243

Bonjour,

Est-ce qqun aurait par le plus grands des hasard, un emulateur VT100 pour
ATARI ST ???

Merci les gars.... et les fifilles...



905. VT100 : don't take care of my previous article

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-02 00:00:00 UTC
From: bde@turing.imag.fr
Message-ID: <3qmh4h$o4u@ufrima.imag.fr>
Source record: 11244

```
----------------------

Please, excuse me for my precedent article : i forgot that i'm not
writing in a French news-group....

So, i translate it :

Is anybody have a VT100 emulator for ATARI ST ?????

Thanks to all guys... and girls....

;)

-----------------------
```

906. Searching for Gofer

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-02 00:00:00 UTC
From: Marcel Donges <donges@informatik.tu-muenchen.de>
Message-ID: <3qmuto$q8c@hpsystem1.informatik.tu-muenchen.de>
Source record: 11245

Hi

I search for a gofer version for the Atari (Falcon).
Does anybody know where to get this ???

+---------------+---+
| | Marcel Donges <><
|
| <>< | Veit-Stoss-Str 34
|
| | 82256 Fuerstenfeldbruck
|
| Geheimzeichen | Tel.: 08141 / 44818 von 18:00 bis 20:00 Uhr
|
| Fisch | E-Mail: donges@informatik.tu-muenchen.de
|
+---------------+---+

907. Re: S: Offscreen-Bitmaps

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-03 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3qoa5o$o9f@henry.interlink.no>
Source record: 11246
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Hi *

: for my GEM-programm i want to use offscreen bitmaps.
: The only problem i have: How to do it???

: I'm still using TurboC, so i need a "pure" C-Code (no lib).

: Thanks for your help in advance.

NVDI has offscreen bitmap support from v.25 on. The offscreen bitmap part of NVDI is also available as a separate program, called "Enhancer". You can find this on most FTP sites as ENHANCER.LZH. Source code examples in C are included, IIRC. Hope this helps...

Vegard
<vegard@interlink.no>

908. dirent structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-03 00:00:00 UTC
From: sbostw1@umbc.edu
Message-ID: <3qou7i$3p1@news.umbc.edu>
Source record: 11247

For some reason, Heat-And-Serve C did not include the dirent structure in the file "dir.h". Since I'm coming from the Amiga, I don't know if this structure is in use on the ST or not. Anyway if anybody has this structure please email it to me ASAP -- it's holding back one of my programs.

909. Re: Mega STE keyboard to Falcon: How?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-04 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9o8C4.23L@cix.compulink.co.uk>
Source record: 11248

In message <h54118.801803393@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp said:

>I`m still trying to hook my Mega keyboard to my Falcon...

IIRC the signals on the Mega and Falcon keyboard connectors include:

Mega
pin
15V
25V
3TXD
4RXD
5gnd
6gnd

Falcon
pin
1gnd
45V
5TXD
6RXD
7reset
8gnd

Let me know how you get on.

Sayonara

Barry wilsontjb@cix.compulink.co.uk

910. Re: COMPETITION for SOFTWARE PROGRAMMERS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-04 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <hK-cVmE.dmunsie@delphi.com>
Source record: 11249

I need some more information on this please if possible. Email me a
text file with in-depth information if possible. Thank you.

911. Sozobon C ver 2X

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtk7q$rpa@dux.dundee.ac.uk>
Source record: 11250

I'd appreicate any views people have on the above compiler. At present my budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable, fast? Also can anyine tell me if there is a version of GEMFAST that will run on the Falcon under MTOS?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

912. Sozobon C ver 2X

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtk7p$qpj@dux.dundee.ac.uk>
Source record: 11251

I'd appreicate any views people have on the above compiler. At present my budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable, fast? Also can anyine tell me if there is a version of GEMFAST that will run on the Falcon under MTOS?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

913. Resolution change with Shel_write...

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <3qurhp$1jm@m1.cs.man.ac.uk>
Source record: 11252
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have been playing around with the features of the later AES versions (like background operation, auto-shutdown etc.) but cannot get the Res-change mode of Shel_write to do anything useful.

Using Shel_write(5,...) I have got it to change resolution upon exit. But what use is this? I want a dynamic change of resolution... So I tried
Shel_write(1..)
to launch the program again, after it had exited. However it launched it before the resolution had changed...

Sooo.... Is it possible to do anything useful with this call?

Anthony

(Please respond via email, as I lose .net access for a couple of months soon)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

914. Re: (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-05 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3qv5fm$5dr@m1.cs.man.ac.uk>
Source record: 11253
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <D92sxK.18zr@muster.hrz.uni-giessen.de>, gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>Hi *
>
>In <3psu3j$fbt@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>: Oops!
>: That was supposed to have the subject 'keyboard events with event_multi()'
>the return-value of evnt_keybd or evnt_multi ist a mixture of ascii and
>scancode.

Umm.. 'where is it returned?' is what I needed most... Dont worry, I've now found it (by trial and error) in int_out[4]...

Cheers

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

915. FalconSpeed for sale!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-05 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.802365243@sakura>
Source record: 11254

Dear Falcon owners,

I have a Falcon Speed AT emulator for sale:

It has a 16 MHz 80286 CPU with a Norton factor up to 12 and
includes EGA/Vgamonochrome graphics emulation.
It runs Windows at 256 colors with a special driver (all included)
and reaches a quite satifactory speed in doing so!

It just plugs into the direct processor expansion slot of the Falcon -
all you have to do is remove a jumper blocking one of the rows of pins.
You can make one partition DOS bootable and the TOS partitions are fully
accessible for DOS too.

I used the emulator to port stuff written in PureC to TurboC, testing it
on the run and the same machine... Now however, I got a separate Pentium,
so I really don't need the Falcon Speed anymore...

I paid about DM 400.-- a couple of months ago (Deutsch Marks that is) -
offers are welcome; just drop me a mail.

Regards,

Christian Goltz
Kyoto, Japan

916. Re: Sozobon C ver 2X

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-06 00:00:00 UTC
From: alpldbia@hydra.zrz.TU-Berlin.DE
Message-ID: <3r165k$mif@brachio.zrz.TU-Berlin.DE>
Source record: 11255

In article <3qtk7q$rpa@dux.dundee.ac.uk>, Rod McCall <rmccall> wrote:

>I'd appreicate any views people have on the above compiler. At present my
>budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
>fast?

I'm still learning to program in C and I use Sozobon C sometimes. It works fine on my Falcon and hasn't been unstable so far. IIRC ST-Guide and PacShell (both programs by Holger Weets) are written with Sozobon C. Also, there's a version of Peter Hellinger's MagicLib for it, so it seems that Sozobon C fulfills most requirements of a normal C compiler. I kind of like it because it generates quite short programs.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

917. Digital Arts (DA's) address & telephone required

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-06 00:00:00 UTC
From: dries@cs.kuleuven.ac.be
Message-ID: <3r1eko$b29@chaos.kulnet.kuleuven.ac.be>
Source record: 11256

Could anyone give me the telephone number, fax number, post address
or e-mail address from the Digital Arts headquarters (i.e. the guys
from DA's vector and DA's Layout) in Germany?

Thanks in advance,
Jan Dries
dries@cs.kuleuven.ac.be

918. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-06 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506061814.AA00656@ilmen.lanl.gov>
Source record: 11257

In a previous article, richcsst@crash.cts.com (Richard John Kelsch) wrote:

As for GfA, I only know of a USA distributor of GfA. They are called
"Toad Computers" [...]

While the good folks at Toad are certainly a good place in the USA to
begin a search for _anything_ to do with the Atari, they are not the
sole USA distributor of GFA products.

That distinction belongs to:

PTR Precision tech. Inc.
Phone 203-741-2281
Fax 203-745-7932

But AFAIK, they have no GFA products for the Atari, as all support
for the Atari platform has been dropped by GFA Systemtechnik.

If you don't want to learn C and don't want to deal with GFA's lack of
support, you might try HiSoft Basic C which includes support for MultiTOS,
SpeedoGDOS and the Falcon. The US distributor is Oregon Research
(503-620-4919 or orres@teleport.com) which is currently offering a
competitive upgrade offer from GFA or any other BASIC. They have a nice,
new catalog out so contact them directly for more info.

-Hutch- @ Fair Dinkum Tech

919. Re: VT100 : don't take care of my previous article

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-06 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950606224242.26233A-100000@mars>
Source record: 11258

On 2 Jun 1995, Bignicourt De wrote:

> Is anybody have a VT100 emulator for ATARI ST ?????

Standard answer: Look out for Uniterm.

It's a clean vt100, understands ISO-latin-1, meta key included, graphics
works correctly with a real DEC system. And it's freeware.

// Jens

920. Re: Sozobon C ver 2X

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D9sq2p.Kuu@cee.hw.ac.uk>
Source record: 11259

Rod McCall (rmccall) wrote:
: I'd appreicate any views people have on the above compiler. At present my
: budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
: fast? Also can anyine tell me if there is a version of GEMFAST that will
: run on the Falcon under MTOS?

: Rod

I've got Sozobon X and I think it is excellent. Earlier versions of the Xdlibs library were a bit buggy but it seems to be okay now, although some of the MiNT-lib type functions haven't yet been fully implemented.

I would say it is fast; you can pre-compile header files too, so that helps. I've tried compiling a number of packages I've found around the 'net, and it seems to work quite well for the majority of them. I'd really like a DRI-linkable version of EGEM, though, and it just happens to be one of the libraries I couldn't get to compile with Sozobon X. However, that may be because I tried to compile it with the Xdlibs rather than the MiNTlibs (the different header files may have caused the problems).

I would recommend it. Also, it's probably one of the only C compilers for the Atari range that is continuously in development, with the exception of GNU C, which I personally dislike due to the fact it's absolutely huge (poor me, only 1 Meg :-( ).

As for Gemfast running under MTOS, I don't know.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

921. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2fd5e6b7_Bo.Leuf@daggskim.ct.se>
Source record: 11260

Fraser S wrote on 26 May 95 (to All)...:

> From Fraser S Keith <fkeith@cs.strath.ac.uk>
> [...]
> Thanks, but where can I get the compiler, as most shops have stopped
> selling ST stuff? Also, how much would it cost me, cos I am a
> student!?

Since you're in Scotland, you should buy from:
GFA DATA MEDIA (UK) LTD
Unit 4 Bentley Industrial Center, Bentley
Farnham, Surrey, GU10 5NJ
ENGLAND

Tel: 01420 22707
Fax: 01420 22807

Compiler costs: GBP 30 + 1 p&p
Do specify v3.5 or v3.6 as appropriate to your interpreter.

'Tis true that no development has been done past v3.5(ST)/v3.6(TT), so that there are no ready-to-use one-line calls appropriate for Falcon. With AES4 documentation to hand however, these calls can be managed by writing your own functions which hide the dirty details of system calls with op-numbers. Compiled code, if properly written, will run fine on any platform. For editing in anything except stock ST hi-rez, use the 3.6 interpreter which can handle TT resolutions.

There are also some German library patches which will "fix" a few things, such as removing Line-A calls.

(illegible signature) Bo Leuf
- Daggskimmer BBS - an Atari Competence Center
- GFA sales and support for Scandinavia.

(UUCP Dialup connection)

922. DMA->DSP and vice versa???

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D9tB17.M97@news.gu.se>
Source record: 11261

Hi!

Has anyone tried, or perhaps has a working routine, on how to
transfer data from the DMA-buffer to the DSP using handshake??

The other way DSP->DMA I have got working but I don't know if
it is the best way of doing it.

After have read the DSP user's manual and Atari developer
manual several times and ours of trying in front of the screen,
I have more or less given up.

I guess I will have to use Asynchronous mode with Gated clocks
in the DSP but I don't know if I will have to use On-Demand
(Network) mode or if it works with Normal mode. The routine I
have that sends from DSP to DMA uses Normal, Synchronous
(doesn't matter when only transmitting I guess), and a Gated
clock. That one uses the 25.175 MHz clock but maybe it should
rather use the 32 MHz.

My routine works something like this: (I don't remember exactly)

```
; Turn on frame sync:
bset #5,x:<<PCD

; Wait for transmit shift register to be empty:
w_TDE jclr #6,x:<<SSISR,w_TDE

; Move data to transmit register:
movep x0,x:<<TX

; Turn off frame sync:
bclr #5,x:<<PCD
```

While experimenting with On-Demand mode I didn't have to
start and stop the frame sync but the data being transferred
is not correct.

If someone know how to do this or has tried but not succeded
please let me know and maybe we'll come up with something!

Don't Email me!!! Post answers in this group!!

Grateful for any help!

- Tomas (Vaguelly known as NoBrain of NoCREW!)

923. Re: Sozobon C ver 2X

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3r4p5m$hdv@turing.fwi.uva.nl>
Source record: 11262

sbrown@cee.hw.ac.uk (Stuart Brown) wrote:

:Rod McCall (rmccall) wrote:
:: I'd appreicate any views people have on the above compiler. At present my
:: budget doesn't stretch to Lattice or Pure C. Is Sozobon quite stable,
:: fast? Also can anyine tell me if there is a version of GEMFAST that will
:: run on the Falcon under MTOS?
:
:: Rod

I use Sozobon for all my Atari programming. I like it.

:I've got Sozobon X and I think it is excellent. Earlier versions of the
:Xdlibs library were a bit buggy but it seems to be okay now, although some
:of the MiNT-lib type functions haven't yet been fully implemented.
:
:I would say it is fast; you can pre-compile header files too, so that helps.
:I've tried compiling a number of packages I've found around the 'net, and
:it seems to work quite well for the majority of them. I'd really like a
:DRI-linkable version of EGEM, though, and it just happens to be one of the
:libraries I couldn't get to compile with Sozobon X. However, that may be
:because I tried to compile it with the Xdlibs rather than the MiNTlibs (the
:different header files may have caused the problems).
:
:I would recommend it. Also, it's probably one of the only C compilers for
:the Atari range that is continuously in development, with the exception of
:GNU C, which I personally dislike due to the fact it's absolutely huge (poor
:me, only 1 Meg :-( ).

wait a minute, you are talking about MiNT and you use a 1 Meg machine?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

924. Game programming library

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950607182244.2711B-100000@nic.cerf.net>
Source record: 11263

Has anyone heard of a good one?

I have a Falcon, and to be honset, don't expect to find a game library
for it, but I also have an STe that I'd like to toy with. I'm looking
for some basic sprite and sound handling functions. Anyone?

Thanks for any help :)

Ben Allfree
shadow@iris.yolo.com

925. C editor

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-07 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950607182418.2711C-100000@nic.cerf.net>
Source record: 11264

Does anyone know of a C editor that has the "Turbo C" look, where lines are automatically indented, code is grayed out when a closing bracket is not found, etc? I'd really like one, and don't feel much like making it (although I'm about at that point in my search!).

Thanks for any help! :)

Ben Allfree
shadow@iris.yolo.com

926. Re: Help with Falcon sound, Please!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r6lqk$5vm@m1.cs.man.ac.uk>
Source record: 11265

In article <Pine.SUN.3.91.950528222048.28963A-100000@grad>, Timothy Miller
<millert@csee.usf.edu> writes:
>I've asked more than once in the comp.sys.atari.* groups to no avail, and
>now that it's imperative that I know, I'm really not happy. So I'm
>begging you. Could someone please tell me how to do these things on the
>falcon? PLEASE?!? I'm begging!

OK :)

>I need to do this at 12.5 khz, and if it's only close, I'd like to know
>the exact rate. For playing, I want to do 8-bit MONO.
>
>1. Play a sample on the Falcon.
>2. Find out when it's done playing.
>3. Record a sample on the Falcon.
>4. Find out where the machine is currently recording.
>5. Find out when the record buffer has run out.
>
>I've written code to do playing on the Falcon, but it's not very good,
>and both the Lattice C documentation and the Compendium give me no useful
>information. They give the commands, but no clue about which ones are
>necessary, and what order to make the calls in. I really need source
>code to do this, but I've found absolutely NO examples. Could someone
>who knows this really well please give me code to do this, with comments
>would be nice since I need to adapt it to what I'm doing.

Try :

http://www.cs.man.ac.uk/~jacquesa/samplay_c.html

for some source code for playing a sample. To do 8-bit mono, 12.5 Khz, you
would want the values RES=2, VALUE=1 and SCALE=0.

To detect whether the sample has finished, you can use SndStatus (?) to test
the position of the pointer in the sample.

To record (Remember that its 16-bit stereo only), change MODE in Setbuffer
to 1 in stead of 0.

To find out where the buffer is currently recording, and also to detect when
the buffer has run out, check the rec_ptr from SndStatus (?) I dont have the
details on me, so I cannot be specific I'm afraid...

Hope this helps

Anthony
(Tommorrow: Bye, bye news...)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
----

927. OMEn

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <D9tzAG.Lor.0.queen@torfree.net>
Source record: 11266

Hullo there.

Any OMEn developers out there? I registered as a developer 2
months ago and I'm wondering if anyone else out there is doing anything
with it.

--
=-=-=-

928. Re: OMEn

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3r6dge$m4t@turing.fwi.uva.nl>
Source record: 11267

ag608@freenet.toronto.on.ca (James Alexander) wrote:

:
:Hullo there.
:
: Any OMEn developers out there? I registered as a developer 2
:months ago and I'm wondering if anyone else out there is doing anything
:with it.

well I have a atari ST, 1meg. I don't do too much with it anymore but
I would love to play with OMEn. any pointers as top where to get the
latest OMEn version, C compiler for it etc?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

929. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r6m8j$b11@percy.cs.bham.ac.uk>
Source record: 11268

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Eric March (diehl@nudge.io.org) wrote:
>: Richard John Kelsch (richcsst@crash.cts.com) wrote:
>
>: : If booting from the AUTO folder, then the program must not make use of
>: : GEM specific routines and commands.
>
>: : If the program needs GEM, then you must have the Desktop (version 1.4+)
>: : auto run it or use a program like Headstart run it.
>
>: Isn't there a way to "wake up" GEM in the AUTO folder? I recall something
>: about using ~V_OPENWK(1) or somesuch...
>
>GEM isn't even loaded yet. I'd like to see how you make a GEM call
>successfully without GEM even being initialized :-). You can, however,
>use your own mouse and window routines independant of GEM.

No. The *AES* isn't loaded until the AUTO folder has finished. The VDI
however *is* active, and you have to v_opnwk() the appropriate screen
driver (Getrez() + 2) at the start of your program and v_clswk() at
the end.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

930. Re: DMA->DSP and vice versa???

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <886@stork.ukc.ac.uk>
Source record: 11269

In article <D9tB17.M97@news.gu.se> pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson) writes:
:>Hi!
:>Has anyone tried, or perhaps has a working routine, on how to
:>transfer data from the DMA-buffer to the DSP using handshake??
:>
:>The other way DSP->DMA I have got working but I don't know if
:>it is the best way of doing it.

I wrote a routine to transfer a bitmap via the SDMA to the DSP and back again using the DMA - this was acheived by connecting the DSP OUT -> DMA Record and DMA PLAYBACK -> DSP IN. Four track 16bit stereo was selected to give the maximum possible transfer rate (20kb/vbl at 50hz). The routine worked.*However* I couldn't find a way of 'synchronising' the transfer at startup - this mean't that the first few words of a bitmap could be lost (a seemingly random number of words in fact).

:>After have read the DSP user's manual and Atari developer
:>manual several times and ours of trying in front of the screen,
:>I have more or less given up.

I spent quite a few hours scratching my head too!

:>I guess I will have to use Asynchronous mode with Gated clocks
:>in the DSP but I don't know if I will have to use On-Demand
:>(Network) mode or if it works with Normal mode. The routine I
:>have that sends from DSP to DMA uses Normal, Synchronous
:>(doesn't matter when only transmitting I guess), and a Gated
:>clock. That one uses the 25.175 MHz clock but maybe it should
:>rather use the 32 MHz.

I was using a 32mhz clock, and using SSI interrupts to transfer the data for both transmitting and receiving, I didn't try polling, I tried a lot of different transmit/receive modes,most of which didn't seem to have any affect at all. I think the final mode I settled for was On-demand network mode or something, I can dig out the routine if any is interested.

:>My routine works something like this: (I don't remember exactly)
:>
:>; Turn on frame sync:
:> bset #5,x:<<PCD
:>
:>; Wait for transmit shift register to be empty:
:>w_TDE jclr #6,x:<<SSISR,w_TDE
:>
:>; Move data to transmit register:

```
:> movep x0,x:<<TX
:>
:>; Turn off frame sync:
:> bclr #5,x:<<PCD
:>While experimenting with On-Demand mode I didn't have to
:>start and stop the frame sync but the data being transferred
:>is not correct.
:>If someone know how to do this or has tried but not succeded
:>please let me know and maybe we'll come up with something!
:>
:>Grateful for any help!
:>- Tomas (Vaguelly known as NoBrain of NoCREW!)
```

I would also be interested if anyone can come up with a working DMA/DSP transfer routine.

Griff
--

931. SozobonX Integrated Development Environment

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: Marcel Massana Esteve <marcel@tsc.upc.es>
Message-ID: <3r76jl$iru@diable.upc.es>
Source record: 11270

```
Hello

Could anybody help me where can I find via ftp c-desk, ACE or any other
integrated development environment to use with Sozobon C Extended?

Thanks in advance

You can e-mail me at marcel@tsc.upc.es
```

932. PC- CrossCompiler ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-08 00:00:00 UTC
From: Mr K Patel <esuze@csv.warwick.ac.uk>
Message-ID: <Pine.SV4.3.91.950608214725.17294A-100000@holly>
Source record: 11271

I have a 520STFM (512k) and I also have a 60MHz Pentium PC, I would like to code for the ST as this computer is nice and easy to learn.....(unlike the PC!) , is there any way I can compile C source code on my PC for download onto the ST?? If there are any CrossCompilers or CrossAssemblers out there then please email me or post reply here.

Thanx,

Ketan (a.k.a. Ken) | "Oh Pabs do I need to know
email: ketan@dcs.warwick.ac.uk | integration......"
esuze@csv.warwick.ac.uk | Z.Syed '95
---

933. Re: C editor

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-09 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.802688109@news.cwi.nl>
Source record: 11272

Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:

>Does anyone know of a C editor that has the "Turbo C" look, where lines
>are automatically indented, code is grayed out when a closing bracket is
>not found, etc? I'd really like one, and don't feel much like making it
>(although I'm about at that point in my search!).

Edith Pro is reasonable in these respects. It doesn't grey code
out, but gives you a warning bell when you type a closing bracket
without a matching opening bracket (is that what you mean)?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

934. Sozobon C 2x

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-09 00:00:00 UTC
From: ellisd@bldg284.awacs.af.mil
Message-ID: <3r9h6e$l9o@ixc.ixc.net>
Source record: 11273

Help, I wrote a "hello world" program using Sobozon C 2x, on my Atari 1040ST and it keeps bombing. I am sure it has something to do with GEM. The compiler gives me a ".out" file that I renamed to both ".prg" and ".tos". Both of these files bomb upon running, however it is only after it does print to the screen. So the program works, but not after. And all I get is bombs when I run the programs within Neodesk 4. I have to even run without Neoload loaded. All I get is a screen dump of information.

Any ideas?

Does anyone know how to setup the enviroment for Sobozon C? the directions I got with it are really sparce.

thanks in advance

Dale

935. SozobonX & Oukami-shell ?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-09 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <3r9s5j$96o@mars.fb1.fhtw-berlin.de>
Source record: 11274

using the oukami shell to compile my little c programms with the SozobonX
i had following problems:

after having compiled a definately correct c-source, my programm
bombed me with 2 or 3 bombs in file
access routines (as far as i could make out). do i reset my ST
(or as i recently tried) load the ram with a big program, quit it and
run my prg again it'll work fine ...

i also discovered after 8 hours of desperated search and hacking an asm
ram monitor, that a with malloc() reserved bit of the ram was just over
written by c-variables used by my programm after the malloc()
(this also seem to cause the bombs)
maybe i'm a victim of my 'unclean' programming or might there be a bug
in the sozobonX ?

i tried to mail one of the maintainers already(as mentionen in the Sozobon
docs) but got no reply yet.

--

Jo'ogn (:
--------- fone: Germany49/Berlin30/606 91 85
--------- private http://www.fb1.fhtw-berlin.de/people/joogn/
--------- Atari http://www.fb1.fhtw-berlin.de/joogn

936. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-09 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D9wutG.Gw6@westminster.ac.uk>
Source record: 11275

>: Isn't there a way to "wake up" GEM in the AUTO folder? I recall
something
>: about using ~V_OPENWK(1) or somesuch...

If you open a workstation then you can use VDI commands to find out how
big the screen is (height and width in pixels) how many bit planes there
are etc.

You can also use VDI drawing routines.

Isn't it AES that isn't active at this point? I'm not entirely sure how
much of the system is awake, all I've ever done is get screen sizes and
used draw routines (I've only tried lines) and v_gtext.

>GEM isn't even loaded yet. I'd like to see how you make a GEM call
>successfully without GEM even being initialized :-). You can, however,
>use your own mouse and window routines independant of GEM.

You can do that as well though.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

937. Re: DMA->DSP and vice versa???

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-10 00:00:00 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D9ysMr.7nu@news.gu.se>
Source record: 11276

Martin Griffiths (mdg@ukc.ac.uk) wrote:
> I wrote a routine to transfer a bitmap via the SDMA to the DSP and back again
> using the DMA - this was acheived by connecting the DSP OUT -> DMA Record and
> DMA PLAYBACK -> DSP IN. Four track 16bit stereo was selected to give the
> maximum possible transfer rate (20kb/vbl at 50hz). The routine worked.*However*
> I couldn't find a way of 'synchronising' the transfer at startup - this mean't
> that the first few words of a bitmap could be lost (a seemingly random number
> of words in fact).

This routine seems to use continous mode and NOT handshaked.
I think I too have a version of this somewhere but it's not what I want.

> I was using a 32mhz clock, and using SSI interrupts to transfer the data
> for both transmitting and receiving, I didn't try polling, I tried a lot
> of different transmit/receive modes,most of which didn't seem to have any
> affect at all. I think the final mode I settled for was On-demand network
> mode or something, I can dig out the routine if any is interested.

> I would also be interested if anyone can come up with a working DMA/DSP transfer
> routine.

> Griff
> --

If you ever should succeed in making a HANDSHAKEd transfer please post
something here!

- Tomas :)

938. Re: GFA question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-10 00:00:00 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950609231843.8202A-100000@crash.cts.com>
Source record: 11277

On Fri, 9 Jun 1995, Alan Richardson wrote:

> >: Isn't there a way to "wake up" GEM in the AUTO folder? I recall
> something
> >: about using ~V_OPENWK(1) or somesuch...
>
> If you open a workstation then you can use VDI commands to find out how
> big the screen is (height and width in pixels) how many bit planes there
> are etc.
>
> You can also use VDI drawing routines.
>
> Isn't it AES that isn't active at this point? I'm not entirely sure how
> much of the system is awake, all I've ever done is get screen sizes and
> used draw routines (I've only tried lines) and v_gtext.
>
> >GEM isn't even loaded yet. I'd like to see how you make a GEM call
> >successfully without GEM even being initialized :-). You can, however,
> >use your own mouse and window routines independant of GEM.
>
> You can do that as well though.
>
It's all academic for me. I am not the one desiring to create a mouse
environment program for the AUTO folder. The other gentleman is.

Rich

939. Re: Game programming library

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-11 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <ZM+-tDW.dmunsie@delphi.com>
Source record: 11278

What language are you working in? Both STOS and GFA have good built in
tools like BLOCK transfer, put/get, etc, that can easily allow you to
write some sprite routines. STOS even has built in sprite handling.
STOS has some pretty neat extensions to allow you to do just about
anything as far as game design goes. If ineed you just want to TOY around,
then I would suggest STOS as good starting point. On the Falcon you should
go ahead buy a reference book like the compendium or Modem Software Programm-
ing (from HISOFT?) they both will give you a good idea of the OS calls.
Game wise there is very little in print to help you out. Sorry.....

940. re: gfa question

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-11 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <1745phodgkin@nest.demon.co.uk>
Source record: 11279

In a message of <10 Jun 95 10:36:30>, Alan Richardson (90:100/106) writes:

```
>> : about using ~V_OPENWK(1) or somesuch...
AR>
AR> If you open a workstation then you can use VDI commands to find out
AR> how big the screen is (height and width in pixels) how many bit
AR> planes there are etc.
AR>
AR> You can also use VDI drawing routines.
AR>
AR> Isn't it AES that isn't active at this point? I'm not entirely sure
AR> how much of the system is awake, all I've ever done is get screen
AR> sizes and used draw routines (I've only tried lines) and v_gtext.
AR>
>> GEM isn't even loaded yet. I'd like to see how you make a GEM call
>> successfully without GEM even being initialized :-). You can,
>> however,
>> use your own mouse and window routines independant of GEM.
AR>
AR> You can do that as well though.
```

The VDI mouse handling routines also work, here's two functions I use

```
void vq_interface(short *mb_state,short *x,short *y,char *key,char
*scan,long *m od,char release)
{
*key=-1;
*mod=0;
do {
vq_mouse(handle, mb_state, x, y);
if(iskbhit()) v_get_key(key,scan,mod);
} while(!(*mb_state & 3) && *key==-1);
v_waitmouse(release);
}

void v_get_key(char *key,char *scan,long *mod)
{
long x;

Supexec(conset);
x=Bconin(2);
*key=x & 0xff;
*scan=(x>>16) & 0xff;
*mod=Kbshift(-1);
Supexec(conunset);
}
```

```
long conset(void)
{
oconterm=*(char *)0x484;
*(char *)0x484 |= 1<<3;

return 0;
}

long conunset(void)
{
*(char *)0x484=oconterm;

return 0;
}
```

The first function loops until a mouse button or the keyboard is pressed. The second is called by the first to handle the keyboard - I forget why I did it this way and stopped using getch() (or whatever it was). It works and is reliable on my Falcon, whether running from AUTO or the Desktop.

Use v_hide_c and v_show_c are used rather than v_dspcur and v_rmcur.

This is needed for the initialisation of the VDI after you have set up the physical workstation (or virtual if you run the prg from the Desktop).

```
vsin_mode(handle,1,2); // Set sample mode for mouse
```

Phil.

~ Stamp out philately! ~

--

941. Gfa Question: How to do a text editor

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-12 00:00:00 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3rh25v$ja4@olivea.ATC.Olivetti.Com>
Source record: 11280

Hi there,

I'd like to write a veeery simple (believe me, veeery simple...)
text editor in gfa-basic, but I do not have a clue about how
to do it, I know how to read and display text but not on
how to edit it on screen in large blocks.....

Any help will be VERY appreciated......

Thanks a lot.

Savino

--

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

942. HELP!! Uniterm strife!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-12 00:00:00 UTC
From: I.A.Fox@bradford.ac.uk
Message-ID: <3rib1a$sgk@columbia.acc.brad.ac.uk>
Source record: 11281

I have been downloading files using ncftp through Uniterm and cannot work out the uses of putting the files into usable form. I've been having problems with all types of files (.zip, .arc, .lzh), to unzip, "unarc" and "unlzh". Can anyone tell me how to do it?

Also, I managed to "unzip" the .zip files but only got a "TOS #35" error message when trying to load them up.

Can someone tell me where I'm going wrong and what commands I should use to solve this problem.

Thank you in anticipation.

Ian A Fox

943. Atari system and Acessories for sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-12 00:00:00 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3rhtps$e7j@gboro.rowan.edu>
Source record: 11282

```
FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language
```

944. WTF is wrong with this?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rik02$qh2@bs33n.staffs.ac.uk>
Source record: 11283

Dear Anyone,

Here is a question for you... why the hell does the following piece of HiSoft Basic 2.10 code bring up a Bad Channel Number error on line 6 when I compile and run it? I'm using an Atari Falcon030 with TOS 4.02 and I can't for the life of me see what on earth is wrong here. God I hate HiSoft Basic, why I spent a hundred quid on it I'll never know :-(

```
--
REM $option k150,y
REM $include toolbox.bas
REM $include filesel.bas

fi$=FileSelect$
IF fi$="" THEN
PRINT "Nothing selected..."
ELSE
PRINT fi$
END IF
--
```

One very pissed-off,

RiCH


```
--
_____ + + + + + + + + + + + + + + + + + + + + + + +
(, / ) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / \__(_(__/ )_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ + + + + + + + + + + + + + + + + + + + + + + +
```


And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

945. DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DA3uJB.BD@westminster.ac.uk>
Source record: 11284

OK, so this isn't quite the right place to ask, but I've asked on comp.dsp and seem to get very complicated answers that I don't quite understand.

Anyway....

Anyone have any idea on the output format of the data from the standard DSP FFT routines. I mean like IEEE floating point format etc.

I managed to get data to it, like passing a sine wave and only one result is set, but the actual value seems to be garbage.

Can anyone help ?

Thanks,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

946. GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl>
Source record: 11285

I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
a problem: where I can found libraries (sources or/and beter binaries)
for this new version of gcc. Thx for any help.

regards,

Simon.

947. PROG_DEF & WF_BEVENT problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3rin82$a23@info-server.surrey.ac.uk>
Source record: 11286

Hi,

I have a problem using WF_BEVENT and my PROG_DEF objects.

I've set my windowed dialogues to respond to background object selection (i.e. objects can be selected without topping the window) by using wind_set() with the WF_BEVENT parameter.

In some of these windows I've implemented PROG_DEF objects (such as radio buttons), and I use my own VDI workstation.

The problem is that if I select a PROG_DEF object in a background window, when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto the top of any overlapping window.

In my PROG_DEF handler I do set the VDI clipping rectangle. Everything worked perfectly until I added background object selection.

If I use my window library's equivalent of objc_draw() to redraw the objects then everything id OK - no overwritting occurs. This only happens when the object changes state & GEM initiates the redraw!

For my windowed dialogues I'm using a modified version of FLDLIB - however I haven't changed the redraw function.

If you know how to resolve this, please contact me via email at

ee11cd@surrey.ac.uk

Thanks!!!!!

Craig.

(p.s. I'm using LatticeC 5.60, on a TOS 4.04 Falcon)

948. Pure C 1.1 question : _aes

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <3rk8rf$odr@krant.cs.ruu.nl>
Source record: 11287

I am trying to compile EnhancedGEM 2.20 with Pure C 1.0, but I am running into a problem: the linker complains that _aes is undefined. Now, _aes is supposed to be a symbol defined by Pure C (it is declared as `extern long _aes' or something like that; the calls to it are of the form _aes(0, 0xlongaddress)). I know that the problem is caused by the fact that I need Pure 1.1 to compile the library, but I don't feel like paying a lot of money for an upgrade just to be able to compile this one library. Could anybody help me out as to how _aes shd be defined?

Thanks in advance,

-- Jules

949. Re: HELP!! Uniterm strife!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950613220633.20549A-100000@mars>
Source record: 11288

On 12 Jun 1995, IA FOX wrote:

>
> I have been downloading files using ncftp through Uniterm and cannot work
-------<snip>------------
> Can someone tell me where I'm going wrong and what commands I should use
> to solve this problem.

I'm unsure of your excact method for downloading, but this may help:

1: When you use ftp , use the command "bin" to tell the server that you
want to download the file as binary.

2: If you use kermit , use the command "set file type binary" and remember
to click the binary box in uniterm as well.

// Jens M Andreasen

950. Re: DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-13 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950613224221.20549B-100000@mars>
Source record: 11289

On Tue, 13 Jun 1995, Philip Shore wrote:
>
> Anyone have any idea on the output format of the data from the standard DSP FFT
> routines. I mean like IEEE floating point format etc.
>
> I managed to get data to it, like passing a sine wave and only one result is
> set, but the actual value seems to be garbage.

I was unaware that the 56k could output in IEEE format but here we go:

S,EEEEEEEE,MMMMMMMMMMMMMMMMMMMMMMM

That's the bitpattern for single precision IEEE floating point,
(commaseparated for clarity).

S is the sign bit (1 == minus),E is the exponent 2^(-127 to 128) and M is
the mantissa normally taken to be a number between one and two (1.MMMMM...),
except when E is 00000000 == 2^(-127) when M is interpreted as (0.MMMMM...).

// Jens M Andreasen

951. Re: DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-14 00:00:00 UTC
From: js10039@thor.cam.ac.uk
Message-ID: <3rmp5c$cks@lyra.csx.cam.ac.uk>
Source record: 11190

Jens Andreasen <jens-and@dsv.su.se> wrote:
>On Tue, 13 Jun 1995, Philip Shore wrote:
>> Anyone have any idea on the output format of the data from the standard DSP FFT
>> routines. I mean like IEEE floating point format etc.
>>
>> I managed to get data to it, like passing a sine wave and only one result is
>> set, but the actual value seems to be garbage.
>
>I was unaware that the 56k could output in IEEE format but here we go:

It would be very unusual if it did. Most DSP applications work on a 16
bit fixed point format. Assuming it runs in Q13, which is highly
likely, and means you divide up your 16 bit input words such that
there are 13 bits after the binary point:

Data-in(x) = INT(16384.0*f(x))
F(x) = FLOAT(Data-out(x))/16384.0

Dynamic range = +1.999939 -> +6e-5
-2 -> -6e-5

...if you really want to work in floating point. I never do - keeping
all your values in the corrent integer format in much faster, and
probably more accurate that to keep converting float->int->float.

> S,EEEEEEEE,MMMMMMMMMMMMMMMMMMMMMMM
>
>That's the bitpattern for single precision IEEE floating point,
>(commaseparated for clarity).
>
>S is the sign bit (1 == minus),E is the exponent 2^(-127 to 128) and M is
>the mantissa normally taken to be a number between one and two (1.MMMMM...),
>except when E is 00000000 == 2^(-127) when M is interpreted as (0.MMMMM...).

Also the exponent is stored in a base relative form, ie the real
exponent is something like 2^(-128+E). All zeros or all ones in the
exponant indicated an out of band value (infinity, zero, Nan or a
denormal number depending on the other fields).

John
--
'Who says that? When has that ever been true? It's never been true! It's
the kind of thing people without power say to make it all seem less
bloody awful, but it's just *words*, it never makes any *difference*--'

952. Re: PROG_DEF & WF_BEVENT problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-14 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3rmreq$k60@mercury.dur.ac.uk>
Source record: 11191

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:

: In some of these windows I've implemented PROG_DEF objects (such as radio
: buttons), and I use my own VDI workstation.
: The problem is that if I select a PROG_DEF object in a background window,
: when GEM redraws the object (as SELECTED or DESELCTED) it overwrites onto
: the top of any overlapping window.
: For my windowed dialogues I'm using a modified version of FLDLIB - however
: I haven't changed the redraw function.

The problem is in the AES form_button call, which is used by FLDLIB to handle mouse clicks. It performs no clipping (it was not designed with windowed dialogue systems in mind) and hence you will observe this effect with any selectable object - try it with a large radio button, for example. You've obviously removed the top window check I put into FLDLIB in order to prevent this effect in your modified version.

There is no way around this problem bar writing a replacement form_button, which I didn't want to do for compatibility's sake.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

953. Line and polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-14 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950614161558.22904A-100000@ss1.bath.ac.uk>
Source record: 11192

I need some ideas for line drawing routines:

Ok, I've written a version of the bresnham line drawing alogorithim, and it works fine. After getting it to work, I tweaked to run entirly form dregs. Then I played some more and made it even faster.

But. even with the optomisations it ain't fast enough. I should be able to draw about 12 lines a frame, and with a bit more tweaking i think i can get about 18 320 pixel long lines. This isn't very much really, so I need to find some way of precalculating every possible line.

Also I want to extend the line drawing routine into a polygon drawing routine, so if the line drawing routine is slow the polygon drawing routine, will be unbearable.

The general idea for polygon routines, is (I think) to simply draw horizontal lines between the side points calculated, but i was thinking of doing something like filling in squares of the ploygon, until it's filled. This would be quit efficent I think until, you get down to small polygons when it would be better to use a fill in by lines routine.

So does anyone out there want to donate ideas for graphics routines. Please post rather than email, as this info is probably of interest to others.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
----

954. Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-14 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <803146958_OASIS_@yeadontt.demon.co.uk>
Source record: 11193

Help!

I am trying to write a GFA program to call another program (a TTP
actually) from within MagiC.

I have tried every combination of shell_write as detailed in the MagiC
programmers guide with no success.

Can anybody help!!

Thanks in advance.

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

955. GCC 2.33/2.58 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-15 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1995Jun15.163044.4968@mtroyal.ab.ca>
Source record: 11194
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have grabbed gcc binaries for both 2.33 and 2.58. I am using a
1040ST, 4Mb and gulam. I think that all the appropriate environment
variables are all set, i.e.

```
setenv GCCEXEC = i:\gcc\bin\gcc-
setenv GCCINC = i:\gcc\cinclude
setenv GCCLIB = i:\gcc\lib
setenv GXXINC = i:\gcc\include
```

plus all of the aliases and environment variables for each ttp. And
the gcc/bin directory is on my PATH. Each of the directories from the
environment variables contain the appropriate files.

The typical Hello world program in C compiles perfect. However, the
same program in C++ will not. For both version the following is
generated:

```
In file included from i:\gcc\include\g_congif.h:16
from i:\gcc\include\streambu.h:25
from i:\gcc\include\iostream.h:24
from t.cc:1:
i:\gcc\cinclude\stdio.h:155: warning: `_NFILE' redefined
i:\gcc\include\compiler.h:212: warning: this is the location of the previous
definition

m:/cc1000001.o: Undefined symbol _cout referenced from text
m:/cc1000001.o: Undefined symbol ostream::operator<<(const char *) referenced
from text
```

Does anybody have any idea what the first chunk means?

The two warnings while annoying I can live with.
However, why do they occur?

The two undefined symbol errors would seem to indicate that the linker
is not finding the g++.olb, but it is in the lib directory. I have tried
adding a GXXLIB environment variable with the same result. Does gcc
2.xx expect different environment variables for g++?

I am using the g++ libraries and includes version 20 and gcc libraries
and includes version 98.

Any ideas or suggestions on how to fix these would be greatly
appreciated. Thanks

Paul Pospisil
ppospis@MtRoyal.ab.ca

956. voice in C programs?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-15 00:00:00 UTC
From: dzander@solaria.sol.net
Message-ID: <3rp6v7$4um@solaria.mil.wi.us>
Source record: 11195

Hello all,

I am curious how to put my voice in a program I'm writing. I program in the C language. What is the easiest and cheapest way to place my voice in a program? I believe this is called "sampling". What is the required hardware/software to do this? Thanks in advance for any and all responses.
--
Douglas Zander
dzander@solaria.mil.wi.us

957. Stopping Keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-15 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.214.00091778@ti.com>
Source record: 11196

I am writting a GEM small editor. I would like to disable keyboard input to my application while it is busy updating screen/disk access etc. The problem is I don't want it to toatally disable the keyboard so much that background programs are stopped. Anyone have any ideas or code fragment (C / assembler) on how to do this?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

958. Re: Stopping Keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-15 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950615130927.22300A-100000@ss1.bath.ac.uk>
Source record: 11197

References: <wongck.214.00091778@ti.com>

In the referenced article, wongck@ti.com (William Wong) writes:
>
> I am writting a GEM small editor. I would like to disable keyboard
> input to my application while it is busy updating screen/disk access
> etc. The problem is I don't want it to toatally disable the keyboard so
> much that background programs are stopped. Anyone have any ideas or
> code fragment (C / assembler) >on how to do this?

I think the general idea, is to read the keyboard rapidly after IO until
no characters are available, thus emptying the keyboard buffer. Don't know
from experience thou' cos I've never done it.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
---

959. Re: Stopping Keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-15 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3rq6e4$ipj@mercury.dur.ac.uk>
Source record: 11198

Sim (py4sdh@bath.ac.uk) wrote:

: > I am writting a GEM small editor. I would like to disable keyboard
: > input to my application while it is busy updating screen/disk access
: > etc. The problem is I don't want it to toatally disable the keyboard so
: > much that background programs are stopped. Anyone have any ideas or
: > code fragment (C / assembler) >on how to do this?
: I think the general idea, is to read the keyboard rapidly after IO until
: no characters are available, thus emptying the keyboard buffer. Don't know
: from experience thou' cos I've never done it.

Try an evnt_multi loop on a short timer and keypresses. As soon as you get a timer event then exit the loop. Although I've never used this, IIRC all of the key press events should be emptied from the buffer first.

ATB,

Martin

****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

960. Timers

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Jun16.111507.18114@zippy.dct.ac.uk>
Source record: 11199

I am trying to write a frequency meter (for relatively low frequency measurements) and have been trying to get a timer of reasonable accuracy. I tried to use a bios call from gfa (which says it measures milliseconds to 20ms accuracy) but the number I get back is always 20. Where else can I get a clock of about this speed ? Is there a convenient memory location I can read ? Is there something that runs faster (1MHz ?)

thanx

the hatter

961. Input on printer port ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Jun16.111844.18115@zippy.dct.ac.uk>
Source record: 11200

Is the ST parallel port bi-directional ? I would like to use it for input for a few projects, but I'm not sure how to config it. I'm using GFA. The last time I had to find this info out was for a bbc, does the ST use a direction register and data register in the same sort of way ?

thanx

the hatter

962. faxprg

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DA9M76.r1@inter.NL.net>
Source record: 11201

I am searching for a program for the atari st to send and receive
faxes with my 14k4 faxmodem.
Is there a shareware programm
HELP !!!!

please email to: geheniau@solair1.inter.NL.net

963. AV-protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: wtp@tao.kuai.se
Message-ID: <3rrrbv$6v6@bundy.mdk.se>
Source record: 11202

Could someone please tell me all there is to know about the AV-protocol...

Regrds,
Pontus
--
WtP / Section One >< How can she say
wtp@kuai.se >< forget yesterday?
(Pontus Skoeld) >< All men are dreamers

964. Re: Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DA9L3G.9Cx@crash.cts.com>
Source record: 11203

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

: Help!

: I am trying to write a GFA program to call another program (a TTP
: actually) from within MagiC.

: I have tried every combination of shell_write as detailed in the MagiC
: programmers guide with no success.

: Can anybody help!!

: Thanks in advance.

Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
the call via the AES myself and it still didn't work. That is the only
thing I can't get working right for both MultiTOS and MagiC. I gave up
on it.

If you find out how, then I would be most interested in your solution myself!

Rich

965. C Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3rs0d5$mpm@ionews.io.org>
Source record: 11204

I've got a program -- a conversion program for ZX Spectrum snapshot formats -- that's generally a DOS program for the PC, though it has a Unix makefile as well. I'd like to compile this on the ST as a .TTP program (and maybe program a front-end for it) but unfortunately I know nothing of C, much less C compilers. Would anyone be willing to compile the C source on an ST? It's rather small and easily UUEncoded/transmitted, and it is also available on my Speccy WWW page (URL in my .sig). If anyone would be willing to do this please E-Mail me. Thanks!

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

966. Marcel

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-16 00:00:00 UTC
From: gibson@cyberspace.com
Message-ID: <3rsflt$mog@case.cyberspace.com>
Source record: 11205

I use Marcel - I was wondering where I could find the fonts for it, or can it be used with amcgdos? Thanks!

967. IMGCONVERT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-17 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DABJ3K.9Jv@inter.NL.net>
Source record: 11206

I am searching for a sharewareprg to convert degas or other normal
formats into .img for the atari st.
Or a drawing programm in which i can save in .img format.

Thanks email me: geheniau@solair1.inter.NL.net

968. Mouse buttons with event_multi

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-17 00:00:00 UTC
From: curis@clipper.ens.fr
Message-ID: <3rut42$msj@nef.ens.fr>
Source record: 11207

Keywords:

I want to use both left and right mouse buttons, with event_multi (with also keyboard, messages). Is there a
simple way to do this? I thought of:

```
retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);
retour2 = evnt_multi(MU_BUTTON|MU_TIMER,2,1,...,0);
```

Because, when i use evnt_multi(MU_BUTTON,LEFT|RIGHT,...) it only exits when BOTH left and right buttons are used
- and that's not what i want!

(Sorry if its'nt the exact syntax, i'm not on my Falcon now)

Thank's for answers (please with a copy on e-mail, i can't read news every day...)

Emmanuel CURIS
curis@clipper.ens.fr

969. Atari repair??

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-18 00:00:00 UTC
From: mvanclea@silver.ucs.indiana.edu
Message-ID: <3s259t$pgm@usenet.ucs.indiana.edu>
Source record: 11208
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Say, does anyone know of a good repair site that could fix a Satcy?

If so please email me at:

mvanclea@indiana.edu

Thanks

MVC

970. Free Agent Spam

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-18 00:00:00 UTC
From: free-agent-spam@spam.com
Message-ID: <3s1rr1$6n3@dub-news-svc-4.compuserve.com>
Source record: 11209

```
Free Agent, Spam Ware Without Compare
```

971. view-protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-18 00:00:00 UTC
From: jeb@zedat.fu-berlin.de
Message-ID: <3s0ngb$ocm@fu-berlin.de>
Source record: 11210

```
Can anybody give me a hint where I can find a
description of the view-protocol defined by Peter Seitz?

Thanx, Jens
```

*****

Jens Briesofsky | vet's drive like animals!
Pankstra�e 49 |
13357 Berlin |
Phone: +49 30 4627254 |
Fax: +49 30 4626037 |

972. Re: DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-18 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun18.112956.1990@cathy.ijs.si>
Source record: 11211

In article <DA3uJB.BD@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>I managed to get data to it, like passing a sine wave and only one result is
>set, but the actual value seems to be garbage.
The actual value IS garbage, EXCEPT when compared with values
in the other bins.

Try passing it an addition of two different sines. If they are far enough
apart, you will get two values (and some "bleed" into neigbours if the
frequency doesn't fall exactly into a FFT bin). The relative values of the
two bins will have the same relationship as the relative signal strengths
of the two sines. The actual value depends, among other things, on the length
of the FFT.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

973. FTP sites/ST tech. info

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: molyneua@cs.man.ac.uk
Message-ID: <3s3ejb$7ba@m1.cs.man.ac.uk>
Source record: 11212

Hi,
Could anyone tell me if there are any ST programming-related FTP
sites around? I'm particularly looking for info regarding programming
the STE's blitter, and demo source code, that kind of thing.
Thanks very much,

- Andy

==
Andrew Molyneux | Internet: molyneua@cs.man.ac.uk
University of Manchester | Tel : (+44)161-485-3291
|
==
Boob's Law:
You always find something in the last place you look.
Molyneux's Modification:
But it's not necessarily the thing you were looking for.
==

974. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: lecoat@gemini.ief-paris-sud.fr
Message-ID: <3s3fpm$5oa@upsn2.u-psud.fr>
Source record: 11213

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

: I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
: a problem: where I can found libraries (sources or/and beter binaries)
: for this new version of gcc. Thx for any help.

: regards,

: Simon.
Hi

I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
libraries it is fine. In fact it seems that it runs three times faster
(I've tried comparing POV with PURE C and GCC). You should find good
libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
PatchLevel 31.

But I've got a Pb. It seems impossible to link with this version of
GCC. For linking I use in place, an old version of GCC that takes the
.olb libraries instead of .a. If someone knows how to link with this
2.6.3 version, I would be glad to be replied.
Another thing, this version works very well under tos but would probably
need virtual memory for big programs. Bye for now ...

Francois LE COAT
E-mail:lecoat@marion.ief-paris-sud.fr

975. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1906951412250001@ngalm099.gal.nt.com>
Source record: 11214

In article <3s3fpm$5oa@upsn2.u-psud.fr>, lecoat@gemini.ief-paris-sud.fr
(Francois LE COAT) wrote:

> I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
> libraries it is fine. In fact it seems that it runs three times faster
> (I've tried comparing POV with PURE C and GCC). You should find good
> libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
^^^^^^^^^^^^^^^^^^^^^^^^^
> the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
> PatchLevel 31.

I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
" Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".

Does this mean that it only works under Linux68k (Falcon & TT)?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

976. Re: Timers

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: drz@raven.cybercom.com
Message-ID: <3s52p8$otd@raven.cybercom.com>
Source record: 11215

Jens Andreasen <jens-and@dsv.su.se> writes:

>It says: nt = TIMER ?? Is TIMER a keyword (can't find any proc by that name.)

Yes. In GFA code to time something would look something like this:
t%=TIMER
@cool_routine_but_i_dont_know_how_fast_it_is
PRINT (TIMER-t%)/200

That would give you the time in seconds.

Tim
--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://www.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | question = (be || !be)

977. Re: DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DAF3GL.H00@westminster.ac.uk>
Source record: 11216

Jens Andreasen (jens-and@dsv.su.se) wrote:

: On Tue, 13 Jun 1995, Philip Shore wrote:
: >
: I was unaware that the 56k could output in IEEE format but here we go:

Err...I can't (I've learnt). Poor wording on my side sorry.
I just wanted to know what is the data format of these dsp fft routines ?

Cheers,
Phil.
--
/*---*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

978. Re: Mouse buttons with event_multi

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3s3m44$78a@news.uni-paderborn.de>
Source record: 11217

```
In article <3rut42$msj@nef.ens.fr>,
Emmanuel Curis <curis@clipper.ens.fr> wrote:

Hi Emmanuel,

> retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);

Just try

retour = evnt_multi(MU_BUTTON|MU_TIMER, 257, 3, 0, ...);
^^^^^^^^^
as far as I remember. It's a "undocumented" feature.

Ciao, Dirk
---
SnailNet: In der Esmecke 9, D-59846 Sundern
MausNet: Dirk Hagedorn @ MK2 (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
e80097@pbhrzx.uni-paderborn.de (big stuff)
```

979. Hardware Scrolling Problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3s40l9$nf5@DGS.dgsys.com>
Source record: 11218

I am attempting to utilize hardware scrolling for horizontal movement on an STe. Everything works fine if I try to scroll across two, three, or four low rez screens. But if I try to set up more than four screens to scroll across then the screens do not display properly. I am setting up the display in memory by interleving the screens in the same manner no matter how many screens I'm working with: one line (80 words) of screen 1 followed by one line of screen 2 etc continuing through one line of the last screen, followed by the next line of screen 1, etc through 200 lines.

Does anyone have any idea of what's going wrong?

I appreciate any help.

--
Marshall Lake
mlake@dgs.dgsys.com

980. Re: Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <3s43o1$2m4@oban.cc.ic.ac.uk>
Source record: 11219

in article <DA9L3G.9Cx@crash.cts.com>, Richard John Kelsch (richcsst@crash.cts.com) wrote:
>Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
>: Help!
>: I am trying to write a GFA program to call another program (a TTP
>: actually) from within MagiC.
>: I have tried every combination of shell_write as detailed in the MagiC
>: programmers guide with no success.
[...]
>Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
>the call via the AES myself and it still didn't work. That is the only
>thing I can't get working right for both MultiTOS and MagiC. I gave up
>on it.

shel_write(...SHW_PARALLEL...) seems to work OK from C, so perhaps GFA basic
is not leaving enough memory free to launch another program. Try using
LIMITMEM on GFA before running it.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`...so I added enough explosives to blow up Greenland.'

981. Re: Timers

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3s4495$d23@m1.cs.man.ac.uk>
Source record: 11220

```
$466.w is updated every vbl, ie 50 times a second, and thus provides
timings to 0.02s accuracy, ie 20ms accuracy. Need to be in supervisor
to access it though (gemdos #32 is the supervisor/user mode toggle:
clr.l -(sp)
move.w #32,-(sp)
trap #1
addq.l #6,sp ; into supervisor
move.l d0,old_ssp ; save stack for later
; your code goes here
move.l old_ssp,-(sp) ; restore user and old stack
move.w #32,-(sp)
trap #1
addq.l #6,sp
clr.w -(sp) ; exit
trap #1

I've never coded in gfa so I don't know how you'd do this. I guess
the basic plan is to switch to supervisor, saving the stack, bung
in a new stack if you need it (probably gfa'll take care of this)
do your code and when you quit your proggie, remember to restore
the old user state.
Come to think of it, gfa'll probably let you access protected
memory anyway. If it bombs out on you, you need to be in supervisor
mode (attempts to access protected memory in user causes a crash).

There are other ways, but this seems the easiest. Not sure about
the accuracy of measurements though in a basic...

There's another memory location that holds the 200Hz timer tick,
but I can't remember what this is. Get back to you on that one.

Hope this helps

Gaz
```

982. Re: Stopping Keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3s44oc$d68@m1.cs.man.ac.uk>
Source record: 11221

To flush the KB buffer, check to see if there are any keys waiting, and if so get the key from the buffer, and loop until there are no more keys to get. Don't understand though why you should need to since screen updates, disk access, etc. will be doing their thing and the keys will simply go into the buffer. Of course, you probably have a newer ST than me (hey, one which does more than one program at once!) - I've got a 520STFM so don't need to worry about multi-tasking (well, programme switching really, not genuine multi-tasking of course), and unless the keys are acted on under interrupt so that you can access the disk, update the screen etc at the same time then I don't see why there should be a problem. Hmmm, is it just me? Am I being exceptionally stupid and missing something blindingly obvious? Sorry, not coded for many months, last I was doing some little demo code, and a database, etc.

Gaz

983. Re: Timers

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950619183611.15868B-100000@mars>
Source record: 11222

```
On 19 Jun 1995, S94 wrote:

> There's another memory location that holds the 200Hz timer tick,
> but I can't remember what this is. Get back to you on that one.

p = (long*)0x4baL /* pointer to 200 hz System Timer */
^^^^^^
Sorry thats the C version taken from MIDI & Sound Book. I'm trying to
make sense of the GFA code as well .... hmmm .... hmhmm .....

It says: nt = TIMER ?? Is TIMER a keyword (can't find any proc by that name.)

// Jens M Andreasen
```

984. Re: Line and polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Message-ID: <3s3hi1$g9r@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 11223

My poly-rout uses the bresenham-line algo and only works with convex-polygons:
'Draw' lines arround the polygon, but do not set any points, just store in an
array the left and right most point.
After doin' that, go down from the first y-pos to the last and draw horizontal
lines from the left to the right most x in the array.

The advantage is that only horizontal lines must be drawn and clipping is easy.
But the bresenham could very good optimized (even in 6502-code, where I wrote
the routs).

Bastian

985. Re: Input on printer port ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Message-ID: <3s3hnk$g9r@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 11224

You have to change the port-bit in the PSG (think it's port B) to change from output to input. In GFA, the IRQs should be forbidden.
In assembler you can get transfer-rate up to 512K/s (on a 36MHz-F030).

Bastian

986. Re: Input on printer port ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-19 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <3s47ss$tjg@c4.hrz.uni-giessen.de>
Source record: 11225

buxmjp@zippy.dct.ac.uk wrote:
: Is the ST parallel port bi-directional ? I would like to use it for
: input for a few projects, but I'm not sure how to config it. I'm using
: GFA. The last time I had to find this info out was for a bbc, does the
: ST use a direction register and data register in the same sort of way ?

Hi!
The TOS does support bi-directional transfers on the printer port. But it's
not documented as far as I know. I saw this in a TOS BIOS listing but
don't remember any details - sorry...

Torsten Lang

987. C Asych comms library for ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: russell.black@liffe.com
Message-ID: <3s6260$735@gatekeeper.liffe.com>
Source record: 11226

Sorry if this is a repeat previous posting seemed to go missing

Anyone know of a ST Asynch comms library/ source compatible with Mark Williams C

thanks

988. Atari System for Sale $250

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3s5flb$epg@gboro.rowan.edu>
Source record: 11227

```
FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language
```

989. Re: Input on printer port ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: d4stefan@dtek.chalmers.se
Message-ID: <3s6knu$q1p@nyheter.chalmers.se>
Source record: 11228

buxmjp@zippy.dct.ac.uk wrote:
: Is the ST parallel port bi-directional ? I would like to use it for
: input for a few projects, but I'm not sure how to config it. I'm using
: GFA. The last time I had to find this info out was for a bbc, does the
: ST use a direction register and data register in the same sort of way ?

I found a file on ftp.cnam.fr that looks like what you are searching for.
I don't know if it works, I found it today and haven't got XBIOS calls
(Computer books at home) I have used Cut&paste to move the text.
ftp.cnam.fr:/pub/Atari/Programming/4_jystks.lst

```
'
' Written in GFA Basic (3.5) code
'
' Converted from STOS code to read the parallel port (with joystick adapter) by
' Richard Morris 23/sept/1994 9:10pm (Don't know who the original author was)
' e-mail: r.m.morris@massey.ac.nz (probably only until around November 1994)
'
a%=XBIOS(28,0,7) !Was 192 on my computer (1040STfm)
b%=XBIOS(28,0,14) !35
c%=XBIOS(28,0,15) !0
CLS
PRINT AT(1,1);"Press any key to exit"
PRINT
PRINT "Joystick 0","Joystick 1","Button 0","Button 1"
REPEAT
read_stick
PRINT AT(1,4);j0%,j1%,btn0%,btn1%,
UNTIL INKEY$<>""
' must do this else can't read floppy drive
' not sure if values ever differ - so just return to the original values
~XBIOS(28,a%,128+7)
~XBIOS(28,b%,128+14)
~XBIOS(28,c%,128+15)
> PROCEDURE read_stick
~XBIOS(28,0,128+7)
j0%=XBIOS(28,0,128+15)
j1%=AND(j0%,&HF0)
j1%=ROR(j1%,4)
j0%=AND(&HF,j0%)
btn0%=NOT BTST(XBIOS(28,0,128+14),5)
btn1%=NOT BTST(PEEK(&HFFFA01),0)
RETURN
```

990. DMA->DSP->DMA working!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <DAHE3o.CJ5@news.gu.se>
Source record: 11229

Hi Griff and everyone else trying thier brains out! You may now put them right back where they belong!

I (we) has now succeeded in making a working DMA to DSP and vice versa using handshake mode. The routine only works with 16 bit and 24 bit mode right now but I'll see if I could get it to work in 8 and 12 bit mode as well. Sources to a DSP testprogram and to a 68030 program to control it is included at the end of this article.

The SSI in the DSP is set to an Asyncronous, Gated clock mode. The frame sync is set to a Word Length bit clock on both transmit and recieve. Both transmit and reciever clock are external.
The frame syncs are set to parallell mode in the Port C Control register (PCC). This means that you will have to start and stop the frame syncs your self both when transmitting from and when recieving to the DSP. This is done by setting and clearing bit number 5 and 4 respectively in the Port C Data register (PCD).

It is very important that the DMA buffers are on even adresses because the system will clear the LSB in the adress and the result will not be what you expected!

Good luck to all of you and if someone would get 8 and 12 bit mode to work before me please post the solution here!

- Tomas :)

Tomas Berndtsson | | --- |-- |--- | | NoBrain
Viktors vaeg 26 |\ | -- | | | |___ | | NoCREW
437 36 Lindome | \ | | | | |-- | | ^ | Gothenbourg
Sweden | \| -- --- | | |--- |/ \| Sweden

68030 source code:
--- Cut here ---

```
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
; - Direct Memory Access (DMA) driver -
; a NoCrew production MCMXCV
;
; (Nc) NoCopyright NoCrew 1995
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

; Main module.

; This testprogram will not show anything on the screen!
; You'll have to do your own stuff for that, but if you
; want to see if it works just run it in a debugger!
```

```
include falcmacr.s ; You will have to write
; your own macros if you
; don't have any!

section text

bsr dma

clr.w -(sp)
trap #1 ; Pterm0

dma
bsr DSP_init
moveq #8,d1 ; wait a bit
moveq #-1,d0
.wait
dbra d0,.wait
dbra d1,.wait
bsr DSP_exit
rts

DSP_init
Dsp_Lock
locksnd
sndstatus #1
Dsp_FlushSubroutines
buffoper #%0000 ; flush FIFOs
dsptristate #1,#1
Dsp_RequestUniqueAbility
move.w d0,DSP_abil

setmode #1 ; Not sure if necessary.

devconnect #0,#%0010,#2,#0,#0 ; DMAPLAY->DSPRECV
devconnect #1,#%0001,#2,#0,#0 ; DSPXMIT->DMAREC
setbuffer #0,#DMA_sbeg,#DMA_send
setbuffer #1,#DMA_rbeg,#DMA_rend

Dsp_ExecProg #DSP_beg,#(DSP_end-DSP_beg)/3,DSP_abil

buffoper #%0000 ; flush FIFOs
buffoper #%0111 ; activate DMA. playback repeat

; Start by sending sync signal via host
Dsp_BlkUnpacked #DSP_command,#1,#0,#0

rts

DSP_exit
buffoper #%0000 ; Turn off DMA
sndstatus #1
Dsp_Unlock
rts

section data
```

```
DSP_beg
incbin dma.dsp ; DSP binary file
DSP_end

; !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
even ; Very many important much ! !!!!!!!!!!!!!
; !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

DMA_sbeg
;dc.w -1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1
dc.w 01,03,05,07,11,13,17,19,23,29,31,37
dc.w 41,43,47,53,59,61,67,71,73,79,83,89
dc.w 97,101,103,107,109,113,127,131,137
;dc.w 1,2
;dc.w 3,4,5,6,7,8,9,10,11,12
;dc.w 11,10,9,8,7,6,5,4,3,2,1
;dc.b $00,$00,$f1,$00,$42,$10,$03,$10,$02
;dc.b $01,$02,$0f,$00,$00,$01,$00,$00,$02
;dc.b $00,$01,$60,$10,$1f,$d0
DMA_send
even

section bss
DSP_abil ds.w 1

DSP_command ds.l 1

m
q
DMA_rbeg
ds.w 10000
DMA_rend
end

--- Cut here ---

DSP source code:
--- Cut here ---
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
; - Direct Memory Access (DMA) driver -
; a NoCrew production MCMXCV
;
; (Nc) NoCopyright NoCrew 1995
; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

; DSP 56001 module.

include "equates.asm" ; These are equ's for SSI and
; host peripherals. If you are
; unable to figure out what is what
; then feel free to contact me!
; Not all assemblers are able to
; include files and you will have
; to put them in the source code.
```

```
org p:$40

move #-1,m0 ; Set all modifier
move #-1,m1 ; to Linear (Modulo 65536)
move #-1,m2
move #-1,m3
move #-1,m4
move #-1,m5
move #-1,m6
move #-1,m7

andi #%11111011,omr ; Data Rom disabled
movep x:<<M_HRX,x0 ; clear host port
jsr <DMA_init_16 ; Initialize for 16 bit transfer
jsr <Host_recv ; Recieve dummy sync signal!

main
jsr <DMA_recv ; recieve first value
move x0,a
jsr <DMA_recv ; recieve second value
add x0,a ; add them together
asr a ; divide by 2
move a,x0
jsr <DMA_send ; send result (average)
jmp <main ; back again

; DMA handshake and Host DSP/030 I/O routines.
DMA_init_16
movep #%000000000,x:<<M_PCC ; SSI reset
movep #%0100000000000000,x:<<M_CRA ; 16 bit transfer
movep #%0011010000000000,x:<<M_CRB ; Enable reciever and
; transmitter without
; interrupts.
; Normal mode. Gated,
; Async. clock.
; WL bit cl. on both.
; Shift MSB first.
; Ext.clock on both.
movep #%111001000,x:<<M_PCC ; All serial except
; frame syncs.
movep #%000110000,x:<<M_PCDDR ; fr. syncs = outputs
movep #%000000000,x:<<M_PCD ; clear data
rts

DMA_init_24
movep #%000000000,x:<<M_PCC ; SSI reset
movep #%0110000000000000,x:<<M_CRA ; 24 bit transfer
movep #%0011010000000000,x:<<M_CRB ; Enable reciever and
; transmitter without
; interrupts.
; Normal mode. Gated,
; Async. clock.
; WL bit cl. on both.
```

```
; Shift MSB first.
; Ext.clock on both.
movep #%111001000,x:<<M_PCC ; All serial except
; frame syncs.
movep #%000110000,x:<<M_PCDDR ; fr. syncs = outputs
movep #%000000000,x:<<M_PCD ; clear data
rts

Host_recv
jclr #0,x:<<M_HSR,Host_recv ; Recieve by host
movep x:<<M_HRX,x0
rts
Host_send
jclr #1,x:<<M_HSR,Host_send ; Send by host
movep x0,x:<<M_HTX
rts

DMA_send
bset #5,x:<<M_PCD ; start transmit frame sync
movep x0,x:<<M_TX ; move data to transmit
_wait jclr #6,x:<<M_SR,_wait ; wait for TDE
bclr #5,x:<<M_PCD ; stop transmit frame sync
rts

DMA_recv
bset #4,x:<<M_PCD ; start recieve frame sync
_wait jclr #7,x:<<M_SR,_wait ; wait for RDF
bclr #4,x:<<M_PCD ; stop recieve frame sync
movep x:<<M_RX,x0 ; get recieved data
rts

end

--- Cut here ---
```

991. text blocking

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.218.000D3B9D@ti.com>
Source record: 11230

Hi there,

I am writting a simple GEM text editor for one of my applications. Currently the editor can block whole complete lines easily. I would like to be able to do blocking of partial lines.

Does anyone have any ideas on how to do this? I have pondered on this for several weeks now but still haven't come up with something useful.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

992. Re: Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <803664658_OASIS_@yeadontt.demon.co.uk>
Source record: 11231

My latest theory is to write a machine code routine to sit in an inline
to carry out the Shell_Write.

I would be grateful if someone would UUcode me a linkable C file that
can be compiled with the GFA source code.

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

993. FS: ATARI STACY 4/20 (PORTABLE!)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3s82u6$2j0@ccnet3.ccnet.com>
Source record: 11232

[Article crossposted from rec.music.makers.marketplace]
[Author was selah]
[Posted on 20 Jun 1995 20:02:52 -0700]

I AM SELLING MY ATARI STACY
FOR 710.00 YOU PAY SHIPPING!!
PLEASE RESPOND QUICKLY AS THIS WILL GO FAST!

GREG REYES 510-427-1075 CALIFORNIA

YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

994. Re: Hardware Scrolling Problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950620073941.6847A@ss1.bath.ac.uk>
Source record: 11233

References: <3s40l9$nf5@DGS.dgsys.com>
Distribution: world

In the referenced article, mlake@dgs.dgsys.com (Marshall Lake) writes:
>
> I am attempting to utilize hardware scrolling for horizontal movement
> on an STe. Everything works fine if I try to scroll across two, three,
> or four low rez screens. But if I try to set up more than four screens
> to scroll across then the screens do not display properly. I am
> setting up the display in memory by interleving the screens in the same
> manner no matter how many screens I'm working with: one line (80
> words) of screen 1 followed by one line of screen 2 etc continuing
> through one line of the last screen, followed by the next line of
> screen 1, etc through 200 lines.

You can't have more than four screens wide. Why? 'cos the overlenght line
register is one (1) byte wide, and tells the vid chip how many words to
skip after completeing the current line. 160 bytes + 254*2 = 668 bytes of
screen which is roughly equal to 4 screens. If you want to do infinte
scrolling in the horizontal direction, you need to be a bit more clever.

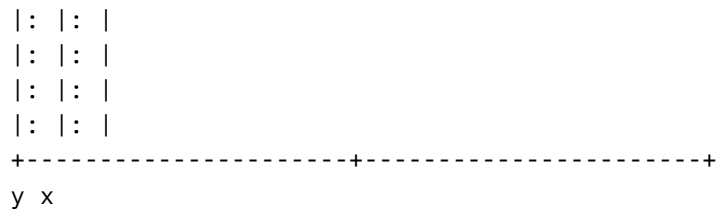
Assuming you're scrolling from right to left (ie new background comes on
on the right hand side of the screen aka double dragon).

make two screens: (v = current horizontal offset)

```
v
+----------------------+-----------------------+
| | |
| | |
| drawn on | blank |
| | |
| | |
| | |
| | |
| | |
+----------------------+-----------------------+
```

now move the horzontal screen pointer

```
uv x
+----------------------+-----------------------+
|: |: |
|: |: |
|: drawn on |: blank |
|: |: |
```



now we need to update the bit at x (cos it's just scrolled on screen)
BUT we also draw exactly what we draw at x at y.

When the horizontal offset reaches the second + (ie when we've scrolled a hole page) then reset the horizontal pointer back to the start. Now heres the clever bit. Because we've been drawing on the 1st page as well as the 2nd page, now page 1 holds an exact copy of whats on the 2 page, so we can reset the pointer back to the start, and repeat the process.

We've can now scroll the screen left for as long as we like, with out running out of memory.

This trick also works with vertical scrolling, and can easerly be adapted to scroll either left or right.

[----------Disclaimer----------]
What I'm about to describe, is what i've though about. But I ain't done it so don't blame me if you waste hours of your time trying to implement it only to find it don't work. Also it's 7:40 am and I haven't been to bed yet, I'm tied (go figger) In fact any and all what I've writen here could be complete cobblers.
[----------Disclaimer----------]

If you want to scroll both left and right then you need 3 screens. Start of in the middle then scroll in either direction, not forgeting to draw the new screen data not only where it's coming into view but also going out of view. If my thinking correct then it doesn't when you change scroll directions, as long you only reset the screen pointer when reaching either the left most edge or the right most edge.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
---

995. Re: Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DAGH15.BLw@crash.cts.com>
Source record: 11234

Mr R. Mellish (rm03@ic.ac.uk) wrote:
: in article <DA9L3G.9Cx@crash.cts.com>, Richard John Kelsch (richcsst@crash.cts.com) wrote:
: >Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
: >: Help!
: >: I am trying to write a GFA program to call another program (a TTP
: >: actually) from within MagiC.
: >: I have tried every combination of shell_write as detailed in the MagiC
: >: programmers guide with no success.
: [...]
: >Good luck, as I even tried bypassing GfA's SHEL_WRITE() command and made
: >the call via the AES myself and it still didn't work. That is the only
: >thing I can't get working right for both MultiTOS and MagiC. I gave up
: >on it.

: shel_write(...SHW_PARALLEL...) seems to work OK from C, so perhaps GFA basic
: is not leaving enough memory free to launch another program. Try using
: LIMITMEM on GFA before running it.

It does not work. Heck, even making GfA give up memory via RESERVE or
compiling with a memory limit still does not work. Limitmem was one of
my ideas at one time, but no luck.

My only idea would be to write a C routine and link it with the GfA
code. Perhaps that would work. Perhaps GfA is masking off the upper
bits of the SHEL_WRITE() call and only allowing 0 and 1 for values. Hmm...

Rich

996. anyone serial comms library?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: russell.black@liffe.com
Message-ID: <3s60da$631@gatekeeper.liffe.com>
Source record: 11235

```
Subject says it all really, does anyone know of a serial comms
library Asynch & callable from C.

thanks

russell.black@liffe.com
```

997. Re: Mouse buttons with event_multi

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-20 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <3s64a4$hfr@c4.hrz.uni-giessen.de>
Source record: 11236

Hi *

In <3rut42$msj@nef.ens.fr>, Emmanuel Curis (curis@clipper.ens.fr) wrote:
: Keywords:
: I want to use both left and right mouse buttons, with event_multi
(with also keyboard, messages). Is there a
: simple way to do this? I thought of:
: retour = evnt_multi(MU_BUTTON|MU_TIMER,1,1,...,0);
: retour2 = evnt_multi(MU_BUTTON|MU_TIMER,2,1,...,0);
: Because, when i use evnt_multi(MU_BUTTON,LEFT|RIGHT,...)
it only exits when BOTH left and right buttons are used
: - and that's not what i want!
: (Sorry if its'nt the exact syntax, i'm not on my Falcon now)
: Thank's for answers (please with a copy on e-mail,
i can't read news every day...)
: Emmanuel CURIS
: curis@clipper.ens.fr

try the following:

return = evnt_multi (MU_BUTTON|MU_TIMER, 0x102, MO_LEFT|M_RIGHT,0, ...);

Tis uses an undocumented feature of AES: If you set bit #8 in the parameter
for clicks (maximum number of mouseclick), the condition for mask (mask of
used mousebutton) is inverted.

In my example it meams:
wait for button or timer (MU_BUTTON|MU_TIMER)
maximum count of mouse clicks is two and invert mask (0x102)
left _and_ right button (MO_LEFT|MO_RIGHT)
wait for relaese these buttons (0)

it will wait for:
NOT (RIGHT and LEFT) released
=
(RIGHT pressed) or (LEFT pressed)

Martin

P.S. Restrict your postings to 70 chars per line !!!
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"

Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet dead are, somehow, quite ill."
Douglas Adams

998. What is wrong with this?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-21 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3s9nra$j85@prime.mdata.fi>
Source record: 11090

Could someone pleas tell me what is wrong with the following
piece of code. I wrote it to solve the problem with MultiTOS
that didn't load the whole of NEWDESK.INF into memory.
What the program does is this: it just loads and puts the
NEWDESK.INF into shell memory using shel_put. Naturally
my program has to be launched after MultiTOS (or whatever)
loads Newdesk.inf into the memory (it just loads the
first 4096 bytes or so, and my INF is ~6000 bytes).
The right place to run it is from the GEM.CNF file.
Now after my program is loaded everything seems to be
fine, Desktop appears correctly with all the icons.
But the system is unstable, when I try to run some
of the programs everything just freezes. Also when
I try to change resolution the system freezes.
Please help, this is very annoying. I can't even
demonstrate Falcon's capabilities to anyone because
I'm afraid it just crashes and looks shitty.
Oh, still one thing. The problem isn't in my
INF file, because everything works fine if I just
load the Inf file manually from Desktop.
Here is my code:

```
#include <stdio.h>
#include <aes.h>
#include <osbind.h>
#include <dos.h>

void main(void)
{
long newdesk;
char *os;
struct FILEINFO info;

if (appl_init() == -1) Pterm0();

Fsetdta(&info);

Fsfirst("\\NEWDESK.INF", 0);
newdesk=Fopen("\\NEWDESK.INF",0);
if (newdesk <= 0) Pterm0();

os=(char *)Malloc(info.size+1);
Fread(newdesk, info.size, os);

/* this ensures that the last character is EOF */
if (*(char *)((long)os+info.size-1) != 26) {
```

```
*(os+info.size)=26;
shel_put(os,info.size+1);
}
else shel_put(os,info.size);

Mfree(os);
Fclose(newdesk);

appl_exit();
Pterm0();
}
```

Any suggestions welcome... I'm totally puzzled... how does Desktop load the NEWDESK.INF file to memory if not like this???

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.40 *

999. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-21 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>
Source record: 11237

On Mon, 19 Jun 1995, Gerry O'Rourke wrote:

> I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
>
> Does this mean that it only works under Linux68k (Falcon & TT)?
>

Yes, you're right. It works olny under linux on any 68k system which is
able to run linux.

regards,

Simon.

1000. GIF LZW decoder

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-21 00:00:00 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <DAIy5y.IzJ@freenet.carleton.ca>
Source record: 11238

Can anyone here help me with uncompressing a GIF LZW data.
I have been able to extract the 9bits (to 12bits) of data
from the codestream, but I can't do a decompression.

Any sourcecode (in pascal would be even better) is appreciated.
In fact, anything at all to do with the above problem is appreicated.

Regards,
Nima
--
/\/\/\

1001. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-21 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2106951627390001@ngalm099.gal.nt.com>
Source record: 11239

In article <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

> On Mon, 19 Jun 1995, Gerry O'Rourke wrote:
>
> > I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> > " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
> >
> > Does this mean that it only works under Linux68k (Falcon & TT)?
> >
>
> Yes, you're right. It works olny under linux on any 68k system which is
> able to run linux.
>

Does this mean that all future versions of GCC greater than 2.6.3 will
only work under Linux?

Has the development of TOS/MiNT versions stopped?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1002. Re: DSP FFT routines.

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-22 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DAKItr.F64@westminster.ac.uk>
Source record: 11091

Matija Grabnar (matija@sirius.ijs.si) wrote:
: In article <DA3uJB.BD@westminster.ac.uk>,
: Philip Shore <avsec@westminster.ac.uk> wrote:

: Try passing it an addition of two different sines. If they are far enough
: apart, you will get two values (and some "bleed" into neigbours if the
: frequency doesn't fall exactly into a FFT bin). The relative values of the
: two bins will have the same relationship as the relative signal strengths
: of the two sines. The actual value depends, among other things, on the length
: of the FFT.

Good idea. Didn't think of that. I've since learnt that numbers from -1 to 1
are represented by left justified numbers.

I'll have a bit more of an experiment. If I get to know what is going on, I'll
put it on a ftp site - I sure there are other people who'll want this who don't
know too much about dsp programming - like me. 8-)

Phil.

/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

1003. Re: What is wrong with this?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-22 00:00:00 UTC
From: ethami@danubius
Message-ID: <3sbgki$cro@erinews.ericsson.se>
Source record: 11092

```
In article j85@prime.mdata.fi, artoj@mits.mdata.fi (Arto Jalkanen) writes:
> Could someone pleas tell me what is wrong with the following
> piece of code. I wrote it to solve the problem with MultiTOS
...
> os=(char *)Malloc(info.size+1);
> Fread(newdesk, info.size, os);
>
> /* this ensures that the last character is EOF */
> if (*(char *)((long)os+info.size-1) != 26) {
> *(os+info.size)=26;
> shel_put(os,info.size+1);
> }
> else shel_put(os,info.size);
>
> Mfree(os);
```

The problem is that the memory is freed and later it will
be overwritten by another program. Try it as a memory
resident program (do not Mfree) and it will work.

/A\

1004. Re: What is wrong with this?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-22 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3sbh80$li8@prime.mdata.fi>
Source record: 11093

>Could someone pleas tell me what is wrong with the following
>piece of code. I wrote it to solve the problem with MultiTOS

Sorry, I found out what caused the hang ups! It wasn't
my code, it was BlowUp's fault :-(. Without BlowUp
it seems to work fine. The problem is that I can't live
without BlowUp :-). Well, I'll try Screenblaster.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

1005. Re: Hardware Scrolling Problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-22 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3sbtgb$c8i@DGS.dgsys.com>
Source record: 11094

```
>> I am attempting to utilize hardware scrolling for horizontal movement
>> on an STe. Everything works fine if I try to scroll across two, three,
>> or four low rez screens. But if I try to set up more than four screens
>> to scroll across then the screens do not display properly.

>You can't have more than four screens wide. Why? 'cos the overlenght line
>register is one (1) byte wide, and tells the vid chip how many words to
>skip after completeing the current line. 160 bytes + 254*2 = 668 bytes of
>screen which is roughly equal to 4 screens.

Yah, I figured this out right after I posted originally.

I was able to get around the limitation by changing the display address
like you suggested.
Thanks.

--
Marshall Lake
mlake@dgs.dgsys.com
```

1006. Mad Max Player for GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-22 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3sbrui$71b@ionews.io.org>
Source record: 11095

I need music. My screens look -- or sound, rather -- decidedly dull without it. I could use a digital sample -- I rather like using samples when I don't need a great amount of processor time -- but my more recent routines in GFA _do_ require a significant amount of processor time (if I want to achieve a good frame rate, anyway) so it's down to chip music, which generally doesn't seem to take up much processor time at all.

I talk to a chap in the IRC who said he had some source, and then consequently failed to find it, but did mention that all Mad Max music files have the assembler player rout built into the header. Intriguing, and possibly useful as this is, I don't know assembler, and unless I know the exact locations to execute from to start/stop playing, it doesn't do me a great deal of good. (And I'm not particularily keen on trial-and-error execution, as this usually results in a great many rebootings) Would anyone have any source for this? And while I'm about it, any Mad Max music files lying around? I can rip a few -- a very few, as my sources for his music are relatively limited (oh, there's tons in demos, but try ripping them with a software ripper! Even a reset ripper will choke 'cos demos frequently trap/redirect the reset vector anyway)

Any help would be greatly appreciated; there's nothing quite so dull as a demoscreen/menu without music. You'll even get a mention in the scrolly! (This could be good or bad depending on how really awful my screen(s) end up being... so you've been warned. :-)

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1007. HH guide to BIOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-23 00:00:00 UTC
From: sdzubur@leda.phy.hr
Message-ID: <3se65f$l4p@nippur.irb.hr>
Source record: 11096

I think I've posted a similar article here (I'm not sure), but here it is anyway...
So, does anyone still has that ancient ASCII file called
The Hitchhikers' guide to BIOS
If someone still has it I would be eternaly grateful to him/her if he/she would mail it to
sdzubur@phy.hr

Namely, I've had 1040STF since 1987 (or 88), but was seduced by the fals light of PC. However, I was illuminated again with the true light of Motorola 68000 processor, and I'm trying to make up what I have missed during the past 4 years that I've been using In**l processor based machines.

Thanx,
Sead

1008. Re: Mouse buttons with event_multi

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-23 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <DAMK4s.DEM@rz.uni-hildesheim.de>
Source record: 11097

In article <3s3m44$78a@news.uni-paderborn.de>, e80097@pbhrzx.uni-paderborn.de (Dirk Hagedorn) writes:
> [...]
> Just try
>
> retour = evnt_multi(MU_BUTTON|MU_TIMER, 257, 3, 0, ...);
> ^^^^^^^^^
> as far as I remember. It's a "undocumented" feature.
It's not an undocumented feature any more, since it was published in the Atari-Compendium (AFAIK).

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

1009. Re: Mad Max Player for GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-23 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <3sejfe$1ra@m1.cs.man.ac.uk>
Source record: 11098

If I remember correctly, let's say your MM music is at address
$1000, you need to do a jump to the subroutine every vbl, ie 50
times a second. All mad max music has the player built in.
First, though, the player must be initialised before the main
loop starts (ie when you're setting the screen up, the palette,
etc). Set d0.l to contain the number of the piece of music you
wish to play, then do a 'jsr' to $1000. Now, your routine must
call the actual player each vbl. This is done by a 'jsr' to
$1000+6.

So, in assembler, the initialise code would be:

```
move.l #3,d0 ; music 3
jsr music
; other code here
; vbl code
vbl
movem.l d0-d7/a0-a6,-(sp) ; save registers
jsr music+6 ; play music
movem.l (sp)+,d0-d7/a0-a6 ; restore registers
; other vbl code and other code here
music incbin "a:\mad_max.bin" ; music data file
```

I'm a little rusty on the addresses, but this is the
general method. You might have to play around with
the addresses. It might have been +8 not +6. If neither
of those work then it's probably +2 (can't remember,
one's for Mad Max, the other for Count Zero).
As for music files, look around the pd, there are 100s
of them floating around, or rip 'em out. I seem to
recall there was another address which saved the
registers for you, or was that the Count Zero music
driver? Shit, can't remember at the moment. I'd post
an update but I'm on holiday for the next two weeks
and won't be able to get to a computer.
Oh yeah, when you've finished, switch off the music
by stopping the vbl (ie restoring the old one)
and then set d0.l to 0 and call 'music' again.
I may have got this hopelessly wrong, but I don't
think so. If you can get hold of a disassembler then you should
be able to work out which locations you need.
The first one is for initialisation (it's a bra instruction
I'm sure), then there are a load after it. One of the next
few is a bra which is the one you want. Can't remember at
all at the moment. A few tries should have you sorted.
Just make a little proggie that just plays music. Don't know

if you can set up an interrupt to occur every vbl easily in gfa. There's an addreess, $456 I think, that you can bung the music driver address into so that it'll run each vbl, but you'll have to find out which address it is that saves the registers as well. For Mad Max, I think one of them (+8? saves the registers anyway for you [movem.l, then a bra, then a movem.l to restore 'em then a bra to a location containing an 'rts' instruciton,] so load that one into $456.
Not very good help here, but if you still haven't got it sorted when I get back then I'll post the source (going away on Sunday, so this is the last chance I'm gonna get to post)

Gaz

1010. Re: Mad Max Player for GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-23 00:00:00 UTC
From: diehl@pinch.io.org
Message-ID: <3sfh4k$edi@ionews.io.org>
Source record: 11099

S94 (gjones@cs.man.ac.uk) wrote:

: If I remember correctly, let's say your MM music is at address
: $1000, you need to do a jump to the subroutine every vbl, ie 50
: times a second. All mad max music has the player built in.
: First, though, the player must be initialised before the main
: loop starts (ie when you're setting the screen up, the palette,
: etc). Set d0.l to contain the number of the piece of music you
: wish to play, then do a 'jsr' to $1000. Now, your routine must
: call the actual player each vbl. This is done by a 'jsr' to
: $1000+6.
[etc...]

Well, this is al very fine and well -- if I knew assembler it might even be helpful -- but as I mentioned I don't know assembler; what I'm looking for is a routinet to play the music in GFA. In particular, one that I _don't_ have to manually run the routine every VBL, because some of my routines take more than one VBL to execute, so there's absolutely no way I can access the player routine every VBL. If the player routine took care of its own playing (i.e. initialised and played the music itself every VBL) it'd be perfect. Ideally, what I need is something that I can just execute and leave going all by itself while I do other things, and then execute a different address to stop playing. Something, hypothetically, like this:

```
CALL code%+4 ! Initialise music
CALL code%+6 ! Start playing...
[Code here...]
CALL code%+10 ! Stop the music!
```

That, in a nutshell, is precicely what I need.

: Gaz

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1011. Programmer Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-24 00:00:00 UTC
From: bastion1@netcom.com
Message-ID: <bastion1DAosB4.453@netcom.com>
Source record: 11100

"Programmers Wanted." Isn't that just sooooo informative?
Anyway, down to business:

Bastion Products is a small startup (or upstart) programming concern for the Macintosh. [Ducking tomato] "Now wait," you may say. "What is a Mac person doing looking for programmers _here_?" What I'm doing is trying to find collaborators. We are currently working on a game. Not just any game, but a strategy board game. (All together: "Oooooh.") Trouble is, games have gotten sort of passe. Very few people buying new machines say to themselves, "Cool, I can play Lemmings." No...they got talked into buying it because it can help 'manage' their finances.

So we've got this game, and want people to want it. After a bit of tossing ideas around, we hit upon the idea of going cross-platform with it. A friend started working on the DOS version and eventually switched over to Windows. Another associate recently started work on a version for OS/2. And I thought: Why not go _really_ cross-platform. And I looked around and discovered that there are some really nice machines that hardly anyone will admit to knowing how to program. So here I am, on groups I don't normally frequent, looking for people that enjoy programming machines that the market unfortunately did not smile upon.

How much am I willing to tell before bringing someone on? This much: The game is a strategy board game as I mentioned before. It is in your basic Go/Othello/Checkers genre. There have been other programs that follow the same basic principle but fall far short of the design that we're working on. We're looking for skilled, diverse programmers to fill some big, floppy shoes and a colorful wig. Necessary areas of knowledge include:
- Strong knowledge of UI standards for your platform
- Managing serial communications
- Any transaction-based networking that is standard on your platform
- Animation and miscellaneous graphics work
- A background in AI would be welcomed
- Attention to detail, and the ability to follow a spec

On that last one; we're not inflexible, but if you have a grievance with the spec, we'd much prefer to see it argued rationally, rather than just having divergent implementations released. The strictest points of the spec are issues relating directly to cross-platform availability. Outside of that, it largely just defines how the game works and says, "Do this, following your UI guidelines."

Distribution and profit issues are mostly hammered out, and we are willing to discuss those and other questions in e-mail.

Gregory Weston
Partner, Bastion Products

--
*** Bastion Products: Where classic quality meets modern technology. ***
Well, in fact, this post DOES represent the opinions of Bastion Products.
How's that for a switch?

1012. Re: Mad Max Player for GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-24 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950624214529.29869A-100000@mars>
Source record: 11101

On 23 Jun 1995, Eric March wrote:

> [etc...]
>
> care of its own playing (i.e. initialised and played the music itself
> every VBL) it'd be perfect. Ideally, what I need is something that I can

There is a function to do excactly that as part of the OS. Isn't that
implemented in GFA as well?? You insert a piece of code into a que that
is run on every VBL

1013. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-25 00:00:00 UTC
From: labrat@rt66.com
Message-ID: <labrat-2406952205230001@pma06.rt66.com>
Source record: 11102

In article <Pine.BUL.3.90.950621141157.21545A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

> On Mon, 19 Jun 1995, Gerry O'Rourke wrote:
>
> > I downloaded the ls-IR.gz file & it has Gcc 2.6.3 listed in the directory
> > " Linux-68k/ELF/gcc-2.6.3.bin.tar.gz".
> >
> > Does this mean that it only works under Linux68k (Falcon & TT)?
> >
>
> Yes, you're right. It works olny under linux on any 68k system which is
> able to run linux.

actually, the original poster said to look in a different directory for it:

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

: I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
: a problem: where I can found libraries (sources or/and beter binaries)
: for this new version of gcc. Thx for any help.

these binaries work. the compile fine and all, but i do not seem to have the
libs that the '-lgcc -lc -lgcc' in the linker refer to, but gcc runs. (or at
least it does on my mac quadra 660 running macmint v1.12)

hope this sheds a little light and ends some despair.

--
gregory l. priem kb0erz
labrat@rt66.com gpriem@intel9.intel.com

1014. Auto Folder in Pascal?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-25 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3sj4sv$c1@cville-srv.wam.umd.edu>
Source record: 11103

How do I go about getting a program to run from the auto folder for Pascal? Some of my programs work from the Auto folder, and some don't. Is there a special command for this? Please reply by email. Thanks greatly in advance!

--LuNATiC

1015. Control-C kills program!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-25 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3sj50d$c1@cville-srv.wam.umd.edu>
Source record: 11104

```
For some reason, "Control-C" kills my programs. Is there a way
to prevent this, or to intercept the call? Please reply by email.
Thanks in advance!

--LuNATiC
```

1016. Re: Mad Max Player for GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-25 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3sj44s$hgg@ionews.io.org>
Source record: 11105

Jens Andreasen (jens-and@dsv.su.se) wrote:

: There is a function to do excactly that as part of the OS. Isn't that
: implemented in GFA as well?? You insert a piece of code into a que that
: is run on every VBL

If you're talking about GFA's EVERY/AFTER "interrupts" then no; they halt the program to execute the routine. They're useful in certain circumstances, but this is not one of them. In any event I have been sent a number of disks-worth of stuff -- music and GFA routines to play them (and they play on their own without any requirement of mine to access them every VBL; that's all taken care of) I've now got a rather large collection of chip music from various artists, and I'm quite happy with 'em... the tough part now is selecting which tunes I want to include. :-)

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1017. Re: Stopping Keyboard input

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3sl56s$atd@brachio.zrz.TU-Berlin.DE>
Source record: 11106

Sim <py4sdh@bath.ac.uk> writes:
>
>> I am writting a GEM small editor. I would like to disable keyboard
>> input to my application while it is busy updating screen/disk access
>> etc. The problem is I don't want it to toatally disable the keyboard so
>> much that background programs are stopped. Anyone have any ideas or
>> code fragment (C / assembler) >on how to do this?
>
>I think the general idea, is to read the keyboard rapidly after IO until
>no characters are available, thus emptying the keyboard buffer. Don't know
>from experience thou' cos I've never done it.

I assume the problem is with the display lagging behind when the user
scrolls by keeping an arrow key pressed and generating lots of repeat
keys. You can turn of key repeat by clearing bit 1 of the system variable
conterm ($484) while busy and turning it back on before re-entering the
event loop. This will effectively reduce repeat keys to those that
can be handled by the program. That's what I did in Papyrus.
In theory application programs shouldn't mess with global system variables,
but this is a real design flaw of GEM. All other solutions that I have
heard of will make macro recorders unusable by throwing away valid keypresses.

Christian Nieber +------------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

1018. Stopping Keyboard input, Pascal

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3sla9o$bd5@cville-srv.wam.umd.edu>
Source record: 11107

```
: I am writting a GEM small editor. I would like to disable keyboard input to my
: application while it is busy updating screen/disk access etc. The problem is I
: don't want it to toatally disable the keyboard so much that background
: programs are stopped. Anyone have any ideas or code fragment (C / assembler)
: on how to do this?

Any ideas how to do the same thing in Pascal?

--LuNATiC
```

1019. Thanks- stopping keyboard inputs

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.224.000DAA63@ti.com>
Source record: 11108

Thanks to all of you who answered my question on how to stop the keyboard key presses when the ST is busy in updating screen, disk access. I have been implementing some of the suggestions.

Thanks.

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1020. Zip Drive FAQ!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: danbrown@on-ramp.ior.com
Message-ID: <3so9j9$n5f@on-ramp.ior.com>
Source record: 11109

There were people looking for the Iomega Zip Drive FAQ v1.4 ... I have the Frequently Asked Questions and would be happy to email ti to them. I also have some questions 'saved' on the Iomega (ICD) Zip software for it. The Zip software IS available on GEnie. I will have this sortly also. Let me know who you are by emailing me.... thanks!

danbrown@on-ramp.ior.com

Latron,
Dan

1021. DMA playback using TimerA?????

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <DAs88I.KIs@news.gu.se>
Source record: 11110

Hi!

I just wonder if anyone has got a working playback (or recording) routine
that uses the Timer A or the MFP 17 interrupt to start when the
DMA buffer has reached it's end.
What I want it for is a background DVS from disk player.
So if anyone has a routine or knows how to do it (I have tried several
times but has not got it to work) please post the answer here (No Email!)

- Tomas :)

1022. Re: Control-C kills program!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-26 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DAsBA0.q5@dk3uz.hanse.de>
Source record: 11111

abstract@wam.umd.edu (Day Tripper) writes:

> For some reason, "Control-C" kills my programs. Is there a way
>to prevent this, or to intercept the call? Please reply by email.
>Thanks in advance!

This is as designed, ^C does <C>ancel processes. Way around this is to do
raw console i/o.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1023. Re: Zip Drive FAQ!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sp9ai$8lf@nyheter.chalmers.se>
Source record: 11112

In article <3so9j9$n5f@on-ramp.ior.com>,
Dan Brown <danbrown@on-ramp.ior.com> wrote:
>There were people looking for the Iomega Zip Drive FAQ v1.4 ... I have
>the Frequently Asked Questions and would be happy to email ti to them. I

Couldn't you post the faq here ;-). I would appreciate that and I think many
others would as well...

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1024. Re: Child process under MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <DAtuHE.Hn4@rz.uni-hildesheim.de>
Source record: 11113

Hi there!

In article <803664658_OASIS_@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:
>
> My latest theory is to write a machine code routine to sit in an inline
> to carry out the Shell_Write.
>
> I would be grateful if someone would UUcode me a linkable C file that
> can be compiled with the GFA source code.
My guess is you use MagiC's shel_write-mode in a wrong way (that's what happened to me at first, too):
You don't have to call
shel_write(SHW_PARALLEL, ...);
but
shel_write(1, 0/1, SHW_PARALLEL, ...);

Where 0/1 is 0 for a TOS-Programm, 1 for a GEM-Application, just as in the normal shel_write-call.

Hope that helps...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

1025. RE: DMA playback using TimerA?????

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SOL.3.91.950627061159.18897A-100000@mary.bath.ac.uk>
Source record: 11114

References: <DAs88I.KIs@news.gu.se>
Distribution: world

In the referenced article, pedaasa@PROBLEM_WITH_INEWS_GATEWAY_FILE (Aasa Berndtsson)
writes:
> Hi!
>
> I just wonder if anyone has got a working playback (or recording) routine
> that uses the Timer A or the MFP 17 interrupt to start when the
> DMA buffer has reached it's end.
> What I want it for is a background DVS from disk player.
> So if anyone has a routine or knows how to do it (I have tried several
> times but has not got it to work) please post the answer here (No Email!)
>

IIRC:

Setup your timer a vector. Place the timer A into event count
down mode (8 into fffffa19.w). Set the data register to 1 for an
interrupt every event. Then to get the interrupt at the end of a sample
play rather than the beging, you flip the active edge register for timer A.
($fffffa03.w). But I can't remember which you change to do this.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

1026. FS:FALCON RAM UPGRADE BOARD (CHEAP!!)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sqq10$gdo@ccnet3.ccnet.com>
Source record: 11115

I HAVE TWO WIZTRONICS FALCOBN RAM BOARDS FOR SALE.

THESE ARE BRAND NEW!

THEY GO FOR ABOUT 90.00.
WILL SELL FOR 45.00

I CLEANED OUT A STORE GETTING RID OF ATARI STUFF.

WIN WIN SITUATION...
CALL GREG REYES 510-427-1075
OR E MAIL ME.
YOU PAY COD.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

1027. FS: ATARI WORKS AND SPEEO GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sqqac$gjj@ccnet3.ccnet.com>
Source record: 11116

I HAVE A FEW OF THESE UNUSED PROGRAMS I BOUGHT FOR SALE

50.00 FOR ATARI/SPEEDO WITH MANUALS
25.00 FOR ATARI WORKS DISKS WITH OUT MANUAL (STORE LOST THEM)
25.00 MULTITOS (NO MANUAL)
35.00 ATARI WORKS/SPEEDO GDOS (NO MANUALS)

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

1028. FS:FALCON RAM UPGRADE BOARDS CHEAP!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-27 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sqp0b$fso@ccnet3.ccnet.com>
Source record: 11117

I HAVE TWO BRAND NEW RAM UPGRADE BOARDS FOR SALE.
45.00
MADE BY WIZTRONICS .
MODEL NUMBER
WT 931507

ACCEPTS 1 , 4, OR 14 MEG SIMM MODULE
EASY TEN MINUTE INSTALLATION.

THESE ARE BRAND NEW WITH REGISTRATION CARDS.
CALL; ME GREG REYES 510-427-1075
YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

1029. search fst serial and graphics drivers for TT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sqad7$de8@badboy.iprolink.ch>
Source record: 11118

I search a drivers for ATARI TT serial port (38400Bds or better) and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

1030. test

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: ab617@ccn.cs.dal.ca
Message-ID: <DAv9Mp.LqH@cs.dal.ca>
Source record: 11119

```
test

--
```

1031. Looking for Pure C 1.1

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <DAw477.22u@ssbunews.ih.att.com>
Source record: 11120
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I am looking for Pure C version 1.1.

Anyone willing to sell (for reasonable price) ?

Reply to my email adress

Thanks,

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

1032. GEMlib pl.31

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: chrish@qnx.com
Message-ID: <s4aa2b7z@qnx.com>
Source record: 11121

I have this feeling that GEMlib patchlevel 31 (the new one) is broken.
:-(

I'm using it with gcc 2.5.8 and GEM++ 1.9. My apps worked fine with
GEMlib pl.30 (well, once I rebuilt it to not have rogue '030
instructions in it... remember the bad 2.5.x x<6 compilers we had?).

Symptoms are:

- menus are displayed above the menu bar (ie, I see about 1/2 of the
menu text)

- menus are displayed with WAY too much spacing between them... a menu
that used to fit on my high-res screen with about 1/3 - 1/4 of the
menu bar still free now _wraps_around_ the screen

- menu contents are not displayed at all; when I try to pick a menu,
nothing happens, or I get two bombs

This occurs with the pre-compiled binaries, and ones I built myself.

Did GEMlib pl.31 change the way resource sizes are calculated? I
couldn't see anything in the ChangeLog that would lead to this sort of
screwy behaviour.
--
----------==----------
Chris Herborth, R&D Technical Writer Arcane Dragon chrish@qnx.com
QNX Software Systems, Ltd. -==(UDIC)==- ||| JAGUAR
http://quest.jpl.nasa.gov/Info-ZIP/people/cjh/chris.html DNRC / | \ 64-bit

1033. Please help with evnt_multi(MU_KEYBD, ..)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: ab617@ccn.cs.dal.ca
Message-ID: <DAvA29.M57@cs.dal.ca>
Source record: 11122

I am trying to write a desk accessory that can be activated by a key,
but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.
Could someone please help me out.. Any help would be appreciated.

--

1034. terminals en MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3sr06s$7bn@turing.fwi.uva.nl>
Source record: 11123

Hello,

last week I got myself a Beehive FT10 terminal. I have this thing
connected to my linux PC. works neat.

Can I get it to run with MiNT on my ST? I would like to know, before
I go through all the pains of installing MiNT....

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

1035. Re: terminals en MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: ia_ric@cs.utwente.nl
Message-ID: <3srjmi$a7u@utrhcs.cs.utwente.nl>
Source record: 11124

Hi,

In article <3sr06s$7bn@turing.fwi.uva.nl>, mdekker@fwi.uva.nl says...

>last week I got myself a Beehive FT10 terminal. I have this thing
>connected to my linux PC. works neat.
>Can I get it to run with MiNT on my ST? I would like to know, before
>I go through all the pains of installing MiNT....

Works. You need MiNT (newest and best version is the MH-MiNT package including lots off patches), the init package (get that from a german site (paderborn as I recall right) atari.archive contained an old version last time I looked and a Minix filesystem (last version 6.11 or so)

1. Install MiNT.
2. Make a Minix partition on your harddisk.
3. Install the init package on the Minixpartition. The readme's of init should tell you were to put everything.
4. Install in the ttytab file a getty on the right port with the right speed.
4.5. ;) You'll need a tos shell to sh, tcsh, ksh, zsh or whatever. Create in the passwd file some accounts.
5. Hook up your terminal.
6. Reset: about at the same time your terminal and monitor should give you a login prompt.

Notes:
It works, but it's slow (at least on a normal ST) 4Mb memory is nice.. (And I do mean nice)
Using MiNT and MiNT-net you can hook your ST up to your Linux PC, and use it as a terminal or using slip or PPP you can do lot's of other things... If only that ST wasn't that SLOW :(

Hope this is a start for you....

Greetinx Ric

1036. FS;ATARI WORKS/SPEEDO CHEAP!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sstuh$28n@ccnet3.ccnet.com>
Source record: 11125

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 28 Jun 1995 17:56:17 -0700]

i have atari works brand new
speedo gdos brand new
for sale

also multitos

WORKS+SPEEDO+MANUALS = 50.00 VER. 1.2

WORKS ALONE NO MANUAL =25.00 VER 1.2

WORK+SPEEDO NO MANUALS =35.00
MULTITOS NO MANUAL 25.00
MULTITOS WITH MANUAL 30.00
ALL VERSIONS OF ATARI WORK ARE 1.2
i aquired many brand new disks and some packages had no manuals so that
why...

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1037. Re: Please help with evnt_multi(MU_KEYBD, ..)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <3ss8ud$otn@oban.cc.ic.ac.uk>
Source record: 11126

in article <DAvA29.M57@cs.dal.ca>,
Scott C. Perry (ab617@ccn.cs.dal.ca) wrote:
> I am trying to write a desk accessory that can be activated by a key,
>but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.
>Could someone please help me out.. Any help would be appreciated.

I tried a similar sort of thing some time ago. I think the reason it doesn't work is that key events are only received by the process which owns the top window. (Or has locked the screen with wind_update(..)). Thus inactive DA's do not get any keyboard events.

In the end, I faked it by using evnt_multi(MU_TIMER...) with a fairly long time interval, say 500ms, and then checking for the correct key to be pressed every time a timer event is received. This is hardly ideal, but it does work, and the slowdown on the system is minimal if a large enough interval is used.

-- Robert Mellish (YSFC #20)
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
`You know what they say, give a man enough rope, and he'll tie it to a catapult. Eh, something like that. Whad'ya expect from me, I'm old.' [...AJFS]

1038. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950628221004.26909A-100000-100000@bull.mimuw.edu.pl>
Source record: 11127

On Fri, 16 Jun 1995, Francois LE COAT wrote:

> In article <Pine.BUL.3.90.950613152715.22812B-100000@bull.mimuw.edu.pl> you wrote:
>
> : I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
> : a problem: where I can found libraries (sources or/and beter binaries)
> : for this new version of gcc. Thx for any help.
>
> I've tryed that 2.6.3, and with the -O4 -m68020 -m68881 and the 020
> libraries it is fine. In fact it seems that it runs three times faster
> (I've tried comparing POV with PURE C and GCC). You should find good
> libraries on ftp.uni-muenster.de on /pub/Micros/atari/Gnustuff where
> the good gnu.olb is the PatchLevel 97 and the good gem.olb is the
> PatchLevel 31.

OK. C compiler works fine indeed, but what about C++ compiler (i mean
libs) ? While linking I've got errors about undefined
something like: ___pure_virtual, ___builtin_new, ___builtin_delete.
Anyone have an idea?

> But I've got a Pb. It seems impossible to link with this version of
> GCC. For linking I use in place, an old version of GCC that takes the
> .olb libraries instead of .a. If someone knows how to link with this
> 2.6.3 version, I would be glad to be replied.

I have to write in makefile -L$(LIBPATH), but .olb libs works fine. (
LIBPATH is ful path to library folder).

> Another thing, this version works very well under tos but would probably
> need virtual memory for big programs. Bye for now ...

Yes, it needs...

> Francois LE COAT
> E-mail:lecoat@marion.ief-paris-sud.fr

Simon.

1039. FOR SALE: Lattice C 5.6/ Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <3sssck$t0l@enterprise.america.com>
Source record: 11128
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have been cleaning up my cleaning up my computer room and
have come upon several items which I no longer need. All of the items
are in excellent condition and will be useful to anyone wanting to
learn how to program Atari computers, and also to those intermediate
programmers looking for references.

Lattice C 5.6 - This is what I consider the finest C programming
package for the Atari line. This version includes
three excellent manuals covering all aspects of C
programming on your Atari and also includes 'Modern
Atari System Software' which has many sections
pertaining to the Falcon. This set retails for
$289.95.... Oregon Research sells it for $189.95...
and it can be your from me for $95.00 .

The Atari Compendium - This huge book is the most comprehensive
reference guide to the Atari computers.
Retails for $49.95... I'm letting you have it
for $38.00 .

C-Manship Complete - This is Clay Walnum's compilation of his
famous programming series from Analog and
ST-Log magazines. It is extremely useful to
the aspiring Atari programmer. Includes disk
with programs. Only $18.00 .

Atari ST Internals - A wonderful out-of-print refernce book to the
Atari computers. Does not include Falcon
information since it was printed long before
that line. This is the third revision and
includes sections on all of the integrated
circuits, interfaces, and the operating
system. Yours for only $27.00 .

V.D.I./A.E.S. quick reference books - This is a set of two
reference books, over 200 pages in all, which
summarize each V.D.I. and A.E.S. function.
Extremely useful to the C and Assembly Language
programmer. Both yours for $20.00 .

Compute's Technical Reference Guide to the Atari ST (Volume 1) - A
wonderful guide for the budding Atari
programmer...includes many examples for
programming the V.D.I. This is another
out-of-print book so grab it before it's

gone...only $18.00 .

Learning C: Programming Graphics on the Amiga and Atari ST -
Another useful book for beginning programmerrs
with numerous examples for programming simple
graphics routines. $15.00 .

Atari TOS Developer's Kit - This is THE item to have for all
SERIOUS programmers. Includes 2 notebooks full
of documentation and enough loose addendum to
fill another 1 and a half notebooks. Also
includes software such as the MADMAC assembler
and resource construction set. Get it before
it's history at only $95.00 .

**** Shipping is included for any pre-paid order inside of the
continental United States. C.O.D. orders will be charged added
UPS C.O.D. fee. Orders from other countries will be figured on an
individual basis. Discounts may be given to those who buy multiple
items.

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

1040. re: auto folder in pascal?

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-28 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <1841phodgkin@nest.demon.co.uk>
Source record: 11129

DT> How do I go about getting a program to run from the auto folder
DT> for Pascal? Some of my programs work from the Auto folder, and
DT> some don't. Is there a special command for this? Please reply by
DT> email. Thanks greatly in advance!

A few rules you need to follow :-

1. Don't use the AES at all, it isn't initialised until all the AUTO
folder prgs have finished.

2. You can use the VDI, but use a physical workstation (even if GDOS is
loaded or not).

3. Everything else that I can think of should work :)

Phil - phodgkins@cix.compulink.co.uk

~ Keep America beautiful. Emigrate. ~

--

1041. Re: terminals en MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-29 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3stolg$p2g@turing.fwi.uva.nl>
Source record: 11130

ia_ric@cs.utwente.nl (Ric Klaren) wrote:

:Hi,
:
:In article <3sr06s$7bn@turing.fwi.uva.nl>, mdekker@fwi.uva.nl says...
:
:>last week I got myself a Beehive FT10 terminal. I have this thing
:>connected to my linux PC. works neat.
:>Can I get it to run with MiNT on my ST? I would like to know, before
:>I go through all the pains of installing MiNT....
:
:Works. You need MiNT (newest and best version is the MH-MiNT package including
:lots off patches), the init package (get that from a german site (paderborn as
:I recall right) atari.archive contained an old version last time I looked and
:a Minix filesystem (last version 6.11 or so)
:
:1. Install MiNT.
:2. Make a Minix partition on your harddisk.
:3. Install the init package on the Minixpartition. The readme's of init should
:tell you were to put everything.
:4. Install in the ttytab file a getty on the right port with the right speed.
:4.5. ;) You'll need a tos shell to sh, tcsh, ksh, zsh or whatever. Create in
:the passwd file some accounts.
:5. Hook up your terminal.
:6. Reset: about at the same time your terminal and monitor should give you a
:login prompt.

sorry, I think my vacation is way too short to install all this! I guess
I forget about it.

:
:Notes:
:It works, but it's slow (at least on a normal ST) 4Mb memory is nice.. (And I
:do mean nice)
:Using MiNT and MiNT-net you can hook your ST up to your Linux PC, and use it
:as a terminal or using slip or PPP you can do lot's of other things... If only
:that ST wasn't that SLOW :(
:
:Hope this is a start for you....

I think it is more of an 'end' for me. Why bother with MiNT if I have linux
on my 486? I stick to GEM on my ST.

--
Martijn Dekker
University of Amsterdam

Math department
E-mail: mdekker@fwi.uva.nl

1042. question RE:FALCON/CUBASE (FDI)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-29 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3svu5g$ae2@ccnet3.ccnet.com>
Source record: 11131

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 29 Jun 1995 21:19:35 -0700]

CAN ANYONE TELL ME IF THE FALCON DIGITAL INTERFACE WILL
WORK OUTSIDE OF CUBASE AUDIO?
YOU SEE.. I HAVE THE F.D.I. BUT HAVEN'T GOT CUBASE AUDIO YET.
ALSO...
MY FRIED TELLS ME THERE ARE SOME MODIFICATIONS TO BE DONE ON THE FALCON
FOR
1. DSP/CPU CLOCK RESOLVING (SYNCING)
2. BASS BOOST CUT ON THE AUDIO OUTPUT
3. I FORGOT THE OTHER
HOW IMPORTANT ARE THESE?
DOES ANYONE KNOW A RESOURCE GUIDE TO DOING THESE MODS ... AS I'M AN
ELECTRONICS HOBBIST.
THANK YOU KINDLY FOR RESPONDING..EXCUSE THE UPPER CASE,
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1043. Help with recompiling the GCC TOS libraries...

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-29 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DAxLyt.JyE@comp.lancs.ac.uk>
Source record: 11132

I'm trying to recompile the libraries (the TOS ones...) patchlevel
98, with GCC 2.3.3 for the 68030, just so they go a bit faster... after
I figured out that you have to define $(MAKE) on the atari, using GNU
MAKE 3.60 (I think..) it gets as far as :

make install TARGET=68030

and then four dinky little bombs appear, and I'm dropped back into
gulam...

Has anyone managed to recompile these libraries, if so what did they
do to get it to work...

Thanks in advance,

Neil
(nab@comp.lancs.ac.uk)
(http://www.comp.lancs.ac.uk/computing/staff/nab.html)

1044. Re: Please help with evnt_multi(MU_KEYBD, ..)

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-29 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3sts3t$bl4@news.uni-paderborn.de>
Source record: 11133

In article <DAvA29.M57@cs.dal.ca>, Scott C. Perry <ab617@ccn.cs.dal.ca> wrote:

> I am trying to write a desk accessory that can be activated by a key,
>but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.

A keypress goes to the upper window. Using only GEM-calls it's impossible
to activate an accessory by a key.

Ciao, Dirk

SnailNet: In der Esmecke 9, D-59846 Sundern
MausNet: Dirk Hagedorn @ MK2 (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
e80097@pbhrzx.uni-paderborn.de (big stuff)

1045. Search fast serial and graphik card LINUX drivers for TT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-29 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sv0e1$13ue@badboy.iprolink.ch>
Source record: 11134

I search a LINUX drivers for ATARI TT serial port (38400Bds or better)
and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

1046. Re: Stopping Keyboard input, Pascal

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-30 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <DAzJJ4.3Jv@rz.uni-hildesheim.de>
Source record: 11135

Hi!

In article <3sla9o$bd5@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Day Tripper) writes:
> : I am writting a GEM small editor. I would like to disable keyboard input to my
> : application while it is busy updating screen/disk access etc. The problem is I
> : don't want it to toatally disable the keyboard so much that background
> : programs are stopped. Anyone have any ideas or code fragment (C / assembler)
> : on how to do this?
>
> Any ideas how to do the same thing in Pascal?
Probably the best idea is flushing the keyboard buffer when your program
has finished its busy parts. You can achieve that by using evnt_multi:
Wait for keyboard- and timer-events (with 1ms) and loop until you only get
timer-events back, i.e. when no keyboard-event occured.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

1047. Re: Hardware Scrolling Problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-30 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995Jun30.144608.5358@lsl>
Source record: 11136

In article <3s40l9$nf5@DGS.dgsys.com>, mlake@dgs.dgsys.com (Marshall Lake) writes:
>
> I am attempting to utilize hardware scrolling for horizontal movement
> on an STe. Everything works fine if I try to scroll across two, three,
> or four low rez screens. But if I try to set up more than four screens
> to scroll across then the screens do not display properly. I am
> setting up the display in memory by interleving the screens in the same
> manner no matter how many screens I'm working with: one line (80
> words) of screen 1 followed by one line of screen 2 etc continuing
> through one line of the last screen, followed by the next line of
> screen 1, etc through 200 lines.
>

I think there is only one byte available to offset the begining of one line
from the next (counted in words). for the 3rd screen this is 3*80=240, for the
4th screen it is 4*80=320. Obviously this is too big to fit in a byte ....

I dont know of a workaround.

Tim

1048. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-30 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t1ov7$gle@ccnet3.ccnet.com>
Source record: 11137

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1049. Re: Search fast serial and graphik card LINUX drivers for TT

Newsgroup: comp.sys.atari.programmer
Date: 1995-06-30 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <3t0a3e$q0u@rzsun02.rrz.uni-hamburg.de>
Source record: 11138

Mathieu Petrovic <oxo@iprolink.ch> wrote:
>I search a LINUX drivers for ATARI TT serial port (38400Bds or better)

This one has to be implemented yet. There is someone writing a driver for the SCC-Chip which supports the fast serial lines of the TT, but there is nothing available until now (I'm desperately waiting, too - for I have a Falcon!).

>and a driver for VME graphic card (NOVA ATI 64 or other).

Maybe you have more luck with this one. You should consider subscribing the group maus.os.linux68k if you can get it, there are people who can answer your question. I have read about people using graphic cards with linux, but I don't know if your type of card is supported yet.

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

1050. Re: Help with recompiling the GCC TOS libraries...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-01 00:00:00 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <804602136snz@bigbox.demon.co.uk>
Source record: 11139

In article <DAxLyt.JyE@comp.lancs.ac.uk>
nab@comp.lancs.ac.uk "Mr N A Barnes" writes:

> I'm trying to recompile the libraries (the TOS ones...) patchlevel
Out of interest why are you trying to use the GNU libs? AFAICR the MiNT
libs work on TOS with almost everything except a few MiNT specific calls
and they are more actively supported now.

Ben

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	The mind is like a parachute - it only works when it's open...
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

1051. GEM Font info?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-02 00:00:00 UTC
From: vincie@circle.cs.jhu.edu
Message-ID: <3t4qg4$kla@blaze.cs.jhu.edu>
Source record: 11140

Does anyone know where to get info on the format of the GEM font and the font files? Would the gemlibs have something like that? Thanks.

/ Michael Ko / "... A monk, a clone, and a Ferengi /
/ vincie@circle.cs.jhu.edu / decide to go bowling together..." /
/ Computer Science Dept. / Data in "The Outrageous Okona" /
/ The Johns Hopkins University / Star Trek : The Next Generation /
/ PGP 2.6 Public Key is available by : finger vincie@circle.cs.jhu.edu /

1052. Re: Hardware Scrolling Problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <p+1dnw5.dmunsie@delphi.com>
Source record: 11141

Hmmm....unlimited horizontal scrolling...The easiest way to do this using
hardware support is to first design two screens layed out side by side so
you have 320 bytes per line, so in a main loop situation you would use
hardware scrolling to scroll 16 fine pixels and then using the blitter
you could scroll the 2 wide screen by 16 pixels, and then reset your hardware
fine scrolling register back to 0, ofcourse you would still have to update
the extreme left or right side, but since the incoming data dosn't have to
be shifted or mask'd it should be VERY fast!! This is basically how all the
consoles achieve their seemingly unlimited scrolling platform games.
Plus with this method it is VERY easy to add vertical scrolling since all
your doing is adding +-320 to the screen pointers, heck you can even combine
the two for diagonal scrolling!!! On STe/Falcon machines this technique
should be a breeze, the only problem might be that if you don't want a
FULL screen scroll happening, (score areas, etc..) I imagine you are going
to have to do some horizontal blank routines to set the scan line pointers
on the fly....wait a minute!! I'm giving myself an idea!!!! l8r.....

1053. Groovy GEM stuff...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.36.0@news.salford.ac.uk>
Source record: 11142

Hello,
How does one achieve those cool menu_bars_in_windows ala SpititEd ?
What about the windowsish menu extention thingies on the Lattice C editor ?
Is a set of extended GEM libs available or does one have to do all the
donkey work oneself ?
Intel *outside*,
Giles.

G.R.Greenway@physics.salford.ac.uk
"What is the point of a violent kind of delightfulness if there is no
pleasure in not getting tired of it ?" -Getrude Stein.

1054. PI1 file-format

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: oruud@oslonett.no
Message-ID: <3t93v4$erc@sinsen.oslonett.no>
Source record: 11143

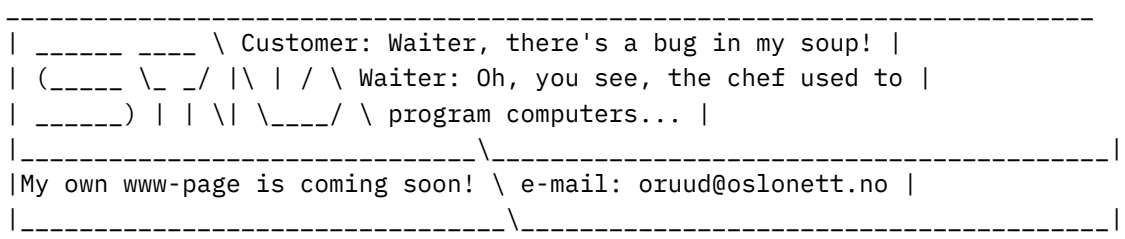
Hi all,

I am writing an image-converter for the PC that reads PI1 (Low res Degas)-files and converts them, so that they can be displayed correctly on a PC-screen. I know how the palette is stored in a PI1-file, but I haven't managed to read the picture data-correctly. I have tried two methods of reading the data, and the result is a one-colour picture with many vertical stripes in it. It looks a bit like when you try to display a low-res image on a med-res ST-screen.

If someone could tell me, or point me to information on how to correctly read the picture-data from a PI1-file I would be very grateful.

Please don't post an answer to this newsgroup, since I am not reading it regularly.

Thanks in advance,


Customer: Waiter, there's a bug in my soup!
Waiter: Oh, you see, the chef used to
program computers...
My own www-page is coming soon! \ e-mail: oruud@oslonett.no

1055. Malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <3t9d7c$6pc@gabriel.keele.ac.uk>
Source record: 11144

Hi everyone,

I'm writing a program which maintains a large number of data structures via
linked lists of the kind:-

```
------------------------
Pointer to next node.
Pointer to prev node.
Static data.
Pointer to malloc'd data.
Pointer to malloc'd data.
------------------------
```

Each node is allocated dynamically using malloc (I'm using Lattice C5.6).
However, I'm leaving 32K to the operating system at the moment to ensure
that there is enough memory for any system functions that dynamically
allocate memory themselves (Is this necessary by the way? I've heard that
the fileselector allocates memory when called, but am not too sure about
these things). To request memory, I am calling (long)Malloc(-1), taking away
32K and then allocating the requested memory via malloc if there is enough
space left over. The problem is this; I know that calling free does not
release memory back to the OS pool, but merely marks it as free for
subsequent malloc calls. However, I presume that Malloc(-1) will only return
OS free memory blocks, and when I then request memory via my call, it does
not account for any memory that has been previously freed, and I will
steadily 'loose' memory. I hope that kind of makes sense, please e-mail me
if it does not.
Is there a way of releasing freed memory back to the OS, so that
Malloc(-1) will return the true amount of memory available, or would anyone
be kind enough to show me how to write memory management routines in C that
will allow me to truly allocate and free memory.

Thanks for your help,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

1056. M/C line drawing

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Message-ID: <292507714wnr@gingram.demon.co.uk>
Source record: 11145

I am writing some 3d stuff for my collage work and I decided that the
OS graphics routines were not fast enough.

So, using the standard equation for drawing a line between 2 points, I
wrote my own in 68000.

Guess what? Its actually slower than the OS.

Its not a long routine and I have avoided all multiplication and
division

I have programmed it on my Falcon in ST Low(i.e. 4 bit planes). The
Falcon runs NVDI 2.5.

Anybody any ideas/suggestions? (but please go easy, I'm only a beginer)
--

EMail gary@gingram.demon.co.uk

1057. FS: Computer Books/Manuals

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t9sua$e79@maureen.teleport.com>
Source record: 11146

All of these books are in great condition, and paperback. The original
retail on all of these in 1986 was $19.95. I must sell them now, so
I'll accept offers if you think $10 is too much :)

Atari ST Internals
Abacus, Book #2
Your Price: $10

Atari ST Tricks & Tips
Abacus, Book #5
Your Price: $10

Atari ST Logo User's Guide
Abacus, Book #7
Your Price: $10

Atari ST BASIC Training Guide
Abacus, Book #9
Your Price: $10

Atari ST Introduction To MIDI Programming
Abacus, Book #10
Your Price:$10

Please respond via email. Thanx!

1058. I NEED A FALCON DESKCLOCK/CAPS INDICATOR

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-03 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3ta6mf$as@ccnet3.ccnet.com>
Source record: 11147

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 3 Jul 1995 18:47:24 -0700]

PLEASE TELL ME WHERE I CAN FIND AN ACCESSORY DESKTOP CLOCK AND CAPS ON
INDICATOR.
THANK YOU ..
I JUST GOT MY FALCON.
IMOVED FROM A STACY. NEED SHARWARE.
DONT KNOW THE GOOD ONES.
PLEASE HELP. ALSO WHERE TO GET THEM AND THIER NAMES.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

1059. Machine for sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc1ee$olh@news.cc.geneseo.edu>
Source record: 11148
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there's a newsgroup that posts Atari machines for sale?
I'm planning to part with my old system. It's been collecting dust ever since
I left for college. Any suggestions will be welcomed.

Please respond to kua97@uno.cc.geneseo.edu

Regards,
K.K.

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

1060. FS: Loaded ST system

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: kua97@uno.cc.geneseo.edu
Message-ID: <3tc34p$ovg@news.cc.geneseo.edu>
Source record: 11149
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here's the following for sale - US$700 o.b.o.:

* Atari 1040ST, dual drive system (one internal, one external), mouse and
all necessary cabling.

* Color monitor (SC 1224).

* Spectre GCR emulator cartridge. It gives a basic Mac Plus equivalent and
reads/writes to Mac formatted disks. (I'll include Mac software for word
processing if interested).

* IMG Scanner (cartridge based scanner to work in conjunction with the printer).

* Yamaha PSS 680 MIDI keyboard (with cables to attach for use with Music
Studio)

* Star NX-1000 dot matrix printer (with all my unused ribbon cartridges)

* I'll include my whole library of Atari ST disks (all my software collected
over the years).

FINE PRINT:
It is in great condition and I'd like to sell it as a complete whole if
possible. I'm in the New York City area and will consider selling outside
NYC if you're willing to pay for shipping. Price is negotiable...
Please e-mail directly.

Regards,
K.K.
kua97@uno.cc.geneseo.edu
kua97@cs.geneseo.edu

****
Mi pungichi, mi stuzzichi, mi tuzzichi, mi mastichi... Amor, que questo h'aime?
Pieta, pieta, pieta. Amor e un cherto que, que disperar mi fa ;-)
****

1061. Re: Malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.226.000CA84D@ti.com>
Source record: 11150

In article <3t9d7c$6pc@gabriel.keele.ac.uk> mud08@cc.keele.ac.uk (R.D. Evans) writes:
> Is there a way of releasing freed memory back to the OS, so that
>Malloc(-1) will return the true amount of memory available, or would anyone

IIRC, Malloc(-1) will return largest block available.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1062. Re: Malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3tascd$38q@percy.cs.bham.ac.uk>
Source record: 11151

mud08@cc.keele.ac.uk (R.D. Evans) writes:
>Each node is allocated dynamically using malloc (I'm using Lattice C5.6).
>However, I'm leaving 32K to the operating system at the moment to ensure
>that there is enough memory for any system functions that dynamically
>allocate memory themselves (Is this necessary by the way? I've heard that
>the fileselector allocates memory when called, but am not too sure about
>these things). To request memory, I am calling (long)Malloc(-1), taking away

Why not just use the library malloc()?

> Is there a way of releasing freed memory back to the OS, so that

Mfree(), I don't know if the Lattice free() calls this itself, it may do.

>Malloc(-1) will return the true amount of memory available, or would anyone

No, it just returns the largest block. Between when you call
Malloc(-1) and Malloc(foo), another app might have made a Malloc and
changed the largest block size.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1063. Re: M/C line drawing

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3tb0lh$71e@nyheter.chalmers.se>
Source record: 11152

In article <292507714wnr@gingram.demon.co.uk>,
H:WINSOCKKA9QSPOOLMAIL <gary@gingram.demon.co.uk> wrote:
>I am writing some 3d stuff for my collage work and I decided that the
>OS graphics routines were not fast enough.

Really? ;-)

>So, using the standard equation for drawing a line between 2 points, I
>wrote my own in 68000.
>
>Guess what? Its actually slower than the OS.

:-(

>Its not a long routine and I have avoided all multiplication and
>division

A good start at least, but see below.

>I have programmed it on my Falcon in ST Low(i.e. 4 bit planes). The
>Falcon runs NVDI 2.5.
^^^^
I'd guess that you have a rather quick line drawing routine in there,
but the OS overhead is likely quite high (at least for short lines).

>Anybody any ideas/suggestions? (but please go easy, I'm only a beginer)

The most important thing to remember when you're writing a line routine
is that you always know very much about where the next point is to be
plotted. It's never more than one pixel away along the x and/or y axis.
Using that knowledge you will only need to calculate the address and
bit position for the very first pixel. The rest can be found simply by
adding to the address and bit position. It's probably best to keep the
bit position as a mask that you rotate.

A further optimization that can be useful when plotting lines that have
a horizontal major axis (that is the axis you move along for every point)
is to delay writing to memory as long as possible. When you're not
changing y-coordinate up to 16 pixels can be written to memory at a time.

If you've done those things and it's still slow, you should take a look at
the algorithm you use for following the line. The two most common ways to
do that are called the DDA and Bresenham algorithms and there are almost
always threads on those in comp.graphics.algorithms.
The DDA is easy to understand (it's likely that you use something similar)
while Bresenham looks a bit strange. Using the mid-point approach it's
quite simple to derive an algorithm that is equivalent to Bresenham, though.

By the way, the mid-point method is very useful for deriving algorithms for drawing many kinds of curves, for example circles and y=x^2. It does not seem to be very well known for some reason, but I can describe it if you're interested.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1064. Re: I NEED A FALCON DESKCLOCK/CAPS INDICATOR

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: vlefevre@imada.ou.dk
Message-ID: <3tb2jg$qv2@news.uni-c.dk>
Source record: 11153

falcon (selah@ccnet.com) wrote:
: PLEASE TELL ME WHERE I CAN FIND AN ACCESSORY DESKTOP CLOCK AND CAPS ON
: INDICATOR.
: THANK YOU ..
: I JUST GOT MY FALCON.
: IMOVED FROM A STACY. NEED SHARWARE.
: DONT KNOW THE GOOD ONES.
: PLEASE HELP. ALSO WHERE TO GET THEM AND THIER NAMES.

LedPanel is the best one. It is an AUTO prg, which works in any
resolution except True Color (it is fully Screen Blaster compatible).
It has a clock, a caps on indicator, and drive access indicators.

You can find it on atari.archive.umich.edu and mirrors.

There's also CLOGGE.ACC, which has a clock and memory indicator
(no caps on indicator).

I don't know where you can find it (try a.a.u.e or ftp.cnam.fr).

--
Vincent Lefevre |
vlefevre@ens.ens-lyon.fr | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
Magistere d'informatique 2e annee | Apple CD-300, SyQuest 270MB
Ecole Normale Superieure de Lyon | Atari Falcon030, 4MB RAM, 85MB IDE
France |

[Properties of 17]
A polyhedron must have at least 17 faces to have exactly one stable face.

1065. Re: GCC 2.6.3 for TOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950704135827.1466A-100000@bull.mimuw.edu.pl>
Source record: 11154

On Tue, 13 Jun 1995, Szymon Stasik wrote:

>
> I found binaries of gcc 2.6.3 at ftp.cnam.fr:/pub/Atari/Mint, but I have
> a problem: where I can found libraries (sources or/and beter binaries)
> for this new version of gcc. Thx for any help.
>
> Simon.

I solve my problem. I have to link file op_vnew.c (from GCC2.6.1 archive)
with gnu.olb. But now there appears another one. I cannot debug C++ code
with gdb 3.6 pl 4 (however pure C code works well). It gives error :
unknown symbol table at pos 16. Is that means that I'll not be able to
debug g++ 2.6.3 code anymore ??? :((

PLEASE __**H E L P**__ !!!!!

Simon.

1066. kernel 1.2.10pl1 problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950704140951.1466B-100000@bull.mimuw.edu.pl>
Source record: 11155
Cross-posted to: comp.sys.atari.programmer,LINUX.DEV.680X0

I compiled succesfuly 1.2.10pl1 version of kernel and I found few
problems while running it on my F030/4Mb/68882/ide Quantum 130MB/SCSI
Quantum Empire 1080S. The most significant problem is that sometimes the
kernel hags up my SCSI drive and sometimes (but rarely) it has problems
with IDE HD (aspecially when there is no disk in FDD ??). It also gives
message HD write status: xxxx (I don't remember) 0x50.

so... any suggestions?

regards,

Simon.

1067. Re: Please help with evnt_multi(MU_KEYBD, ..)

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <DB721J.CpE@rz.uni-hildesheim.de>
Source record: 11156

In article <DAvA29.M57@cs.dal.ca>, ab617@ccn.cs.dal.ca (Scott C. Perry) writes:
> I am trying to write a desk accessory that can be activated by a key,
> but the evnt_multi(MU_KEYBD, ..) function doesn't seem to be working.
> Could someone please help me out.. Any help would be appreciated.
This won't work. Remember: With GEM, Keyboard-Input is sent to the
application that owns the topmost window, or, if there's no active topmost
window, the application with the active menu-bar. Since Accessories don't
have a menu-bar, you can only get keyboard-input by having a window open
and at the top, or by reserving the keyboard for you with
wind_update(BEG_MCTRL). Using BEG_MCTRL from within an accessory regularly
or permanently is no good idea, though, since other apps won't get any
keypresses during this time. So it's better to use a timer-event and check
for a special combination of the shift-keys (maybe Caps-LShift-RShift).
If you really want to use a key, you'll have to write an auto-folder program
that hooks into the keyboard-vektor and sets a special flag the acc can
read when the right key-combination has been pressed.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

1068. re: malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1866rcain@nest.demon.co.uk>
Source record: 11157

```
On 04 Jul 95 R.D. wrote:
RDe> Is there a way of releasing freed memory back to the OS, so that
RDe> Malloc(-1) will return the true amount of memory available, or would
RDe> anyone be kind enough to show me how to write memory management
RDe> routines in C that will allow me to truly allocate and free
RDe> memory.

Have you got one of the POOLFIX autos installed? This will correct any
probs. with memory not being freed. I think POOLFX94 is the recommended one.

Roger
rcain@nest.demon.co.uk

--
```

1069. Re: Help with recompiling the GCC TOS libraries...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-05 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DB8so1.8wJ@comp.lancs.ac.uk>
Source record: 11158

In article <804602136snz@bigbox.demon.co.uk> bjb@bigbox.demon.co.uk writes:
>Out of interest why are you trying to use the GNU libs? AFAICR the MiNT
>libs work on TOS with almost everything except a few MiNT specific calls
>and they are more actively supported now.

Well, those are the ones I have, they've been around for quite a
while, and are known to work, and they SHOULD be dead easy to compile...
still, where would I get the MiNT libs from and why would I want them...
are they going to offer the same amount of Unix emulated calls etc...

Thanks,

Neil
(nab@comp.lancs.ac.uk)

1070. Pure C 2.0?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-05 00:00:00 UTC
From: Ronny Schoebel <schoebel>
Message-ID: <3tcqq0$1b2@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11159

```
DOes anybode know if there will be a new release of Pure C?
Thnx.
--
Ronny Schoebel
```

1071. How to upload prgs to BBS's?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3tdfch$h6t@cville-srv.wam.umd.edu>
Source record: 11160

I'm starting out programming, and would like to upload my
programs to HENSA, UMich, etc. Is there any sort of protocol involved in
this process? Do I need to clear it with anyone before I upload? Thanks
in advance!

--LuNATiC

1072. Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-05 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DB9Ety.Dy9@crash.cts.com>
Source record: 11161

Ok, many months ago I located this in Czechoslovakia (the server is now down). It is TOS 4.92. It works beautifully in single=tasking mode, but when I install MiNT it crashes on any high rez screen mode (except LOW). The MiNT I use is FreeMiNT 1.12.4. I was wondering, is this a bug that needed to be fixed in this unreleased TOS? All I really want is the AES from this TOS, and would be openned to ideas of extracting just it.

Rich

1073. Re: kernel 1.2.10pl1 problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-05 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DB94H7.E5u@watserv3.uwaterloo.ca>
Source record: 11162
Cross-posted to: comp.sys.atari.programmer,maus.os.linux68k

In article <Pine.BUL.3.90.950704140951.1466B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>
>I compiled succesfuly 1.2.10pl1 version of kernel and I found few
>problems while running it on my F030/4Mb/68882/ide Quantum 130MB/SCSI
>Quantum Empire 1080S. The most significant problem is that sometimes the
>kernel hags up my SCSI drive and sometimes (but rarely) it has problems
>with IDE HD (aspecially when there is no disk in FDD ??). It also gives
>message HD write status: xxxx (I don't remember) 0x50.

I don't have any suggestions for you; however, I am experiencing identical
problems. This may stem from the fact that 1.2.10pl1 is based on 0.9.6
(correct me if I'm wrong). My previous version (0.9.7) was _very_ stable,
and had no such problems.
My setup is quite similar: F030/4 w/ '882, 84MB IDE conner and 420MB SCSI
quantum.

art
--
Art
atwareck@novice.uwaterloo.ca

1074. Re: Help with recompiling the GCC TOS libraries...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3tg6v9$8r7@percy.cs.bham.ac.uk>
Source record: 11163

nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>still, where would I get the MiNT libs from and why would I want them...
>are they going to offer the same amount of Unix emulated calls etc...

atari.archive (and mirrors): Mint/Lib/mnt(olb|inc)44.zoo

(pl46 should be around somewhere too)

They provide direct support for the extra calls in Mint and MagiC!3,
as well as working with long filenames, UNIX-style paths (/), signals,
etc etc.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1075. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-06 00:00:00 UTC
From: Ronny Schoebel <schoebel>
Message-ID: <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11164

I successfully installed TOS 4.92 as a MultiTOS, if you are still interested,
just mail me at

ronny.schoebel@rz.tu-ilmenau.de

--
Ronny Schoebel

1076. DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tj115$kcp@vishnu.jussieu.fr>
Source record: 11165

It seems like many programming teams are working on things more or less like a DOOM clone. But I wonder why nobody has had the following idea yet:

WHY NOT MAKE A REAL DOOM CLONE?

I mean, make a program that can read the WAD files that describe the virtual worlds of DOOM. You could use the original WAD files of DOOM, as well as the hundreds of WADs that one can find on the net.
Such a program would ensure us of having new worlds by the load, whenever we want them.
Even funnier: PC programmers would develop games for us without even knowing it!!!
You wouldn't even be obliged to have textures on the walls. It would even be a way to reduce considerably the space WADs would take in memory or on the disk: a simple program could get the WAD rid of the textures.
A DOOM clone on atari, even without teures, would be great, don't you think?
I'm launching this idea, because it seems good to me. But I know nothing about the structure of WAD files, and don't have time to develop this project.
But I hope someone will!

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1077. Re: Malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FGHABEARUP@zumdick.rhein-main.de>
Source record: 11166

In <3t9d7c$6pc@gabriel.keele.ac.uk> R.D. Evans wrote:

> Is there a way of releasing freed memory back to the OS, so that
>Malloc(-1) will return the true amount of memory available, or would anyone
>be kind enough to show me how to write memory management routines in C that
>will allow me to truly allocate and free memory.
>
>Thanks for your help,
>
>Richard.
If you use malloc, it depends on the implementation. In 99% of the
cases I'd say no. BUT: it is very unlikely, that you really want
to give the memory back to the system if you are using 'malloc'
anyway.

What kind of application are you writing anyway ? This is very important,
in this case.

Nat!

------------------"Bang that bit that doesn't bang"---------------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth

1078. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3tj5qk$4um@banaan.fwi.uva.nl>
Source record: 11167

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:It seems like many programming teams are working on things more or less like a
:DOOM clone. But I wonder why nobody has had the following idea yet:
:
:WHY NOT MAKE A REAL DOOM CLONE?
:
:I mean, make a program that can read the WAD files that describe the virtual
:worlds of DOOM. You could use the original WAD files of DOOM, as well as the
:hundreds of WADs that one can find on the net.
:Such a program would ensure us of having new worlds by the load, whenever we
:want them.

too bad, no atari is powerful enough to handle doom (just look at substation).

:Even funnier: PC programmers would develop games for us without even knowing
:it!!!

doom is not a PC game.
besides, pc programmers don't care about programming for other platforms,
unlike atarians.

:You wouldn't even be obliged to have textures on the walls. It would even be a
:way to reduce considerably the space WADs would take in memory or on the disk:
:a simple program could get the WAD rid of the textures.
:A DOOM clone on atari, even without teures, would be great, don't you think?

would be great yes.

:I'm launching this idea, because it seems good to me. But I know nothing about
:the structure of WAD files, and don't have time to develop this project.
:But I hope someone will!

my guess is, it won't happen: atari hardware is not powerful enough.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1079. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBCGIJ.3tn@crash.cts.com>
Source record: 11168

Ronny Schoebel (schoebel) wrote:
: I successfully installed TOS 4.92 as a MultiTOS, if you are still interested,
: just mail me at

: ronny.schoebel@rz.tu-ilmenau.de

: --
: Ronny Schoebel

Thank you for the offer. I just installed plain old MiNT 1.12 (not
FreeMiNT) and all works great now.

My word...What a difference!

Rich

1080. Re: Help with recompiling the GCC TOS libraries...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: haegar@animals.uni-paderborn.de
Message-ID: <3tjb53$ru9@animals.uni-paderborn.de>
Source record: 11169

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>>still, where would I get the MiNT libs from and why would I want them...
>>are they going to offer the same amount of Unix emulated calls etc...

>atari.archive (and mirrors): Mint/Lib/mnt(olb|inc)44.zoo

>(pl46 should be around somewhere too)

You can find pl46 of the MiNTlibs at:

ftp.uni-paderborn.de:
/pub/atari/MiNT/mntinc/mntinc46.{zoo,tgz} ;MiNTLib Header PL46
/pub/atari/MiNT/mntlib/mntlib46.{zoo,tgz} ;MiNTLib Sourcen PL46
/pub/atari/MiNT/mntolb/mntolb46.{zoo,tgz} ;MiNT-Lib gcc-librarys PL46

Greetings
Thorsten
--
Internet : haegar@uni-paderborn.de
MausNet : Thorsten Boehm @ PB

1081. Re: Malloc problems!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995Jul7.150414.5371@lsl>
Source record: 11170

> Each node is allocated dynamically using malloc (I'm using Lattice C5.6).
> However, I'm leaving 32K to the operating system at the moment to ensure
> that there is enough memory for any system functions that dynamically
> allocate memory themselves (Is this necessary by the way? I've heard that
> the fileselector allocates memory when called, but am not too sure about
> these things). To request memory, I am calling (long)Malloc(-1), taking away
> 32K and then allocating the requested memory via malloc if there is enough
> space left over. The problem is this; I know that calling free does not
> release memory back to the OS pool, but merely marks it as free for
> subsequent malloc calls. However, I presume that Malloc(-1) will only return
> OS free memory blocks, and when I then request memory via my call, it does
> not account for any memory that has been previously freed, and I will
> steadily 'loose' memory. I hope that kind of makes sense, please e-mail me
> if it does not.
> Is there a way of releasing freed memory back to the OS, so that
> Malloc(-1) will return the true amount of memory available, or would anyone
> be kind enough to show me how to write memory management routines in C that
> will allow me to truly allocate and free memory.
Try allocating the block of memory once and reallocating it yourself. I think
that malloc will not release the memory back to the system - that would slow
the routine a fair bit.

I hope someone can give a better method; your own memory handeling routines
tend to be a bit of a pain.

Tim

1082. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tjlhn$3to@vishnu.jussieu.fr>
Source record: 11171

In article <3tj5qk$4um@banaan.fwi.uva.nl>,
mdekker@fwi.uva.nl (M. Dekker) wrote:
>too bad, no atari is powerful enough to handle doom (just look at
>substation).
Are you kidding? Seems like you've never programmed a falcon...
FYI, there are many demos on the falcon doing texturing on walls. Nothing as complex as DOOM, but if you take away the textures, and only have to draw polygons (except for the monsters, of course), you get rid of the most time consuming part of the program. There are many programs that manage virtual universes without textures on atari. And even very old ones. There was this very old Psygnosis program, something 2 (starglider?) that was quite complex. And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm absolutely sure that a non-textured DOOM is possible. At least on the falcon.
btw, I think substation is a very little thing. Nice, that's all. imo.

>doom is not a PC game.
Ah? I have a PC here, and doom runs on it. There are other versions, of course, but what do you mean?

>besides, pc programmers don't care about programming for other platforms,
>unlike atarians.
Yes, I know this, that is exactly the point: we would benefit from the developing of WADs on PC without needing an adaptation: we would use OUR program with THEIR data files. Got it this time?

>:A DOOM clone on atari, even without teures, would be great, don't you think?
>would be great yes.
And can be done.

>my guess is, it won't happen: atari hardware is not powerful enough.
Nonsense (imo)

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1083. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3tjqss$o3i@sunsystem5.informatik.tu-muenchen.de>
Source record: 11172

In article <3tjlhn$3to@vishnu.jussieu.fr>, bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
|> Are you kidding? Seems like you've never programmed a falcon...
The falcon is powerful .. look at Doomino by Staxx, but ...
The falcon is too slow to handle such big mazes, to make floor and ceiling
textures, to make shading, and so on... at the same time, but without this
you don't get Doom, you get a very lame and boring game (remove the graphic from
doom an you get .... nothing ...)
|> FYI, there are many demos on the falcon doing texturing on walls. Nothing as
On walls....
|> complex as DOOM, but if you take away the textures, and only have to draw
|> polygons (except for the monsters, of course), you get rid of the most time
Wuarg ... like substation ?? oh no ...
|> very old Psygnosis program, something 2 (starglider?) that was quite complex.
|> And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm
...dream on ...
|> absolutely sure that a non-textured DOOM is possible. At least on the falcon.
Texturemaped or not makes not much difference ... You must still transport a lot
of reduntant graphics ...
|> >doom is not a PC game.
|> Ah? I have a PC here, and doom runs on it. There are other versions, of
|> course, but what do you mean?
Doom runs on SGI's, Sun's ...

|> Yes, I know this, that is exactly the point: we would benefit from the
|> developing of WADs on PC without needing an adaptation: we would use OUR
I don't think that we benefit, why is it so important for you to use PC-Wad files?

|> >:A DOOM clone on atari, even without teures, would be great, don't you think?
|> >would be great yes.
|> And can be done.
nope ...

bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

1084. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950707144239.13554C-100000@crash.cts.com>
Source record: 11173

On Fri, 7 Jul 1995, George Crissman - Ferran Scientific wrote:

> In article <DBCGIJ.3tn@crash.cts.com> you wrote:
>
> : Thank you for the offer. I just installed plain old MiNT 1.12 (not
> : FreeMiNT) and all works great now.
>
> : My word...What a difference!
>
> : Rich
>
> [Hanging on the edge of my seat ....]
>
> What difference? What, already? Faster, smoother file copies?
> New functions? Corrected dead functions?
>
> What, already?
>
Hey George!

Anyway, it is much faster than AES 4.0. It doesn't bog down the system
as MultiTOS did. MiNT with AES 4.1 is head over heals faster.

Rich

1085. FS: ST PROGRAMS.WARP/NEODESK/ICD PRO UTIL

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-07 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3tkvse$mk6@ccnet3.ccnet.com>
Source record: 11174

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 7 Jul 1995 20:58:52 -0700]

From ccnet.com!ccnet.com!not-for-mail Fri Jun 30 15:04:04 1995
Path: ccnet.com!ccnet.com!not-for-mail
From: selah@ccnet.com (selah)
Newsgroups: comp.sys.atari.st
Subject: FS:WARP,NEODESK,QUICKST,CODEKEYS
Date: 30 Jun 1995 14:02:39 -0700
Organization: CCnet Communications (510-988-7140 guest)
Lines: 22
Message-ID: <3t1opf$ggu@ccnet3.ccnet.com>
NNTP-Posting-Host: ccnet3
X-Newsreader: TIN [version 1.2 PL2]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com

```
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
========
+++++
~~~
selah @ccnet.com
```

1086. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: gillham@andrews.edu
Message-ID: <3tksp8$sfm@orion.cc.andrews.edu>
Source record: 11175

In article <3tjlhn$3to@vishnu.jussieu.fr> bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
>
>In article <3tj5qk$4um@banaan.fwi.uva.nl>,
> mdekker@fwi.uva.nl (M. Dekker) wrote:
>
>>doom is not a PC game.
>Ah? I have a PC here, and doom runs on it. There are other versions, of
>course, but what do you mean?

I believe he meant that Doom wasn't developed on a PC. The original
game was done on NextStep, and I believe the WAD files are still created
there. So initially Doom wasn't a PC game.

-Andrew
--
==========
Andrew Gillham gillham@andrews.edu
LAN/WAN/Netware/Unix Analyst
Resume -> http://www.cs.andrews.edu/~gillham/resume.html

1087. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tlpk1$bi0@vishnu.jussieu.fr>
Source record: 11176

In article <3tl5h5$6ob@ionews.io.org>, diehl@wink.io.org (Eric March) wrote:
>If you mean, make a REAL port of Doom, called Doom, authorised by ID
>Software, then you're talking about a major licensing fee here, which
>couldn't possible be justified in potential sales of the game.
Of course I don't mean that. Why are people on newsgroups so condescendant and so aggressive each time someone proposes something? To prove they are more intelligent?
Anyway. The whole point is just to benefit from the enormous number of WADs that already exist.

>Do YOU want to eat up hard drive space with WAD files that meet or exceed
>a meg a piece? Another consideration is that the graphics in the
>original Doom are stored uncompressed and in such a fashion as to achieve
>the maximum speed on a PC. Such measures are not needed on Ataris -- or
Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway, if you get rid of the textures, you get rid of the largest part of the files.

>any other machines for that matter -- because the PC is inherently a
>sloppy architecture with software to match. I'd rather someone made a
>Doom-Like game with their own equivalent to a WAD editor so people can
>make their own worlds...
Why not? Go ahead. How many people use falcons? How many use PCs? That's why in my opinion, it's a good idea to use preexistant files.

>So you'd have to convert them, first...
Yes. So what?

>Doom - Texture Mapping = Substation.
Come on! Either you've never played Substation, or you've never played DOOM. These games have nothing in common. Substation is at most a Wolf3D clone.

The question is what makes DOOM so fun?
The answer is not the textures. Otherwise, it would be as much fun to watch the demo.
No. What makes DOOM fun is
1) The speed
2) The first person action
3) The paranoia (the sound is very important for this, and the falcon is good at it)
4) The speed
5) The speed

Well, anyway, I gave this idea in the hope that some people would find it good and make something out of it. But if everybody thinks it's crap, well, OK. Too bad.

By the way, I would be interested to know what people do with their ataris?
Why on an atari? If you program, what do you program and for whom?
This is just out of curiosity. I know perfectly well why I own a falcon, but I
was just wondering about all of you.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1088. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3tlvku$7lq@turing.fwi.uva.nl>
Source record: 11177

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <3tj5qk$4um@banaan.fwi.uva.nl>,
: mdekker@fwi.uva.nl (M. Dekker) wrote:
:>too bad, no atari is powerful enough to handle doom (just look at
:>substation).
:Are you kidding? Seems like you've never programmed a falcon...
:FYI, there are many demos on the falcon doing texturing on walls. Nothing as
:complex as DOOM, but if you take away the textures, and only have to draw
:polygons (except for the monsters, of course), you get rid of the most time
:consuming part of the program. There are many programs that manage virtual
:universes without textures on atari. And even very old ones. There was this
:very old Psygnosis program, something 2 (starglider?) that was quite complex.
:And it ran on a plain ST. The DSP and 68030 can do a lot better, and I'm
:absolutely sure that a non-textured DOOM is possible. At least on the falcon.
:btw, I think substation is a very little thing. Nice, that's all. imo.
:
:>doom is not a PC game.
:Ah? I have a PC here, and doom runs on it. There are other versions, of
:course, but what do you mean?

doom is a game, developed on a NeXTstep machine, then ported to dos, X,
Solaris, Apple, and even jaguar.

:>besides, pc programmers don't care about programming for other platforms,
:>unlike atarians.
:Yes, I know this, that is exactly the point: we would benefit from the
:developing of WADs on PC without needing an adaptation: we would use OUR
:program with THEIR data files. Got it this time?

you took my remark out of context.

:>:A DOOM clone on atari, even without teures, would be great, don't you think?
:>would be great yes.
:And can be done.
:
:>my guess is, it won't happen: atari hardware is not powerful enough.
:Nonsense (imo)
:
:Bye.
:Bertrand
:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html

E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1089. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3tmeb5$992@whitbeck.ncl.ac.uk>
Source record: 11178

In article <DB9Ety.Dy9@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
|> Ok, many months ago I located this in Czechoslovakia (the server is now
|> down). It is TOS 4.92. It works beautifully in single=tasking mode, but
|> when I install MiNT it crashes on any high rez screen mode (except LOW).
|> The MiNT I use is FreeMiNT 1.12.4. I was wondering, is this a bug that
|> needed to be fixed in this unreleased TOS? All I really want is the AES
|> from this TOS, and would be openned to ideas of extracting just it.

Seem's to be a problem with MiNT. 1.12h2 works ok (at least, with AES4.1,
which is more recent than 'TOS4.92').

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1090. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3tmejb$992@whitbeck.ncl.ac.uk>
Source record: 11179

In article <3tjlhn$3to@vishnu.jussieu.fr>, bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:
|> In article <3tj5qk$4um@banaan.fwi.uva.nl>,
|> mdekker@fwi.uva.nl (M. Dekker) wrote:
|> >too bad, no atari is powerful enough to handle doom (just look at
|> >substation).
|> Are you kidding? Seems like you've never programmed a falcon...

Or played Towers 2 (nice and fast, texture mapped).

|> >doom is not a PC game.
|> Ah? I have a PC here, and doom runs on it. There are other versions, of
|> course, but what do you mean?

I believe I'm right in saying that Doom was actually developed on a NextStation
under NextStep and then ported to all the other platforms (including the PC
and the Sun SparcStation).

|> >:A DOOM clone on atari, even without teures, would be great, don't you think?
|> >would be great yes.
|> And can be done.

I think that the textures could be done.....convinclingly, it just needs
a bit of though, thats all.

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------ o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1091. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3tmjh7$i1e@ionews.io.org>
Source record: 11180

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:

: Of course I don't mean that. Why are people on newsgroups so condescendant and
: so aggressive each time someone proposes something? To prove they are more
: intelligent?

I am not being aggressive; I was merely stating a point.

: Anyway. The whole point is just to benefit from the enormous number of WADs
: that already exist.

Perhaps. But this also means that the Doom clone would require the walls
to be arbitrarily angled, as opposed to orthogonal, which takes more
processor power to do. Textured, this probably wouldn't be possible with
a decent frame rate on the Falcon. Gouraud shaded, and possibly
lightsourced/depth-cued, perhaps.

: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
: if you get rid of the textures, you get rid of the largest part of the files.

Not everybody has a hard driive these days. A good many do, but I'd say
that the majority of ST users do not. (Though the majority of Falcon
users do) There's also the question of how _much_ hard drive space they
have. I have 250 megs, most of which is full, save for about 3-4 megs.

: Why not? Go ahead. How many people use falcons? How many use PCs? That's why
: in my opinion, it's a good idea to use preexistant files.

Someone would still have to make a WAD editor for the Falcon, otherwise
people are stuck using what others have made, not being able to make
their own. Furthermore, such WADs would not be compatible with the PC
version.

: Come on! Either you've never played Substation, or you've never played DOOM.
: These games have nothing in common. Substation is at most a Wolf3D clone.

I've played both. Okay, perhaps Substation is more a Wolf 3D clone...
but the biggest reason for this is the orthogonal walls. My point,
however, is that without the texture mapping, it's not much of a Doom
clone. The textures added to the ambience of the game, the reality of
it, they were what made the game, for the most part, so innovative.

: The question is what makes DOOM so fun?
: The answer is not the textures. Otherwise, it would be as much fun to watch
: the demo.
: No. What makes DOOM fun is
: 1) The speed
: 2) The first person action

: 3) The paranoia (the sound is very important for this, and the falcon is good
: at it)
: 4) The speed
: 5) The speed

: Well, anyway, I gave this idea in the hope that some people would find it good
: and make something out of it. But if everybody thinks it's crap, well, OK. Too
: bad.

: By the way, I would be interested to know what people do with their ataris?
: Why on an atari? If you program, what do you program and for whom?
: This is just out of curiosity. I know perfectly well why I own a falcon, but I
: was just wondering about all of you.

: Bye.
: Bertrand

: +---+
: |Bertrand Le Roy |A Darwinian theory of Gravitation: |
: |bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
: |tel. 44.27.72.95 |in all directions. But only the trees|
: |fax. 44.27.72.87 |whose apples fell down have survived.|
: +---+
: |Laboratoire de Gravitation et Cosmologie Relativistes |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage |
: |4, place Jussieu, 75252 Paris Cedex 05 |
: +---+

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1092. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-08 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <3tl5h5$6ob@ionews.io.org>
Source record: 11181

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: It seems like many programming teams are working on things more or less like a
: DOOM clone. But I wonder why nobody has had the following idea yet:

: WHY NOT MAKE A REAL DOOM CLONE?
^^^^^^^^^^^^^^^^

If you mean, make a REAL port of Doom, called Doom, authorised by ID Software, then you're talking about a major licensing fee here, which couldn't possible be justified in potential sales of the game.

: I mean, make a program that can read the WAD files that describe the virtual
: worlds of DOOM. You could use the original WAD files of DOOM, as well as the
: hundreds of WADs that one can find on the net.
: Such a program would ensure us of having new worlds by the load, whenever we
: want them.

Do YOU want to eat up hard drive space with WAD files that meet or exceed a meg a piece? Another consideration is that the graphics in the original Doom are stored uncompressed and in such a fashion as to achieve the maximum speed on a PC. Such measures are not needed on Ataris -- or any other machines for that matter -- because the PC is inherently a sloppy architecture with software to match. I'd rather someone made a Doom-Like game with their own equivalent to a WAD editor so people can make their own worlds...

: Even funnier: PC programmers would develop games for us without even knowing
: it!!!
: You wouldn't even be obliged to have textures on the walls. It would even be a
: way to reduce considerably the space WADs would take in memory or on the disk:
: a simple program could get the WAD rid of the textures.

So you'd have to convert them, first...

: A DOOM clone on atari, even without teures, would be great, don't you think?

Doom - Texture Mapping = Substation.

: I'm launching this idea, because it seems good to me. But I know nothing about
: the structure of WAD files, and don't have time to develop this project.
: But I hope someone will!

: Bye.
: Bertrand

: +---+
: |Bertrand Le Roy |A Darwinian theory of Gravitation: |
: |bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|

```
: |tel. 44.27.72.95 |in all directions. But only the trees|
: |fax. 44.27.72.87 |whose apples fell down have survived.|
: +-----------------------------------------------------+
: |Laboratoire de Gravitation et Cosmologie Relativistes |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage |
: |4, place Jussieu, 75252 Paris Cedex 05 |
: +-----------------------------------------------------+

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org
```

1093. Need good compiler

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-09 00:00:00 UTC
From: Bert.Greevenbosch@mmm.xs4all.nl
Message-ID: <3f5_9507100210@mmm.xs4all.nl>
Source record: 11182

Hello, world!

Does anybody have a good public domain/shareware/freeware C++ or pascal
compiler for my ATARI 1040 STe?

Help would be appreciated.

Regards,
Bert Greevenbosch
She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE, Rotterdam, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert.greevenbosch@mmm.xs4all.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

1094. re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-09 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1897rcain@nest.demon.co.uk>
Source record: 11183

On 08 Jul 95 Richard wrote:
IU> From: Richard Kelsch <richcsst@cts.com>
IU> Anyway, it is much faster than AES 4.0. It doesn't bog down the
IU> system as MultiTOS did. MiNT with AES 4.1 is head over heals
IU> faster.

Where can I get AES 4.1, Rich?

Roger
rcain@nest.demon.co.uk

--

1095. How to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-10 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.230.00115BCC@ti.com>
Source record: 11184

I am having some problems with mouse double clicks on tos 1.4. Double clicks don't register by event multi call.

I remembered that someone did a posting of code fragement on how to solve this, or it was in one of the ftp site. Unfortunately, I failed to locate it again and so if anyone have this or knows anything on this subject, please let me know. Thanks.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1096. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-10 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3tqrie$jdt@vishnu.jussieu.fr>
Source record: 11185

In article <3tmjh7$i1e@ionews.io.org>, diehl@nudge.io.org (Eric March) wrote:

>I am not being aggressive; I was merely stating a point.
OK We always miss the nuances on internet.

>Perhaps. But this also means that the Doom clone would require the walls
>to be arbitrarily angled, as opposed to orthogonal, which takes more
>processor power to do.
Yes, that's right. And not only that, but also windows, parts of walls, stairs, and so on. In fact, Doom is built with horizontal ceilings and floors and vertical walls of arbitrary size but rectangular (even if the textures are transparent in some places). Descent does texture mapping on polygons of arbitrary size, shape and orientation. So we would have to manage a filled polygon world. Towers 2 does texture mapping at a reasonable frame rate because once more, it's more like Wolf3D than like DOOM: vertical, orthogonal walls.

>Textured, this probably wouldn't be possible with
>a decent frame rate on the Falcon. Gouraud shaded, and possibly
>lightsourced/depth-cued, perhaps.
The demo of Boom does some texture mapping on non-orthogonal walls, but not of arbitrary size. I agree with you all in saying that a Doom textured clone is almost impossible with a reasonable frame rate. And of course, when you move fast, smoothness is essential.

>Not everybody has a hard driive these days. A good many do, but I'd say
>that the majority of ST users do not. (Though the majority of Falcon
>users do) There's also the question of how _much_ hard drive space they
>have. I have 250 megs, most of which is full, save for about 3-4 megs.
You're right, but anyway, it wouldn't be reasonable to release such a game on a diskette. And once more, the textures take the largest amount of disk space.

>Someone would still have to make a WAD editor for the Falcon, otherwise
>people are stuck using what others have made, not being able to make
>their own. Furthermore, such WADs would not be compatible with the PC
>version.
I'm not sure. Of course, it would be better to have an editor. But among Doom players, how many do their own WADs? It would be nice in the first place to play the existing files.

>I've played both. Okay, perhaps Substation is more a Wolf 3D clone...
>but the biggest reason for this is the orthogonal walls. My point,
>however, is that without the texture mapping, it's not much of a Doom
>clone. The textures added to the ambience of the game, the reality of
>it, they were what made the game, for the most part, so innovative.
It's an opinion. It's true that textures are part of the realism of the

game. But in my opinion, the interest lies in the speed and the paranoia. The textures add something but are not essential. In fact, Ultima Underworld featured texture mapping before Doom, but it didn't have its success.

So it seems like nobody is seriously tempted by the idea? Too bad.

Bye.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1097. re: how to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-10 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1908rcain@nest.demon.co.uk>
Source record: 11186

```
On 10 Jul 95 William wrote:
WW> I am having some problems with mouse double clicks on tos 1.4. Double
WW> clicks
WW> don't register by event multi call.

The common prob. in 1.4 is a single click in the scroll bar being
interpreted as two clicks (text flashes past!). Is this what you mean? It
is cred by a number of ACCs - I use SCROLFIX.

Roger
rcain@nest.demon.co.uk

--
```

1098. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-10 00:00:00 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3tqn06$f0f@outlaw.zfe.siemens.de>
Source record: 11187

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
> In article <DB9Ety.Dy9@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
> |> Ok, many months ago I located this in Czechoslovakia (the server is now
...
> Seem's to be a problem with MiNT. 1.12h2 works ok (at least, with AES4.1,
> which is more recent than 'TOS4.92').
But where can i get those newer AES Versions?

HP

1099. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-10 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3trq43$nm3@ionews.io.org>
Source record: 11188

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: OK We always miss the nuances on internet.

True; it si difficult to convey proper meanings over the Internet without
the element of emotion involved.

: Yes, that's right. And not only that, but also windows, parts of walls,
: stairs, and so on. In fact, Doom is built with horizontal ceilings and floors
: and vertical walls of arbitrary size but rectangular (even if the textures are
: transparent in some places). Descent does texture mapping on polygons of
: arbitrary size, shape and orientation. So we would have to manage a filled
: polygon world. Towers 2 does texture mapping at a reasonable frame rate
: because once more, it's more like Wolf3D than like DOOM: vertical, orthogonal
: walls.

Actually, Doom is not as processor intensive as Descent because Descent
is 6DOF; textures have to be scaled on all 6 axis (taking into account
left/right/up/down rotation) whereas Doom only requires 3 (Forward/back,
up/down, left/right) DId Doom have arbitrarily angled ceilings? I can't
remember; I thought they were all pretty much flat, rather than angled.
Additionally, windows do not take up much processor time; those are just
masked sprite; it's the same as if you just had no wall there at all,
except it's a smaller area of a wall that's been cut away. Stairs
similarily are just raised walls, in a way.

: The demo of Boom does some texture mapping on non-orthogonal walls, but not of
: arbitrary size. I agree with you all in saying that a Doom textured clone is
: almost impossible with a reasonable frame rate. And of course, when you move
: fast, smoothness is essential.

True enough.

: You're right, but anyway, it wouldn't be reasonable to release such a game on
: a diskette. And once more, the textures take the largest amount of disk space.

True here, too.

: I'm not sure. Of course, it would be better to have an editor. But among Doom
: players, how many do their own WADs? It would be nice in the first place to
: play the existing files.

I'd say that considering the number of WADs that are available, quite a
few do their own WADs. Heck, there's an entire CD full of WADs, and
that's likely not all of them.

: It's an opinion. It's true that textures are part of the realism of the
: game. But in my opinion, the interest lies in the speed and the paranoia. The

: textures add something but are not essential. In fact, Ultima Underworld
: featured texture mapping before Doom, but it didn't have its success.

Ultima Underworld was nice, but it was after Wolf 3D, and not a great deal different (save that it was in a Fantasy genre) so probably didn't illicit such a response. Plus, Ultima Underworld, like all of the Ultima games, was an adventure/RPG, made for the thinking man, while Doom is just an all-out, sheer blast-a-thon with a few puzzles interspersed in between for the sake of variety (and not very challenging ones, either). Ultima Underworld featured its moments of panic, but not one right after another, and in such profusion or length as Doom. Plus, both were very atmospheric in their textures; I think that is what helps to _add_ to the paranoia of the situation. The more realistic it seems to the player, the more they can envision themselves -in- that world, and the more they can become involved in it phsically. For example, can anyone picture themselves as Sonic when they play that game? I can't. This, also, is the major appeal to Alien vs. Predator on the Jag: It's got solid, even scary atmosphere that grabs the player by the scruff and scares the hell out of them.

: So it seems like nobody is seriously tempted by the idea? Too bad.

I'd love to do it if I knew how... and I'd love to see such a game. But the reality is that sacrifices would have to be made in order to achieve a good frame rate. And those sacrifices will detract from the realism of the game.
Mind you, there /are/ tricks to get around that. For example, if you were merely using gouraud shading and light sourcing, it would be easy to make the game set in a Sci-Fi realm where the walls are made of solid steel; this could explain the plain, grey nature of the walls. Spot textures could easily be added to the walls without taking up too much processor time, enhancing the illusion of reality.

: Bye.

: +---+
: |Bertrand Le Roy |A Darwinian theory of Gravitation: |
: |bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
: |tel. 44.27.72.95 |in all directions. But only the trees|
: |fax. 44.27.72.87 |whose apples fell down have survived.|
: +---+
: |Laboratoire de Gravitation et Cosmologie Relativistes |
: |Universite Pierre et Marie Curie, tour 22-12, 4e etage |
: |4, place Jussieu, 75252 Paris Cedex 05 |
: +---+

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1100. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul11.105435.2033@cathy.ijs.si>
Source record: 11040

In article <3thma6$b7e@prakinf2.PrakInf.TU-Ilmenau.DE>,
Ronny Schoebel <schoebel> wrote:
>I successfully installed TOS 4.92 as a MultiTOS, if you are still interested,
>just mail me at
>
>ronny.schoebel@rz.tu-ilmenau.de

I tried mailing you twice, but the mail bounced. Could you detail the procedure
you used to do this?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1101. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBJpqv.3B5@crash.cts.com>
Source record: 11041

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 08 Jul 95 Richard wrote:
: IU> From: Richard Kelsch <richcsst@cts.com>
: IU> Anyway, it is much faster than AES 4.0. It doesn't bog down the
: IU> system as MultiTOS did. MiNT with AES 4.1 is head over heals
: IU> faster.

: Where can I get AES 4.1, Rich?

: Roger
: rcain@nest.demon.co.uk

You can't...

1102. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3ttpo3$gjg@vishnu.jussieu.fr>
Source record: 11042

Another advantage of making a compatible clone of Doom on atari (even if it's without textures) is that it could use the same protocol to play on a network.

We could duel with people on PCs, Macs, NeXTs, and so on.

So here is I think a reasonable project: a filled polygon universe with scaled sprites for the monsters and objects, compatibility with WAD files (perhaps after getting rid of the texture part of them) and compatibility with the communication protocol of Doom.

Does anybody find this interesting enough to start working on the project?

Bye.
Bertrand.


```
+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

1103. .FLM or .SEQ source?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3tubjl$rjb@lastactionhero.rs.itd.umich.edu>
Source record: 11043

Does anyone out there have .FLM or .SEQ source code they are
willing to share or trade? I would really like to include some small
animations in a program, but my time is too short to validate starting
from scratch.

Any help would be great.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

1104. REQ: CMOS setup prog for Atari 286/30 PC

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: tony@clixby.demon.co.uk
Message-ID: <805489552.28353@clixby.demon.co.uk>
Source record: 11044

A friend has an Atari 286/30 PC and has added more RAM.
However, the machine needs to be told the new memory is installed and
he has lost his CMOS setup prog called NEAT.

Can anyone help please?

Tony Clixby

Email Me At...
Adam@Clixby.demon.co.uk

1105. Exabyte driver

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: aseltzer@planete.net
Message-ID: <aseltzer-1207950157420001@modem2-09.planete.net>
Source record: 11045

I'm looking for an Exabyte driver for Falcon.
Anybody can help me ?

1106. re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1918rcain@nest.demon.co.uk>
Source record: 11046

```
On 11 Jul 95 Richard wrote:
RJK> : Where can I get AES 4.1, Rich?
RJK>
RJK> You can't...

Gee, thanks, Rich!

Roger
rcain@nest.demon.co.uk

--
```

1107. Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-11 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>
Source record: 11189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I succesfuly configured gcc 2.6.3, so I can compile and link C and C++ programs properly. Thats great. But I was be able to debug C++ programs compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C programs. While I try to debug C++ (compiled with 2.6.3) I've got a message:

Reading in symbols for test.cc... invalid member type dataformat, at symtab pos 16.

Does it mean that I WILL NOT be able to debug any C++ (compiled with 2.6.3)???? I would like to use new C++ feauters like exceptions available at 2.6.3 (and with some bugs removed). I have many good ideas to write good C++ programs... Maybe someone have any idea.

*** ANY HELP WILL BE APPRECIATED ***

HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!

Simon.

8'-(((((((((

1108. C runtime functions in assembler?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: leungs@er7.rutgers.edu
Message-ID: <3u1gkj$2td@er7.rutgers.edu>
Source record: 11047
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

Hi.
I just recently learned a little 68000 assembly language for the Amiga. But I suppose the following questions can be asked of Mac & Atari assembly language programmers as well. My question is, can one access C runtime library (libc.a) functions from assembly language? If this is possible, how exactly will the functions parameters and return values be passed to and from the functions in assembly language? For example exec.library's (an Amiga Dynamic Link Library) OpenLibrary() function prototype in C looks like the following:

```
struct Library *OpenLibrary( UBYTE *libName, unsigned long version );
```

And looks like the following in actual C source code:

```
/* Open intuition.library, any version. Return library base pointer. */

IntuitionBase = OpenLibrary("Intuition.library", 0);
```

In assembly language, the OpenLibrary function requires that the pointer to the library's name string to be in register A1 and the version number of the library to be in register D0. The function returns the library's base pointer to register D0. Example as follows:

```
DC.B LIBNAME 'Intuition.library',0 ;NULL terminated string
DC.L VERSIONNUM 0 ;0 indicates any version

lea LIBNAME,A1 ;Address of string to A1
move.l VERSIONNUM,D0 ;Version #to D0
jsr _LVOOpenLibrary(A6) ;call OpenLibrary()

* A6 contains the exec.library's base pointer.
* _LVOOpenLibrary is the Library Vector Offset (LVO).
* D0 contains the function's return value.
* D0 will contain a pointer to intuition.library if OpenLibrary() was
* sucessful. NULL otherwise.
```

Say I COULD to use something like the printf() from the C runtime library, how would I do the equivalent of something like printf("Hello, World!\n"); (in C) in assembly language? Where would the function's arguments and return value be stored? I have heard that Pascal uses a different calling convention than C. If C runtime functions CAN be called from Assembly language, can Pascal runtime functions be called as well? If so, how? Thank you for taking your time to read this. Please respond by e-mail if possible to leungs@eden.rutgers.edu. Thanks again. Bye-bye.

By golly, how would PEOPLE like it if animals bulldozed a suburb and put
in new TREES?!?
Calvin to Hobbes
Stephen Leung
leungs@eden.rutgers.edu, leungs@voyager.bxscience.edu
Rutgers University, Electrical Engineering and Computer Science
---

1109. Re: C runtime functions in assembler?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: dave@CS.Arizona.EDU
Message-ID: <3u28n6$mnp@lectura.CS.Arizona.EDU>
Source record: 11048
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
In article <3u1gkj$2td@er7.rutgers.edu>,
Speaker for the Dead <leungs@er7.rutgers.edu> wrote:
>My question is, can one access C
>runtime library (libc.a) functions from assembly language?

Sure!

>If this is possible, how exactly will the functions parameters and
>return values be passed to and from the functions in assembly language?

In general, C code uses the run-time stack to pass parameters and
return values between functions. Probably the best way to see how
to set up a call to a C library function is to compile a short example,
and take a look at the code the compiler generates. Most compilers
have a switch that cause the compiler to generate assembly language
instead of an object or executable file (for gcc, that flag is -S).

>In assembly language, the OpenLibrary function requires that the pointer
>to the library's name string to be in register A1 and the version number
>of the library to be in register D0.

Right. Usually, what's done is that when you call OpenLibrary (or
some other OS function) it calls a library function like this:

_OpenLibrary movem.l a1/a6,-(a7) stash registers
move.l 12(a7),d0 grab version off stack
move.l 8(a7),a1 grab lib name off stack
move.l #4,a6
jsr _LVOOpenLibrary(a6)
movem.l (a7)+,a1/a6 restore registers
rts

This sort of thing is usually called a stub, or a wrapper function.
The thing is (unless you or someone else tells it), the C compiler
doesn't know OpenLibrary is a special function and needs to be
called in a special way. The simplest solution is to provide the
above code, and the compiler can generates calls to OpenLibrary in
the same way it generates code for other function calls. Of course,
this isn't as fast as you can get in raw assembly language, but then,
that's the nature of using a high(er) level language.

-Dave
```

1110. Re: Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DBMCqB.2o1@watserv3.uwaterloo.ca>
Source record: 11049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
>programs properly. Thats great. But I was be able to debug C++ programs
>compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
>programs. While I try to debug C++ (compiled with 2.6.3) I've got a
>message:
>
>Reading in symbols for test.cc... invalid member type dataformat, at
>symtab pos 16.
>
>Does it mean that I WILL NOT be able to debug any C++ (compiled with
>2.6.3)???? I would like to use new C++ feauters like exceptions
>available at 2.6.3 (and with some bugs removed). I have many good ideas
>to write good C++ programs... Maybe someone have any idea.
>
>*** ANY HELP WILL BE APPRECIATED ***
>
>HELP * HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
>
>Simon.
>
>8'-(((((((((

Simon,

What is your system config? Is your GCC setup under TOS, MiNT or Linux?
If you have an '030 machine and are not developing for GEM, I'd strongly
suggest setting up Linux (I have no probs debugging c++ progs compiled
under GCC 2.6.3).

Art
--
Art
atwareck@novice.uwaterloo.ca

1111. Re: Groovy GEM stuff...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.40.0@news.salford.ac.uk>
Source record: 11050

In article <3tcesf$kp1@login.bigblue.no> jib@login.bigblue.no (Jabran Akhtar) writes:
>Subject: Re: Groovy GEM stuff...
>From: jib@login.bigblue.no (Jabran Akhtar)
>Date: 4 Jul 1995 18:21:03 -0400
>GR GREENWAY (ppp435@news.salford.ac.uk) wrote:
>: What about the windowsish menu extention thingies on the Lattice C editor ?
>: Is a set of extended GEM libs available or does one have to do all the
>: donkey work oneself ?
>
>Well ,the new Falcon TOS supports these things ,so that it easy enough
>matter on these TOS.
>
>On other TOS version one simply have to write these routines by hand.
>There are a few libraries for it ,but sadly mainly only for C language.
>

C would do fine. Could anyone recomend such a library ? What about
getting menu bars in windows. Can one simply poke about in an object
structure and change the coordinates or is it nastier than that ?

Thanks,
Giles.

1112. Need help bringing atari files to

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: Daniel McGuire <dmcguire@igc.apc.org>
Message-ID: <APC&1'0'945ca6e1'82c@igc.apc.org>
Source record: 11051

Many years ago I worked on an atari st, and generated many documents using the program STWRITER. I now use a Mac, and I wonder if there is any way to read those floppies using my mac (my atari dies a long time ago.) Any help wound be greatly appreciated. Please e-mail me at: dmcguire@igc.apc.org or post responses. Thank you.

1113. Re: re: how to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.231.000F294C@ti.com>
Source record: 11052

In article <1908rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:
>The common prob. in 1.4 is a single click in the scroll bar being
>interpreted as two clicks (text flashes past!). Is this what you mean? It
>is cred by a number of ACCs - I use SCROLFIX.

I know the common problem... but my application seems to be behaving the other
way round, ie double clik not registered. Dunno why this is so, and only on
tos 1.4 whereas tos 2.06, mag!x & Geneva all seems okay.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1114. Chicago Area Atari Developers

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: pyro@flood.xnet.com
Message-ID: <3u1n38$74e@flood.xnet.com>
Source record: 11053

Hello. I would like to introduce myself. My name is Paul
Bragiel and I live in the Chicago suburb of Barrington. I will be
heading off to the University of Illinois next year to study in Computer
Engineering. But before I leave I am holding a competition in my area
for enthusiasts in the area of game/demo programming. We will have
artists, musicians, and programmers from the area come and meet at a site
to be named. We plan on holding this even during the middle of August
before I leave to college. What I am trying to get to is that we need a
company or two to help us in my crusade to pull this competition off.
What we currently need is a projector that would be able to plug into the
back of your PC and display 640x480x256 projection. We also need help in
acquiring a good sound system that will be able to exploit the great
music that will be produced and finally we need money to help us fund the
site we plan on holding it or we need help in ataining a site. If anyone
can help me I would really appreciate if you could contact me at
pyro@xnet.com

paul bragiel . main organizer Tempest '95

1115. re: re: how to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-12 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1930rcain@nest.demon.co.uk>
Source record: 11054

```
On 12 Jul 95 William wrote:
WW> I know the common problem... but my application seems to be behaving
WW> the other
WW> way round, ie double clik not registered. Dunno why this is so, and
WW> only on tos 1.4 whereas tos 2.06, mag!x & Geneva all seems okay.

Oh, funny. I haven't seen this one. Have you tried adjusting the mouse
click sensitivity with one of these CPX/ACC setter-uppers?

Roger
rcain@nest.demon.co.uk

--
```

1116. Re: C runtime functions in assembler?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: crawford@scipp.ucsc.edu
Message-ID: <3u2feu$7b@darkstar.UCSC.EDU>
Source record: 11055
Cross-posted to: comp.sys.mac.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.programmer

```
In article <3u1gkj$2td@er7.rutgers.edu>,
Speaker for the Dead <leungs@er7.rutgers.edu> wrote:
>Say I COULD to use something like the printf() from the C runtime library,
>how would I do the equivalent of something like printf("Hello, World!\n");
>(in C) in assembly language? Where would the function's arguments and
>return value be stored? I have heard that Pascal uses a different calling

C pushes the parameters on the stack from right to left, so that the first
parameter is always on the top just before the actual call. This allows
functions with a variable number of parameters to work (like printf), which
you cannot do in pascal.

The return value is in D0, unless it is a floating point value or a struct.
I'm not sure what happens if the return value is a pointer - maybe it goes
into A0 then.

The caller function is responsible for restoring the stack after the call. In
pascal, the called function is responsible. This again allows variable
parameter functions, but the pascal method is a little more efficient, as
most functions get called from more than one place in a program, and C requires
a separate tear down for each call made.

So your printf( "Hello, World!\n" ); would be something like this:

@helloStr
dc.b 'Hello, World!\n'
dc.b 0

pea @helloStr
jsr printf
adda #$4, sp

move.l do, result(a6) ; result is a local var

I cheated here by allocating the string within the code space. You'd need
to use

pea helloStr(A5)

if the string were a proper global.
--
Mike Crawford
crawford@scruznet.com <-- note change of address.
crawford@maxwell.ucsc.edu <-- Finger Me here for PGP Public Key
http://www.scruznet.com/~crawford/ (under construction; foundation poured.)
```

1117. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3u31tt$mgl@ccnet3.ccnet.com>
Source record: 11056

[Article crossposted from comp.sys.atari.st.tech]
[Author was falcon]
[Posted on 13 Jul 1995 04:59:05 -0700]

[Article crossposted from comp.sys.atari.advocacy]
[Author was falcon]
[Posted on 13 Jul 1995 04:57:28 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was falcon]
[Posted on 12 Jul 1995 22:12:57 -0700]

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 30 Jun 1995 14:05:13 -0700]

[Article crossposted from comp.sys.atari.st]
[Author was selah]
[Posted on 30 Jun 1995 14:02:39 -0700]

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
~~~

```
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
=======
+++++
~~~
selah @ccnet.com
```

1118. re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1941rcain@nest.demon.co.uk>
Source record: 11057

On 13 Jul 95 Tommi wrote:
TPH> From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
TPH> Richard John Kelsch (richcsst@crash.cts.com) wrote:
TPH>
TPH> : : Where can I get AES 4.1, Rich?
TPH>
TPH> : You can't...
TPH>
TPH> No, you definitely can.

Thanks, Tommi. :)

Roger
rcain@nest.demon.co.uk

--

1119. 50/60Hz by Gfa

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3u2pq5$ghd@tron.sci.fi>
Source record: 11058

How to change 50/60 Hz mode in GFA Basic ?
Or to make bootsector which do the job ? (Assembler/Gfa)

I need to know because my TOS ROM:s are in 60Hz mode
and my TV can't cope with that.
I know the address &HFF820A, and bit XXXXXX0X which I should(?)
change but it don't work?

Or can I change some bits in TOS ROMs ?
All I need to know is the place in ROM:s ?
My brother have EPROMMER which will do the job.

--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (Use this one !!)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

1120. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3u1sbp$ev5@sphinx.Gsu.EDU>
Source record: 11059

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: Another advantage of making a compatible clone of Doom on atari (even if it's
: without textures) is that it could use the same protocol to play on a network.

: We could duel with people on PCs, Macs, NeXTs, and so on.

: So here is I think a reasonable project: a filled polygon universe with scaled
: sprites for the monsters and objects, compatibility with WAD files (perhaps
: after getting rid of the texture part of them) and compatibility with the
: communication protocol of Doom.

: Does anybody find this interesting enough to start working on the project?

This is a good idea, I think. And there _ARE_ plenty of people around who
have what it takes... HI, THERE - DEMO GROUPS FOR FALCON AND STE =-) !!!

Those guys *know* =-) !!! But what would it take to encourage them to
code us DOOM for Falcon, or... an improved Formula One Grand Prix :-) ??

I BELIEVE THAT ATARI WORLD _NEEDS_ DOOM !!!!!!!!!!

It's something I'd buy. You'd buy. Many, many people would buy...

Greetings,
Tommi

1121. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1307951656070001@ana-dyn-29.mac.phil.ruu.nl>
Source record: 11060

Having actually programmed a game for the Falcon makes me think that it could be done. The WAD are just data. You could make a 2d game out of it easily and a 3d game a little harder. Off course it would not be DOOM, but the idea of using the WADs is quite interesting. With a smaller screen lower rez and lower fps and 16 bit graphics instead of 8bit it could turn out to be a great game.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

1122. Re: Falcon TOS 4.92 w/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: Ronny Schoebel <schoebel>
Message-ID: <3u3hm3$ob7@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11061

matija@sirius.ijs.si (Matija Grabnar) wrote:

>I tried mailing you twice, but the mail bounced. Could you detail the procedure
>you used to do this?

It seems I have a problem with my mailing address....
Ok, I'll try to remember what I did that day. First, here is what TOS I have:
I got a disk with the TOS image and a program to make a bootsector on this disk
to boot TOS 4.92. At least my version ONLY boots from floppy. (A:). To change
it into MultiTOS, you should have MiNT installed and in the configuration file
a line like INIT=C:\MULTITOS\BOOTGEM.PRG. BootGEM is a program that was
delivered with MiNT 0.95 to start up the ROM-GEM. To make the TOS think it
booted from hard disk, you have to write (or have) a programunzip
(e.g. CBOOT.PRG) that sets _bootdev and the actual drive to your boot
partition (C:).
This will force the TOS to load the AUTO-folder and accessories from hard disk.
Create an AUTO-folder on your TOS 4.92 disk, and copy FIRST your hard disk
driver and then CBOOT.PRG there. That should do it.
I can't say for sure, because my hard disk died a week ago and so I can not
review anything exactly. :-(
If you want to load TOS 4.92 from hard disk you need another program, that is
capable of loading and running a TOS-image. I think I used TOSLOAD from the
TurboAss package and patched it, to load a 512K file, but I can't remember.
If you encounter any problems feel free to mail me at schoebel@rz.tu-ilmenau.de
(that should work).

BTW: Has anyone accomplished starting TOS 4.92 entirely without a floppy?

I'd be glad to hear it... (and how ,-))

--
Ronny Schoebel

1123. Re: Groovy GEM stuff...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: Ronny Schoebel <schoebel>
Message-ID: <3u3i1k$ob7@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 11062

ppp435@news.salford.ac.uk (GR GREENWAY) wrote:
>
> C would do fine. Could anyone recomend such a library ? What about
>getting menu bars in windows. Can one simply poke about in an object
>structure and change the coordinates or is it nastier than that ?
>
> Thanks,
> Giles.

It is *MUCH* nastier than that. :) Poking around just gets us very dirty
programs that will crash the system. It won't work either...
--
Ronny Schoebel

1124. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DBnp6J.C7E@comp.lancs.ac.uk>
Source record: 11063

In article <3tj5qk$4um@banaan.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>too bad, no atari is powerful enough to handle doom (just look at substation).

Substation has to run on the STE as well as the Falcon, therefore no
DSP usage... no wonder it's a bit naff...

>my guess is, it won't happen: atari hardware is not powerful enough.

Hi ho, now let me see, lets check out the power given by the DSP,
well it's clocked at 32MHz (the only number I remember right now), but I
suspect that if you wrote a Falcon only version you could quite easily
get Doom up and running, using the DSP... a Falcon is equivalent to at
least a 33Mhz 386DX if not better when you combine the given power of
the 68030 and the 56001 (accounting for the loss due to data comms
between the two)...

My guess is it could be done, but no one will invest since Atari's
"support our TOS based machines ? what TOS based machines ? We sell
consoles."

Ho hum, gloom,

Neil
(nab@comp.lancs.ac.uk)

Oh yeah, roughly how much money and bother is there involved in
getting a FPU for my Falcon anyways.. or should I be asking this in
comp.sys.atari.st.tech ?

Thanx in advance..

1125. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3u1s3v$ev5@sphinx.Gsu.EDU>
Source record: 11064

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : Where can I get AES 4.1, Rich?

: You can't...

No, you definitely can. As it's not commercial software, but still under some copyrights, nobody can openly give anyone one. But it shouldn't be impossible, or terribly devastating for anyone to send a copy on 4.1 to people who'd like to test it. I believe, someone here will help...

Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO) just honesty, but stupidness - because nobody supports this software any longer, nobody loses money - and many people need software like this...

We have to be honest enough to respect and support our software developers - but being _too_ honest might destroy us... Single-mindness isn't a good thing, because world just isn't black and white.

TH

1126. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3u3vjm$1dg@turing.fwi.uva.nl>
Source record: 11065

nab@comp.lancs.ac.uk (Mr N A Barnes) wrote:

:In article <3tj5qk$4um@banaan.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
:>too bad, no atari is powerful enough to handle doom (just look at substation).
:
: Substation has to run on the STE as well as the Falcon, therefore no
:DSP usage... no wonder it's a bit naff...
:
:>my guess is, it won't happen: atari hardware is not powerful enough.
:
: Hi ho, now let me see, lets check out the power given by the DSP,
:well it's clocked at 32MHz (the only number I remember right now), but I
:suspect that if you wrote a Falcon only version you could quite easily
:get Doom up and running, using the DSP... a Falcon is equivalent to at
:least a 33Mhz 386DX if not better when you combine the given power of
:the 68030 and the 56001 (accounting for the loss due to data comms
:between the two)...

ever played doom on a 386? is sucks. you need at least a 486DX50 to
play doom at a reasonable frame rate.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1127. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBoA9u.FGB@crash.cts.com>
Source record: 11066

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 11 Jul 95 Richard wrote:
: RJK> : Where can I get AES 4.1, Rich?
: RJK>
: RJK> You can't...

: Gee, thanks, Rich!

Roger, I'm not trying to be mean. I would more than love to distribute this, but it's not supposed to be. It's copyrighted material and would be a Federal crime for me to distribute it. I was lucky enough to find it in Czechoslovakia before the server went down. I'm not redistributing it. I'm sure some shadey character put it there.

Frankly, I happen to like my Internet access and my freedom 8-).

Rich

1128. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-13 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jul13.113327.353@genrad.co.uk>
Source record: 11067

bleroy@ccr.jussieu.fr (Bertrand Le Roy) writes:

>So here is I think a reasonable project: a filled polygon universe with scaled
>sprites for the monsters and objects, compatibility with WAD files (perhaps
>after getting rid of the texture part of them) and compatibility with the
>communication protocol of Doom.

A Falcon should be easily capable of doing the texture mapping too,
since all the heavy mathematics involved in 3d graphics are an ideal
application of the DSP. As long as the data transfer through the host
inteface can be managed at speed, a Falcon should be far more capable than
a PC at it.
Not that I'm offering to do it... :-)

Paul

1129. US-CA-San Jose Bay Area-Graphic Artist-RECRUITER

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: gonelson@netcom.com
Message-ID: <gonelsonDBpw9u.57E@netcom.com>
Source record: 11068
Cross-posted to: comp.sys.atari.programmer,rec.games.programmer

[Article crossposted from ba.jobs.contract]
[Author was NELSON PERSONNEL SERVICES]
[Posted on Wed, 12 Jul 1995 18:31:50 GMT]

T E C H S O U R C E
A NELSON COMPANY

Specialists in supplying contractors to the
Information Technology and related industries.

Title: Graphic Artist
Location: San Jose, CA Bay area
Rate: $15hr to $30hr DOE
Length: LONG TERM
Job Description: Design and develop different types of Video Games.
Develop animation and modeling for the games.
Work in a 3D studio and also work with SGI and
Pentium machines.
Requirements: Experience in animation and modeling and 3+ years
in developing games. Experience working with SGI
and or Pentium machines.
Order #: 534

Please reference the order number when responding.

TechSource
4010 Moorpark Ave. 408-345-3077
Suite 214 408-241-8458
San Jose, CA 95117 email gonelson@netcom.com

--
gonelson@netcom.com
--
gonelson@netcom.com

1130. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <x-HBgIj.dmunsie@delphi.com>
Source record: 11069

Doom on the ST/STe eh? Well here's my 2cents worth, sure it could be done. Hell, I could give it a whack, problem is I don't have the financial backing to code such a monster project. I would guess a GOOD Doom clone running on 8mhz STe's could be hacked out. I would suggest a smaller viewing area and try for a target frame rate of around 10-12 frames per second. Using ALL 16 colors. From the little I know about 3D coding, a limited version of the popular RAY CASTING method could be used to achive the re-draw?? I havn't got a clue really. :) The biggest problem imho is not the technical limitations of the machines, but the TIME and the MONEY needed to actually code the thing. I would guesstimatethat at least 6-8 months would be needed to code it. And quote frankly unless some college student wants to code it over the course of his school year, I don't see any serious coders spending this long on a Atari specific project. But I do feel a GOOD doom clone is not out of the question for the STe line.

1131. Need help with MiNT stuff

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.950714175911.7970A-100000@grad>
Source record: 11070
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Could someone who knows MiNT tell me why this particular combination does not seem to be able to get me a modem channel that DOESN'T echo all input back to the modem?

```
struct sgttyb {
char sg_ispeed;
char sg_ospeed;
char sg_erase;
char sg_kill;
unsigned short sg_flags;
};
#define T_CRMOD 0x0001
#define T_CBREAK 0x0002
#define T_ECHO 0x0004
#define T_RAW 0x0010
#define T_TOS 0x0080
#define T_TOSTOP 0x0100
#define T_XKEY 0x0200 /* Fread returns escape sequences for
cursor keys, etc. */
#define T_ECHOCTL 0x0400 /* echo ctl chars as ^x */

mdev[num] = Fopen("U:\\DEV\\MODEM2", 2);

Fcntl(mdev[num], (long)&sometty, TIOCGETP);
sometty.sg_flags = T_RAW;
Fcntl(mdev[num], (long)&sometty, TIOCSETP);
```

So, now, when I Fread something from mdev[num], everything it echoed back to the modem, even though the only flag that's set is the RAW flag.

So, what's missing?

Could someone forward this to the MiNT list and make sure they get my email address below?

Thanks very much.

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics

1132. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3u5gvh$1s5@lyra.csx.cam.ac.uk>
Source record: 11071

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Roger, I'm not trying to be mean. I would more than love to distribute
>this, but it's not supposed to be. It's copyrighted material and would
>be a Federal crime for me to distribute it. I was lucky enough to find
^^
But isn't it also a Federal crime for you to possess it in the first
place, whether you distribute it or not?

>it in Czechoslovakia before the server went down. I'm not redistributing
>it. I'm sure some shadey character put it there.

OK, it is still copyrighted etc AFAIK, but seeing as it will never be
released, or making money in any other way for Atari, I'm sure they won't
mind people distributing it, thereby keeping some kind of interest in
their machines.
All this is IMHO of course.

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

1133. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBpAor.7vn@crash.cts.com>
Source record: 11072

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : : Where can I get AES 4.1, Rich?

: : You can't...

: No, you definitely can. As it's not commercial software, but still under
: some copyrights, nobody can openly give anyone one. But it shouldn't be
: impossible, or terribly devastating for anyone to send a copy on 4.1 to
: people who'd like to test it. I believe, someone here will help...

That, my friend, is called piracy.

: Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO)
: just honesty, but stupidness - because nobody supports this software any
: longer, nobody loses money - and many people need software like this...

: We have to be honest enough to respect and support our software
: developers - but being _too_ honest might destroy us... Single-mindness
: isn't a good thing, because world just isn't black and white.

WRONG!!!

Despite the fact that Atari no longer develops TOS does not make it any
less wrong to violate their copyrights. Copyright gives them the right
to NOT sell it and distribute it if they so wish. TOS is the property of
Atari and will remain their property for 75 years or until they sell it
or release it into the public domain (if that should ever happen).

Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
agreement for the use of TOS of which they PAID for.

You're right, the world isn't black and white. It's called RIGHT and WRONG.

I wonder how many programs that you own that you actually paid for...

Rich

1134. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3u5pj7$1j1@mserv1.dl.ac.uk>
Source record: 11073

A few notes about Doom, firstly there is a Doom FAQ and a technical Doom FAQ available (can't remember where but the Doom newsgroup could point you to it). The technical Doom FAQ gives a complete description of the format of the WAD files and how they are made up.

Secondly did you all know that Doom is only 2D. I know it looks 3D but the data used for Doom is stored using a BSP tree and is in fact 2D. What you have is a flat plan (as you see on the map) but there are heights associated with the flat objects. There is also a floor and ceiling height so you define a room with a floor an object of height (x) and a ceiling. The idea is that a wall is a flat object with a height from the floor to the ceiling. This is also how walls can slide up and down, the ceiling height in that area is changed.

Now I don't have all the details to hand and I certainly don't have the programming knowledge but the fact that Doom is only 2D makes it far easier to do the calculations than people imagine. Also ever wondered why in Doom it wasn't possible to say stand on a ledge and to have say an alcove underneath you, well the answer is it isn't 3D, it only 2D and the way it is defined you can't have multiple levels sharing the same space. Thats why the maps are all flat.

This kind of thing should be possible to some extent on at least a Falcon. With or without texture mapping it might be worth someone trying what I've said out creating an engine and optimising it on a Falcon. See what speeds you get, add some scaled sprites, see what speed you have then. Add in simple game logic and see what the speed is, and if it still flies fully optimise the code and try and introduce, shading or texture mapping, even if only spot texture mappignis added onto shaded walls.

Face it the Amiga 1200 isn't as powerfull as the Falcon and that's got 3-4 Doom clones coming out. In those cases they use a smaller screen and increase the pixel size by around a factor of 3 so you get a blocky display that moves fast as it doesn't have too much stuff to calculate and move around. If this can be done on a 68020EC then a Falcon with a 68030 and DSP should be able to do much better.

BTW Towers II which uses a raycasting engine (to my knowledge), in the same vain as Wolfeinstein only uses the 68030 and doesn't make use of the DSP for any 3D calculations. It runs in True Colour which is also a fair bit slower than 256 mode.

There must be someone who knows his apples who can come up with something. Just some food for thought. Bye!

++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

1135. Re: 50/60Hz by Gfa

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3u4p3c$c2e@ionews.io.org>
Source record: 11074

```
Veikko Vanamo (miqco@sci.fi) wrote:
: How to change 50/60 Hz mode in GFA Basic ?
: Or to make bootsector which do the job ? (Assembler/Gfa)
:
: I need to know because my TOS ROM:s are in 60Hz mode
: and my TV can't cope with that.
: I know the address &HFF820A, and bit XXXXXX0X which I should(?)
: change but it don't work?

SPOKE &HFF820A,BCHG(PEEK(&HFF820A),1) ! Toggles between 50/60Hz.

:
: Or can I change some bits in TOS ROMs ?
: All I need to know is the place in ROM:s ?
: My brother have EPROMMER which will do the job.
:
: --
: _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_| _| Veikko Vanamo
: _/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
: _/ VVANAMO@tays.fi (E-Mail only !)_/ _| _/_| _/ Lahtomaenkatu 3 B 38
: _/ miqco@sci.fi ( Use this one !!)_/ _|_/ _|_/ 33580 Tampere
: /_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ _|/ _|/ FINLAND

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org
```

1136. Re: re: re: how to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.232.000D7937@ti.com>
Source record: 11075

In article <1930rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>Oh, funny. I haven't seen this one. Have you tried adjusting the mouse
>click sensitivity with one of these CPX/ACC setter-uppers?

Problem is that same program works great with tos 2.06, Geneva and Mag!x. But
on tos 1.4 it just don't register double click. Click timing etc all tested
but problem still exist.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1137. TAF setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3u4oejbac1@mhadg.production.compuserve.com>
Source record: 11076

OK, I have the TAF distribution from Compuserve. I have installed it into my system.
NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY! I cannot even
get my machine to ping itself via the loopback. I am not about to try to go "on-line" until
I can ping myself, telnet to my own machine, etc.
Also, how do I tell Xwindows to run in TT medium rez. Can I run X along side of
GEM?
Sincerely,
David D. Hagood
73437.3162@compuserve.com
david.hagood@ifrsys.com
david.hagood@nwis.com

1138. Re: TAF setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3u5598$rct@btmpjg.god.bel.alcatel.be>
Source record: 11077

In article <3u4oejbac1@mhadg.production.compuserve.com>, David D. Hagood <73437.3162@CompuServe.COM> writes:

> OK, I have the TAF distribution from Compuserve. I have installed it into my system.
> NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY!

I'll answer this one via CISmail, since not many other folk are using CIS' PPP. It's just a matter of modifying a file called chatfile so that it goes through the CIS login sequence and does a GO PPPCONNECT.

> I cannot even get my machine to ping itself via the loopback.
> I am not about to try to go "on-line" until I can ping myself, telnet to my own machine, etc.

> Also, how do I tell Xwindows to run in TT medium rez.
Dunno.

> Can I run X along side of GEM?
No. Although if you have stacks of RAM there is a package which simulates GEM under X ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

1139. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: spn@hitec.com
Message-ID: <3u5s7q$on3@news1.svc>
Source record: 11078

I would be more than willing to work WITH you on that code...Team play <g>

--Steve Lugovsky

1140. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3u6sie$o8i@golem.wcc.govt.nz>
Source record: 11079

In article <DBpAor.7vn@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
>Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
>: Richard John Kelsch (richcsst@crash.cts.com) wrote:
>
>: : : Where can I get AES 4.1, Rich?
>
>: : You can't...
Drible removed>

>Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
>agreement for the use of TOS of which they PAID for.
>
>You're right, the world isn't black and white. It's called RIGHT and WRONG.
>
>I wonder how many programs that you own that you actually paid for...

Another so called Copyright Bigot...

How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't
you report this to Atari...??

Lets be real no one losses out from a copy of unsuported crappy OS do they,
so why not get real, are you GOD...!!!!!

>Rich
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1141. MintNet Setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3u7atq$9s6$1@mhade.production.compuserve.com>
Source record: 11080
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When I try to ping my TT on the net address I gave it, it says "Network unreachable".
I try to add my machine to it's own routing table and I get "Network unreachable". I can ping to the Loopback port 127.0.0.1 fine, but cannot ping 100.0.0.1.

Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING anything other than my own system (Which mysteriously gains the ability to ping itself at 100.0.0.1, even though no data is going over the modem to CIS.) However, attempting to ping compuserve fails. Attempting to ping umich fails. Data goes out over the modem, but no data ever comes back. What am I doing wrong?

1142. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBr1J6.F5G@crash.cts.com>
Source record: 11081

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <DBpAor.7vn@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch)
writes:
: >Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: >: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: >
: >: : : Where can I get AES 4.1, Rich?
: >
: >: : You can't...
: Drible removed>

: >Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
: >agreement for the use of TOS of which they PAID for.
: >
: >You're right, the world isn't black and white. It's called RIGHT and WRONG.
: >
: >I wonder how many programs that you own that you actually paid for...

: Another so called Copyright Bigot...

: How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't
: you report this to Atari...??

Your point???

: Lets be real no one losses out from a copy of unsuported crappy OS do they,
: so why not get real, are you GOD...!!!!!

Again, your point?? What does obeying the laws have to do with being
God? Once again you must have let your brain ooz out. Atari gets
royalties from sales of C-lab Falcon's. These royalties apply to both
TOS and hardware. The Lexicor pays royalties for use of TOS in their
Medusa. The makers of the Eagle will pay royalties for TOS. Sellers of
TOS ROMs pay for the priviledge.

Just because Atari no longer manufactures home computers and no longer
develops TOS does not mean they do not earn money on TOS. It's stupid
self righteous dipshits like you that make developers not want to
develop. Why bother when some asshole says it's ok to distribute because
he says so?

Just because Atari computer users got butt-fucked by Atari still doesn't
mean they have the right to violate their copyrights.

I feel sorry for your children, if you have or will have some. A bunch
of lawless and self righteous little assholes running around brings
chills to my spine.

1143. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3u7ha1$6lu@mother.usf.edu>
Source record: 11082

Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
: if you get rid of the textures, you get rid of the largest part of the files.

This is one of Microsoft's excuses for producing the dreadful crap that
it does. Cheap? Really? Then why don't I own several of them?

Wouldn't it be nicer if Microsoft programmers had a clue about compact,
fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
500mhz Pentium just to run a word processor at half my typing speed.

So, now you're using the same excuse. Are you a lazy programmer that
wastes time and space at every turn just because you don't feel like
taking an extra minute to make your software GOOD? If you're that lazy,
you should program for Mac or PC. If you have a clue and some ethics,
then program for Ataris.

--

Timothy Miller millert@grad.csee.usf.edu Computer Engineering
Science Fiction Music Theoretical Linguistics

1144. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: thumper@cix.compulink.co.uk
Message-ID: <DBrM4A.9I6@cix.compulink.co.uk>
Source record: 11083

> Substation has to run on the STE as well as the Falcon, therefore no
> DSP usage... no wonder it's a bit naff...

I think that's a little unfair it is a first attempt what do you expect
a doom better straight off :)

Even in the early days of Wolf3d and Blake Stone you had the problem
of being able to move around fast enough to play while still maintaining
a smooth action. Which meant Gourad Shading and Switching off the
ceiling and floor to regain so level of speed.

Granted there are a few problems still evident suchs as the slightly
dodgey looking shapes of the creatures and the fact you can't get nearer
than 8 feet to an object. But it's still early days yet.

Paul :)

1145. Re: MintNet Setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <805835902snz@xciv.demon.co.uk>
Source record: 11084
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3u7atq$9s6$1@mhade.production.compuserve.com>
73437.3162@CompuServe.COM "David D. Hagood" writes:

> When I try to ping my TT on the net address I gave it, it says "Network
> unreachable".
> I try to add my machine to it's own routing table and I get "Network
> unreachable". I can ping to the Loopback port 127.0.0.1 fine, but cannot ping
> 100.0.0.1.
>
> Next, when I connect to the Net, I get in OK, but I cannot FTP/TELNET/PING
> anything
> other than my own system (Which mysteriously gains the ability to ping itself at>
100.0.0.1, even though no data is going over the modem to CIS.) However,
> attempting to ping
> compuserve fails. Attempting to ping umich fails. Data goes out over the modem,
> but no data ever comes back. What am I doing wrong?

Have you added a default route?

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

1146. Re: TAF setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-15 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DBs46y.80s@watserv3.uwaterloo.ca>
Source record: 11085

In article <3u5598$rct@btmpjg.god.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>
>In article <3u4oejbac1@mhadg.production.compuserve.com>, David D. Hagood
<73437.3162@CompuServe.COM> writes:
>
>> OK, I have the TAF distribution from Compuserve. I have installed it into my system.
>> NOW, HOW DO I CONFIGURE IT TO USE COMPUSERVE'S PPP GATEWAY!
>
>
>I'll answer this one via CISmail, since not many other folk are using
>CIS' PPP. It's just a matter of modifying a file called chatfile so
>that it goes through the CIS login sequence and does a GO PPPCONNECT.
>

I would encourage anyone who has successfully modified their chatfile for
a particular service provider to post their chatfile (minus password) as this
will certainly help out other users.

>> I cannot even get my machine to ping itself via the loopback.
>> I am not about to try to go "on-line" until I can ping myself, telnet to my own machine,
etc.

I inadvertenly left out the loopback dummy driver in c:\mint - you may want to
download the latest mintnet (0.72) and update all the mintnet files. You cannot
telnet your own machine unless you run inetd and have all the local daemons
(telnetd,etc) running. This wasn't included cuz it takes a LOT of extra RAM
which most people seem to be short of. You can download everything from the
popular ftp sites.

>> Also, how do I tell Xwindows to run in TT medium rez.
>Dunno.
The X port is for mono modes only - you must have the TT set to ST-high on a VGA
monitor (or TT-high if you have a 19") before Mint runs. Icd booter has an
option for this - Xboot does as well (I think). Color support may come later.

Sam

1147. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ua9ke$g4h@golem.wcc.govt.nz>
Source record: 10940

In article <3ua7mr$bpf@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>: so why not get real, are you GOD...!!!!!
>
>Mr Shepherd we are all a little tired of you, would you mind respecting
>some net manners, and other Atari users by not frequenting these groups.
>You are simply not welcome, go elsewhere to where your own platform is.
>It is not Atari.

No You are the one with out Manners Little Boy, So go play
with your Game Boy...

You keep buging me then I have no intention of stopping, so get lost small
brain...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1148. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: Alias -X- <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.950716161855.14419B-100000@student.canberra.edu.au>
Source record: 10941

Hi all,

On Thu, 13 Jul 1995, Joost van der Leij wrote:

> Having actually programmed a game for the Falcon makes me think that it
> could be done. The WAD are just data. You could make a 2d game out of it
> easily and a 3d game a little harder. Off course it would not be DOOM, but
> the idea of using the WADs is quite interesting. With a smaller screen
> lower rez and lower fps and 16 bit graphics instead of 8bit it could turn
> out to be a great game.

I think a doom-clone would be a great idea. From what I've seen so far on the falcon scene - the speed could be a problem, but not one that can't be resolved with some careful '030 / DSP coding. I'm still a novice at assembly language coding - but if a bunch of coders decided to get together over the 'net and give it a try, I'd be in it. So how about it guys, stop debating over whether it is feasible and give it a try?

BTW: anyone know what's happening with the 'doomino' engine - the 96ktro comp entry by STAX at fried bits this year? It looked quite promising, despite the bugs.

Yiannis.

1149. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ubhjr$2gf$1@mhade.production.compuserve.com>
Source record: 10942
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out my problem. The trick is to set the PPP options so that the PPP daemon will set the local IP address as well as the IP address of the end point of the link. Failure to to that will cause the link to be one-way.

Now, can someone tell me:
1) Where can I get TIN, the newsreader for the ST
2) Are there any replacement serial port devices for the TT that support direct setting of the serial port to baud rates above 19.2K?
3) Is the TAF distribution of the Chimera brouser set up with the correct URL's? I cannot seem to get it to go online, even though I can now FTP.
4) Has anyone done an X server that simply translates the X commands into GEM AES/VDI calls? This would allow X applications to co-exist with GEM, allow X to benefit from enhanced res boards, speedups from NVDI, etc. Having to choose between X or GEM sucks!
5) Does anyone know how to mount a file system under the NFS system? I have seen that certain sites allow AFS access to their files, and I assume (possably incorrectly) that NFS and AFS are related.

1150. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <805930844snz@xciv.demon.co.uk>
Source record: 10943
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ubhjr$2gf$1@mhade.production.compuserve.com>
73437.3162@CompuServe.COM "David D. Hagood" writes:

> Now, can someone tell me:
> 1) Where can I get TIN, the newsreader for the ST

I don't know how easily it will compile on the Atari but tin can be found at ftp.demon.co.uk:/pub/unix/news/tin IIRC. Perhaps there is a hacked source around that will compile easily for the Atari..

> 5) Does anyone know how to mount a file system under the NFS system? I have

You have an /etc/exports for directories that are exported on your system, I can't remember the syntax, 'man exports' perhaps. :-)

When you want to mount you do for example:

mount nfs_server:/exported_dir /mount_point

Make sure you have created a directory on your system to mount onto, eg. /mount_point in this case.

As I said, you should be able to work this out by looking at the man pages, ie. 'man mount'.

> seen that certain sites allow AFS access to their files, and I assume
> (possably incorrectly) that NFS and AFS are related.

AFS is Andrew File System, an enhanced version of NFS (Network File System) developed at Carnegie Melon (sp?) University. I think most of the enhancements were centered around security.

And yes, you can NFS mount src.doc.ic.ac.uk

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

1151. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBsy6K.Kzv@crash.cts.com>
Source record: 10944

There's a need for law and order. It actually preserves rights and freedoms and prevents anarchy. Laws, in a free society, are made by society. When differing opinions are expressed the society remains aware, alert, and healthy. When others decide to live in a society, but live by their own rules they have no right to live in that society as it violates the very fabric holding that society together, law.

Obeying laws by convenience is not good for society. If you do not like the nature of a law, then you use LEGAL means to get that law changed or removed.

So, from what you tell me. If you write a great book and have it published and you acquire a loyal following. You then decide to publish a sequel, but while writing it you decide not to publish it now. You are almost finished with it and have given preliminary copies to friends to read.

Let's now say you may or may not want to publish it in the future.

Ok, one of your friends accidently (or intentionally) leaves the preliminary copy out for someone to get. Ok, now your "loyal" fans want to publish it themselves because you weren't "loyal" to them by publishing it yourself. They'd rather just go down to their local copy shops and have a few dozen run off and given to their fan friends, and so on.

Are you telling me that what they are doing is legal, right, and fair to you?

It's reaching, but who's to say Atari is not going to do something in the future with TOS? Users do NOT have to be supported by the computer manufacturer after the sale is made. That is a risk the user takes. Warranty on operation is all you have rights to. Support is for developers and users. Support does not include theft of property and technology just because you "deserve" it.

Nobody DESERVES anything. You earn and pay for what you get. Sure, users are stung and hurt by Atari's actions, but that does not justify breaking the law. No matter how insignificant the users think the law is. If you really do not like it, then get the law changed.

You mentioned Hitler. Yes, he was a horrible person, but if you study history more throughly, then you will notice he changed things in Germany quite LEGALLY. Parliment relinquished their powers to him after he was elected Chancellor and the President died.

Next you will tell me about the American Revolution. However, all legal means were exhausted before war was declared in that situation.

Laws were made for obedience and not to be broken. Change the law if you don't like it. Also, you might want to read the USA Declaration of Independance, USA Constitution, and the Magna Carta. You will find they were written by lovers of freedom and law. You will also find that freedom cannot come without law.

The previous was only meant to convey the opinions and beliefs of Richard Kelsch (an Atari user, USA citizen, Republican, religous person, and respector of all views and opinions) in a more specific and understandable manner. So as to portray a better understanding. It was not meant as a flame or to infringe upon the receiver's rights to his opinions and way of life.

Rich

1152. re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1963dbrewood@nest.demon.co.uk>
Source record: 10945

CHRS: IBMPC 2
In a message of 16 Jul 95 Roger Sheppard.. (0) wrote to All :

RS> No You are the one with out Manners Little Boy, So go play
RS> with your Game Boy...
RS>
RS> You keep buging me then I have no intention of stopping, so get lost
RS> small brain...

If you do have to stay in the groups Roger, then please be polite.

Daron - dbrewood@nest.demon.co.uk

--

1153. re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1970rcain@nest.demon.co.uk>
Source record: 10946

On 16 Jul 95 Mario wrote:
MB> From: mbecroft@iconz.co.nz (Mario Becroft)
MB> Mr Shepherd, kindly refrain from your untimely behaviour in these

Don't encourage him! Just press "delete" when his messages arrive.

Roger
rcain@nest.demon.co.uk

--

1154. MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3u9rvc$f8e$1@mhafm.production.compuserve.com>
Source record: 11086
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, so I have the TAF distribution (nominally) installed. I have edited my
chat script so that I can call Compuserve's PPP server and get connected.
HOWEVER, any time I try to do ANYTHING over the network, NOTHING happens.
I see DATA going out to the modem.
I DO NOT see DATA coming back.
I can use the CIS PPP server with the KA9Q package, so I know it works.
IFCONF on PPP0 shows that compuserve is connected.
ISTATS shows that 4 of the received packets were dropped due to bad checksums.

INFERENCE: Once I have connected the PPP link, CIS does not like any of the
packets I am sending, and is not replying.

Since I cannot get Chimera to work until I solve this problem, I am SOL.
SOMEBODY, HELP ME! I know people have this working, so it must be something
simple. Could somebody who is using CIS send my their config files so I can
get this to work?

73437.3162@compuserve.com
david.hagood@nwis.com
david.hagood@ifrsys.com

1155. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3uairb$log@status.gen.nz>
Source record: 11087

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Well it was not worth quoting actually.

I repeat:
Mr Shepherd, kindly refrain from your untimely behaviour in these areas.
It is not acceptable and is not wanted. You have said you are not
interested in Atari and have a PC. Shape up or ship out.
Everyone accepts this choice for you. It is so unnecessary.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------
-Makeatape at Createatape in the Freezer at Kumeu in the Country----------

1156. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ua4f3$70e@sphinx.Gsu.EDU>
Source record: 11088

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: : Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : : : Where can I get AES 4.1, Rich?

: : : You can't...

: : No, you definitely can. As it's not commercial software, but still under
: : some copyrights, nobody can openly give anyone one. But it shouldn't be
: : impossible, or terribly devastating for anyone to send a copy on 4.1 to
: : people who'd like to test it. I believe, someone here will help...

: That, my friend, is called piracy.

I knew _somebody_ would say that... I, however, disagree. What are laws
made for? For being obeyed blindly? Or for helping people to live? If
I, for example, gave a copy of AES 4.1 to someone - and someony informed
the authorities, and they'd sue me... What good would that bring to
anyone? How great a sinner would I be doing that? Don't talk about
"piracy" - talk about what needs to be done to keep Atari world alive!

: : Refusing to give someone AES 4.1 because it's "illegal" is not (IMHO)
: : just honesty, but stupidness - because nobody supports this software any
: : longer, nobody loses money - and many people need software like this...

: : We have to be honest enough to respect and support our software
: : developers - but being _too_ honest might destroy us... Single-mindness
: : isn't a good thing, because world just isn't black and white.

: WRONG!!!

: Despite the fact that Atari no longer develops TOS does not make it any
: less wrong to violate their copyrights. Copyright gives them the right
: to NOT sell it and distribute it if they so wish. TOS is the property of
: Atari and will remain their property for 75 years or until they sell it
: or release it into the public domain (if that should ever happen).

I can't say you're wrong, but I still disagree. Do you consider me a
criminal, or a pirate, because of writing these kinds of opinions? It is
true that Atari owns the copyrights. But it is also true that Atari
hasn't respected our, their customers' rights to be supported. I don't
see that they can demand much loyalty from us any longer, after acting
like they did.

Someone has said that "those people who meant the best sometimes made
most harm...". I think, that you mean good - but if you (just for
principle) prevent Atari users from getting an improved, un-supported OS,

you're honest - but at the same time you're hurting many people.

It's good that we're mostly honest people compared to many other computer users. Most PC-users I know, really have _not_ bought one single piece of software. We do. But those PC users don't seem to regret their behavior at all, or even think they're "pirates". They do as other people in PC world do! We're angels compared to them, let's face it! Most PC owners would just laugh at this conversation. And still, we have to support our developers to stay alive ourselves. I do want to respect your attitude - but somehow I feel that if we act 100% clean, we'll end up being some kind of martyrs/saints who'll die knowing "I did the right thing!". And that feels pretty stupid to me, can't help it.. We NEED a good OS. AES 4.1 is one. If Atari won't sell it, I won't be the first to throw a stone at someone who gets it illegally. But we all have to act like we feel is right, I guess.. It's always too easy to judge others, isn't it?

: Yes, someone does lose money...Atari and C-lab. C-lab has an exclusive
: agreement for the use of TOS of which they PAID for.

Atari doesn't lose money. And what comes to TOS, I asked in this newsgroup some time ago, whether they have rights to TOS, or not. I was told: they do NOT have exclusive rights to TOS! I'm sorry, if I was misinformed - but that's all I knew at the moment. If C-Lab really has plans to develope TOS further, then everything changes. BUT: few people know about this, as nobody tells anyone anything!!

: You're right, the world isn't black and white. It's called RIGHT and WRONG.

Even Adolf Hitler thought he did the "right thing"... That's something to think about. I know _no_ living person who can say what's right, what's wrong... I only know people with different opinions. That makes an ultimate difference, I think. Some people in e.g. Vietnam have authority to say I'm "wrong" and shoot me for my opinions. But are they right? Do you know better than me? Do you?

: I wonder how many programs that you own that you actually paid for...

More than you'd believe. And think about this: how many people have courage to talk about subjects like this, without being considered as pirates and other such things? You may think I'm a "bad person" - I can't change your opinion. But let's say: for me it's important to keep Atari world alive. And I consider myself quite a honest person. In Russia, people like me used to become shot in the 60s and 70s - because they spoke out what they thought, instead of pretending something else.

Many people pretend to be angels, but act differently. I don't care what people think about my writings here - I try to do "the right thing", always. Sometimes I just don't believe in law. That's an entirely different thing. It's easy to follow rules - but it's difficult to use your brains, KNOW that something is right, or wrong...

Just yesterday I registered Towers II game for my Falcon, so even if I write unpleasant things, I do support our community. And I think, you believe it. We're in a same boat, after all.

Thanks for opinions, anyway, even if we don't entirely understand each other!

: Rich

Greetings,
TH

1157. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-16 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3ua7mr$bpf@status.gen.nz>
Source record: 11089

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: so why not get real, are you GOD...!!!!!

Mr Shepherd we are all a little tired of you, would you mind respecting
some net manners, and other Atari users by not frequenting these groups.
You are simply not welcome, go elsewhere to where your own platform is.
It is not Atari.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

1158. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3udcjm$2fk@lyra.csx.cam.ac.uk>
Source record: 10947

richcsst@crash.cts.com (Richard John Kelsch) writes:
>Atari gets
>royalties from sales of C-lab Falcon's. These royalties apply to both
>TOS and hardware. The Lexicor pays royalties for use of TOS in their
>Medusa. The makers of the Eagle will pay royalties for TOS. Sellers of
>TOS ROMs pay for the priviledge.

AFAIK Atari have not licensed anything above TOS 4.04 (note I could well be talking crap here :)) ie the tos 4.92 that they are/were in the process of developing is just sitting around doing nothing.

>Just because Atari no longer manufactures home computers and no longer
>develops TOS does not mean they do not earn money on TOS.

True, but I believe Atari have publicly announced they are no longer supporting or developing their computer side of things, hadrware or software in order to concentrate on the Jaguar.

If this is the case, Tos 4.92 and AES 4.1 will just sit somewhere doing nothing. Neither has been officially released or sold. Neither is or will make any money for Atari or anyone else.
If you have something that is nearly finished but you have no intention of developing it more, or selling it as it is, why not give it away free?

Whatever happens it is still illegal to give away copies of these (and possess a copy) until Atari says otherwise.

I personally would be happy to get hold of a copy of the new TOS but that is just my opinion. As well as everything else I have just said, most of which could be entirely wrong. I'm just going by what I've been told.

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

1159. Re: TAF setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DBu4yy.304@cix.compulink.co.uk>
Source record: 10948

> > Also, how do I tell Xwindows to run in TT medium rez.
> Dunno.

MiNT-X is mono only AFAIK. Not only does it not know about colours - it won't actually run in a colour mode. Try ST-Hi or TT-Hi if you have it. Both of these work AFAICR.

:-)

Roland.

@CiX

1160. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBu5q3.63G@crash.cts.com>
Source record: 10949

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: CHRS: IBMPC 2
: In a message of 16 Jul 95 Roger Sheppard.. (0) wrote to All :

: RS> No You are the one with out Manners Little Boy, So go play
: RS> with your Game Boy...
: RS>
: RS> You keep buging me then I have no intention of stopping, so get lost
: RS> small brain...

: If you do have to stay in the groups Roger, then please be polite.

: Daron - dbrewood@nest.demon.co.uk

Seems to me that he's such a lowlife that others in his own PC groups
dislike him. He's just a plain loser. It appears behaving the way he
does makes him feel less inferior and he gets off on it. Just ignore it
and it will go away.

1161. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3uckip$pc6@turing.fwi.uva.nl>
Source record: 10950

millert@grad.csee.usf.edu (Timothy Miller) wrote:

:Bertrand Le Roy (bleroy@ccr.jussieu.fr) wrote:
:: Come on! Everybody has a large hard drive nowadays. They are so cheap. Anyway,
:: if you get rid of the textures, you get rid of the largest part of the files.
:
:This is one of Microsoft's excuses for producing the dreadful crap that
:it does. Cheap? Really? Then why don't I own several of them?
:
:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
:500mhz Pentium just to run a word processor at half my typing speed.

this kind of stupid pc bashing is typical for people clinging to an old,
dead computer system such as Atari. Please get a clue or shut up.

:So, now you're using the same excuse. Are you a lazy programmer that
:wastes time and space at every turn just because you don't feel like
:taking an extra minute to make your software GOOD? If you're that lazy,
:you should program for Mac or PC. If you have a clue and some ethics,
:then program for Ataris.

oh come on! geeesh, utter nonsense. PC programmers are not lazy or
stupid, they just use the hardware all (minus 0.01%) users have at home.
If software was so terrific on an Atari, why is then that no one uses atari?
(don't blame atari bad marketing, there are more reasons, like the hardware
being not good/powerful enough).

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1162. Re: Debugging C++ programs **HELP!!!**

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950717134247.19304B-100000@bull.mimuw.edu.pl>
Source record: 10951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 12 Jul 1995, Art Twarecki wrote:

> In article <Pine.BUL.3.90.950711165538.25390A-100000@bull.mimuw.edu.pl>,
> Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
> >I succesfuly configured gcc 2.6.3, so I can compile and link C and C++
> >programs properly. Thats great. But I was be able to debug C++ programs
> >compiled with gcc 2.5.8 under gdb 3.6 pl 4. And now I can debug only C
> >programs. While I try to debug C++ (compiled with 2.6.3) I've got a
> >message:
> >
> >Reading in symbols for test.cc... invalid member type dataformat, at
> >symtab pos 16.
> >
> >Does it mean that I WILL NOT be able to debug any C++ (compiled with
> >2.6.3)???? I would like to use new C++ feauters like exceptions
> >available at 2.6.3 (and with some bugs removed). I have many good ideas
> >to write good C++ programs... Maybe someone have any idea.
> >
> >*** ANY HELP WILL BE APPRECIATED ***
> >
> >HELP * HELP * HELP * HELP * PLEASE * PLEASE * PLEASE * PLEASE !!!!!!!
> >
> >Simon.
> >
> >8'-((((((((
>
> Simon,
>
> What is your system config? Is your GCC setup under TOS, MiNT or Linux?

All my problems I have either under TOS and MiNT.

> If you have an '030 machine and are not developing for GEM, I'd strongly
> suggest setting up Linux (I have no probs debugging c++ progs compiled
> under GCC 2.6.3).

Very funny...

Of course I need the gcc 2.6.3 to use with GEM, otherwise I have linux
instaled and have no problems with debuggnig C/C++ programs under it (Is
there anone, who has???). As I see there is no many gus programming in
very useful C++ and/or **GREAT** GEM++ library. That's pity.

For a moment I fix my problem something like 'manually' but it works.
Exactly the problem is that in gcc 2.6.x there is new builtin type bool

and the mentioned problems with gdb are caused by new non-standard
symbols generated in this occasion by gcc or maybe sym-linker. If there
is ANYONE (I doubt...) intrested, I can send him my own little utility
witch fix the sym file, so I CAN AGAIN DEBUG MY C++(gcc2.6.3 syntax)
PROGRAMS WITH gdb 3.6pl4 UNDER MiNT!!!!!!

Anyway if there is ANYONE developing for GEM with gcc 2.6.3 please

*** A N S W E R ***

> Art

thx for any help.

Simon.

1163. Re: MiNTNet/PPP/Compuserve HELP

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3udo5prtf1@mhade.production.compuserve.com>
Source record: 10952
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

OK, I have the NFS driver installed on my machine. However, I do not have
the MOUNT program, so I cannot mount volumes. Also, while I have plenty of MAN
pages, I don't have the MAN program itself! Any ideas on where to get them?
Also, I think there my already be a version of TRN or TIN for the ST, does anyone know
where they are?

1164. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: Graham Beint <Graham.Beint@insignia.co.uk>
Message-ID: <DBuyvz.34t@isltd.insignia.com>
Source record: 10953

richcsst@crash.cts.com (Richard John Kelsch) wrote:

>
>So, from what you tell me. If you write a great book and have it
>published and you acquire a loyal following. You then decide to publish
>a sequel, but while writing it you decide not to publish it now. You are
>almost finished with it and have given preliminary copies to friends to read.

This not a valid analogy. We are talking not about a sequel but a corrected
and updated revision.

A more apt analogy would be if the ANSI committee had refused to publish the
C spec and insisted on everyone making do with the draft.

>Nobody DESERVES anything. You earn and pay for what you get. Sure,
>users are stung and hurt by Atari's actions, but that does not justify
>breaking the law. No matter how insignificant the users think the law
>is. If you really do not like it, then get the law changed.

We DESERVE Respect. At the very least they should release any such improved
software they might have mouldering on the shelf or give a clear explanation
of why the they choose not to.

There is also the not so small matter of the 'goodwill' releasing 4.92/4.1
would generate for Atari. Some of which might even spill over into the Jaguar
arena, there supposed focus of operation.

--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

1165. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <1b6_9507180801@nisc.fidonet.org>
Source record: 10954

In a message of 14 Jul 95 18:54:06, Sheppard_r@ix.Wcc.Govt.Nz wrote:

S> Another so called Copyright Bigot...
S> How come most Atari FTP sites have copies of CHKDISK 3 on them, why don't
S> you report this to Atari...??
-
If they're there, they SHOULD be reported.
-
S> Lets be real no one losses out from a copy of unsuported crappy OS do
S> they, so why not get real, are you GOD...!!!!!
-
No, none of us is God, but if you want to be considered a man, you'd better be
prepared to respect others' property, even when it's inconvenient for you.
-

1166. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <1b7_9507180801@nisc.fidonet.org>
Source record: 10955

In a message of 15 Jul 95 00:48:01, Millert@grad.Csee.Usf.Edu wrote:

M> : Come on! Everybody has a large hard drive nowadays. They are so cheap.
M>
M> This is one of Microsoft's excuses for producing the dreadful crap that
M> it does. Cheap? Really? Then why don't I own several of them?
-
Two completely separate issues. Yes, drives have become real cheap. Three
years ago, I paid US$350 for a $100MB drive. Last year I replaced it with a
500MB model for about the same price. Now, the same size drive is under $250.
That's pretty darn cheap in computer terms.
-
Microsloth does produce dreadful, bloated stuff that consumes far too much disk
space, RAM, and CPU time, but that's another story.
-
M> So, now you're using the same excuse. Are you a lazy programmer that
M> wastes time and space at every turn just because you don't feel like
M> taking an extra minute to make your software GOOD? If you're that lazy,
M> you should program for Mac or PC. If you have a clue and some ethics,
M> then program for Ataris.
-
I think that's a rediculous attitude. HDs have major, major advantages. Yes,
you can continue to limp along with a floppy-only system, but why would you
want to? Once I experience HD use on my ST I found using floppies to be a
major drag.
-

1167. Need development tools for Falcon! (Can gcc do the job?)

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: william@ifi.uio.no
Message-ID: <3udns1$s7d@maud.ifi.uio.no>
Source record: 10956

Hi all fellow atarians!

I have had a Falcon for some time now. A while back I did buy lattic C
from hiSoft, from a friend, only to find that it was the release just
before any real Falcon support was added. :-(

What I want to make/program is stuff that deals with sound, realtime fxs,
sample playing also in conjunction with midi.

I would prefer not to have to program the dsp in assembler.

So what I am looking for I guess is a super compiler, with lots of lib
that are enhanced or made for the Falcon, that would enable control over
the stuff I outlined above.

If anyone else has done development like this, or at least similar, I would be
most interested in what tools you use, what kinda libs are included and so
on.

Also I would be very happy if gcc could do this? That is has anybody made
any libs for gcc that deals with this stuff? What would be really cool would
be a port of voxware for Intel/Linux to Falcon/linux or mint, with libs that
would utilise the dsp :-)

I also need to know I would go about routing sound around inside the falcon,
how to control the ad/dac etc ad infinitum.. :-)

As always all help is very welcome!

william@ifi.uio.no

1168. Re: how to fix mouse double click?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DBv5BJ.2qx@comp.lancs.ac.uk>
Source record: 10957

In article <wongck.232.000D7937@ti.com> wongck@ti.com (William Wong) writes:
>Problem is that same program works great with tos 2.06, Geneva and Mag!x. But
>on tos 1.4 it just don't register double click. Click timing etc all tested
>but problem still exist.

Is your EVENT_MULTI call waiting for events on both mouse buttons,
if so (if I remember correctly) then double clicks don't get detected, I
don't think this was fixed in any versions of TOS, but I may well be
wrong here (I've not seen the complete bug fixes/new bugs lists for the
newer TOSes).

Neil
(nab@comp.lancs.ac.uk)

1169. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3ue418$qv6@vishnu.jussieu.fr>
Source record: 10958

Before I talk about what really interests me, let me personnaly answer Timothy Miller.
In article <3u7ha1$6lu@mother.usf.edu>,
millert@grad.csee.usf.edu (Timothy Miller) wrote:
>So, now you're using the same excuse. Are you a lazy programmer that
>wastes time and space at every turn just because you don't feel like
>taking an extra minute to make your software GOOD? If you're that lazy,
>you should program for Mac or PC. If you have a clue and some ethics,
>then program for Ataris.
Just the kind of aggressive messages the newsgroups could do without. I've learned programming on 8 bit machines a long time ago. In these days, you had to crunch your code into the very limited 13Ko of a TI99 or the 38 free Ko of an atari 800. You also had to cope with the dreadfully slow processors of these machines. I have released quite a few succesful games on these machines. From this I've learned how to keep a code fast and compact and have never lost these good habits. I have no lesson to take from you or whoever about compact and fast codeing.
End of the flame.

Now for something completely different:
It seems people begin to find my idea interesting. Perhaps it's not time any more, as you have suggested, to discuss IF it can be done, but HOW? And WHO is going to do it. Personally, I don't have much time but am ready to contribute what I can.
Perhaps anybody interested and motivated could say so.
And perhaps this could be a great collaboration between atari people on the net.
I think there are several problems to be solved:
* the 3D engine that will draw the walls
* the scaled sprites for the monsters
* the interaction of walls and sprites
* the game itself: moving the monsters, weapons and their projectiles, etc.
* the interpretation of WAD files, and perhaps the translating program to get rid of the textures (if we get rid of them)
* the communication via modem, null modem, midi or LAN with DOOM on atari or other platforms.
Anyone wanting to solve one or several of these problems could post here and say so.
Finally, we would need a person to supervise the whole project and set up some norms so that people can understand and interface together the different parts of the program. I would volunteer if I didn't have to go to the army next month. Still, I want to get involved one way or another and will do my best to contribute.
Do you think it's a good idea to do it as a team, like this, or that one

person should code the whole thing?
I think we have enough very GOOD programmers on the atari scene (esp. DEMO coders who could find here a good reason to do something else) to get this project done.
And if you know people who would do such a thing but don't have access to the net, or don't read the news, tell them about it.
If there are editors around here, why not talk about the idea in your magazines or fanzines?

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1170. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-17 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95198.185524STIRRE31@MAINE.MAINE.EDU>
Source record: 10959

Alias X,
I was going to e-mail you but I thought this was a good opportunity
to let you know that I _love_ Bombsquad. If you have a Falcon,
people, get this game off the net pronto. Only one problem....
the new version sets the sound blaring through the internal
speaker. It didn't in an earlier version.
I will register this game ;-). Keep up the good work.
-scott tirrell

1171. Re: Groovy GEM stuff...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950718141153.7908A-100000@bull.mimuw.edu.pl>
Source record: 10960

On 13 Jul 1995, Ronny Schoebel wrote:

> ppp435@news.salford.ac.uk (GR GREENWAY) wrote:
> >
> > C would do fine. Could anyone recomend such a library ? What about
> >getting menu bars in windows. Can one simply poke about in an object
> >structure and change the coordinates or is it nastier than that ?
> >
> > Thanks,
> > Giles.
>
>
> It is *MUCH* nastier than that. :) Poking around just gets us very dirty
> programs that will crash the system. It won't work either...
> --
> Ronny Schoebel

I can only once again advertise the tremendous GEM++ Object oriented
library for programing GEM applications under gnu C++ by Warwick Alisson.
It is available in almost all atari sites over the world.

It's really worth while!!!

regards,

Simon.

1172. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBwttu.Gzo@crash.cts.com>
Source record: 10961

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) writes:
: >Roger, I'm not trying to be mean. I would more than love to distribute
: >this, but it's not supposed to be. It's copyrighted material and would
: >be a Federal crime for me to distribute it. I was lucky enough to find
: ^^
: But isn't it also a Federal crime for you to possess it in the first
: place, whether you distribute it or not?

It depends on a lot of things. Do I intend to sell it or distribute it?...No. Is it a Federal crime for you to record TV programs and movies off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under treaty for Copyrights, also it would have to be proved I acquired it purposes of sale and/or redistribution.

However, conspiring to make a copy, distribute it, and for another to receive it IS a Federal crime.

: OK, it is still copyrighted etc AFAIK, but seeing as it will never be
: released, or making money in any other way for Atari, I'm sure they won't
: mind people distributing it, thereby keeping some kind of interest in
: their machines.

Instead of assuming Atari will not mind. Why not just ask them? All assumptions and guesses would be resolved. Afraid you may be wrong??

Rich

1173. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBwu21.HCG@crash.cts.com>
Source record: 10962

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: Whatever happens it is still illegal to give away copies of these (and
: possess a copy) until Atari says otherwise.

Phil, due to a loophole in USA Copyright law and a lack of any text in international treaty, it is not illegal to possess a copy if it was not acquired for purposes of malice and illegal intent or acquired via conspiracy to acquire. If it is just "found", then the loophole stands.

Anyway, it eats up too much of my measly 4 megs.

Rich

1174. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DBwunM.Ix7@crash.cts.com>
Source record: 10963

Graham Beint (Graham.Beint@insignia.co.uk) wrote:
: richcsst@crash.cts.com (Richard John Kelsch) wrote:

: >
: >So, from what you tell me. If you write a great book and have it
: >published and you acquire a loyal following. You then decide to publish
: >a sequel, but while writing it you decide not to publish it now. You are
: >almost finished with it and have given preliminary copies to friends to read.

: This not a valid analogy. We are talking not about a sequel but a corrected
: and updated revision.

: A more apt analogy would be if the ANSI committee had refused to publish the
: C spec and insisted on everyone making do with the draft.

: >Nobody DESERVES anything. You earn and pay for what you get. Sure,
: >users are stung and hurt by Atari's actions, but that does not justify
: >breaking the law. No matter how insignificant the users think the law
: >is. If you really do not like it, then get the law changed.

: We DESERVE Respect. At the very least they should release any such improved
: software they might have mouldering on the shelf or give a clear explanation
: of why the they choose not to.

Excuse me, but you PAID for a Falcon WITH TOS INSTALLED in it working and
operational. That is what you DESERVED for the money you paid. Any
future versions are not deserved, they are offered for a price. Atari
earned the money. Any future products whether TOS or not are under
perfect legal right for Atari to offer them for sale or to give them
away. They are not required to be given away out of some customer's
delusional idea that they deserved it out of "respect".

Lots of people now days constantly confuse "respect" for handouts.
Frankly any type of marketing action is the choice of a company.
Granted, I personally believe completely cutting off the computer line
was a very poor move by Atari and will adversely affect them in the
future when it comes to customer SERVICE.

: There is also the not so small matter of the 'goodwill' releasing 4.92/4.1
: would generate for Atari. Some of which might even spill over into the Jaguar
: arena, there supposed focus of operation.

That, of course would be a good move by Atari. However, it is not
something you "deserve". It would be a purely customer SERVICE move.

You can't expect to be given TOS 4.92 or whatever any more than you can
expect that because you bought a 1993 Honda Accord with 4 cylinder engine

that you DESERVE to be given a V6 if Honda chose to discontinue the
Accord's (the V6 is the latest improvement to the Accord line) in 1996.

NO DIFFERENCE!

Rich

1175. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: Graham Beint <Graham.Beint@insignia.co.uk>
Message-ID: <DBxC05.BG4@isltd.insignia.com>
Source record: 10964

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>Graham Beint (Graham.Beint@insignia.co.uk) wrote:

>: We DESERVE Respect. At the very least they should release any such improved
>: software they might have mouldering on the shelf or give a clear explanation
>: of why the they choose not to.
>
>Excuse me, but you PAID for a Falcon WITH TOS INSTALLED in it working and
???????
>operational. That is what you DESERVED for the money you paid. Any
???????????
Quite.
>future versions are not deserved, they are offered for a price. Atari
>earned the money. Any future products whether TOS or not are under
>perfect legal right for Atari to offer them for sale or to give them
>away. They are not required to be given away out of some customer's
>delusional idea that they deserved it out of "respect".
I didn't say they had to give it away. I would just like them to
say what they are prepared to do or not do and explain why.

>
>Lots of people now days constantly confuse "respect" for handouts.
>Frankly any type of marketing action is the choice of a company.
>Granted, I personally believe completely cutting off the computer line
>was a very poor move by Atari and will adversely affect them in the
>future when it comes to customer SERVICE.
>
>: There is also the not so small matter of the 'goodwill' releasing 4.92/4.1
>: would generate for Atari. Some of which might even spill over into the Jaguar
>: arena, there supposed focus of operation.
>
>That, of course would be a good move by Atari. However, it is not
>something you "deserve". It would be a purely customer SERVICE move.
>
>You can't expect to be given TOS 4.92 or whatever any more than you can
>expect that because you bought a 1993 Honda Accord with 4 cylinder engine
>that you DESERVE to be given a V6 if Honda chose to discontinue the
>Accord's (the V6 is the latest improvement to the Accord line) in 1996.
Again you have made a poor choice of analogy. A better analogy would be
the ability to acquire a reworked engine management chip, one that is known
to have been developed and sampled but not put into full commercial
production and all enquiries about it being ignored.

I don't believe anyone was 'insisting' they give it away but merely being
constructive in suggesting an alternative course of action if Atari

didn't want the fuss and bother of selling it. Another alternative would be to issue it as LicenceWare through a library or one of their existing resellers such as Compo or C-Labs. Just people trying to be helpful.

>
>NO DIFFERENCE!
Big difference.
>
>Rich
>

--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

1176. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-18 00:00:00 UTC
From: Alain DERENNES <derennes>
Message-ID: <3ugfp7$34a@melimelo.enst-bretagne.fr>
Source record: 10965

I have bought 3 atari: 520stf, 520ste and actually falcon. I never saw any commercial release of tos (in france) for any atri I bought. I dont think getting tos4.92 is piracy or something else. For my experience, Atari has never made an effort in this sense.
Excuse-me for mistakes.

Alain.Derennes@enst-bretagne.fr

1177. Re: MintNet Setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ujf6namv2@mhadf.production.compuserve.com>
Source record: 10966
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I mangaged to get things running better:
1) DO NOT USE A HARDCODED IP ADDRESS! Tell PPPD to set both the local
and remote IP addresses from what the remote host tells it.
2) Tell PPPD to add a default route when it makes the link.

I can now do FTP/PING, now if I can just figure out why Chimera doesn't find a
any URL's....

1178. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950719043416.13034A-100000@crash.cts.com>
Source record: 10967

On Tue, 18 Jul 1995, Alain DERENNES wrote:

> I have bought 3 atari: 520stf, 520ste and actually falcon. I never saw any
> commercial release of tos (in france) for any atri I bought. I dont think
> getting tos4.92 is piracy or something else. For my experience, Atari has never
> made an effort in this sense.
> Excuse-me for mistakes.
>
> Alain.Derennes@enst-bretagne.fr

Commercial releases of TOS do include its packaging within computers,
separate sales of ROMs, and licensing of TOS to third party "compatibles"
makers. All of these things Atari has done and some Atari still
continues to do.

As to your claim that Atari has "never made an effort in this sense"
appears to be quite delusional.

Rich

1179. EGEM and GDOS problem..

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <4233300d1075@m6.herts.ac.uk>
Source record: 10968

I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered if any body knows how to fix the problem, when I do not install SpeedoGDOS at bootup any of my Enhanced GEM programs (including the test ones sources are compiled under GNU C) they crash...

Is anybody else having the same problems?

Alex Nicholls

1180. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.806166086@YE>
Source record: 10969

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>richcsst@crash.cts.com (Richard John Kelsch) writes:
>>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>>: But isn't it also a Federal crime for you to possess it in the first
>>: place, whether you distribute it or not?

>>It depends on a lot of things. Do I intend to sell it or distribute
>>it?...No. Is it a Federal crime for you to record TV programs and movies
>>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
>>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
>>treaty for Copyrights, also it would have to be proved I acquired it
>>purposes of sale and/or redistribution.

>Hmm I'm not sure how copyright law works (especially in the US) but what
>you are saying is that the laws don't apply because you found it in
>Czechoslovakia. If that is the case, why not put it back onto a ftp site
>in Czechoslovakia?
>It all sounds a bit peculiar to me. I thought it was a crime to buy/obtain
>stolen goods whatever they are, regardless of whether you knew it was
>stolen or not. TOS 4.92 must have been "stolen" by somebody (piracy=theft
>as we all know) and put on an ftp site somewhere. Anybody who downloads
>this is then handling stolen goods.
>Unless of course I'm totally wrong. :)

The definition of theft as far as English law is concered is "To permanently
deprive the rightful owner of the use and enjoyment of their property"

ie car theft has the charge of "Taking a vehicle without the owners consent"
and not "theft of a vehicle" due to the "permanently deprive" definition
which is hard to prove in this case.
This is a criminal act and the responsibility of the police to detect and
prosecute.

Therefore you will not be charged under English law for the *THEFT* of
TOS 4.92. Theft would not be proved as you have a copy of the property
not the original.

The only likely charge will be brought under the copyright acts. When you
purchased your computer atari gave you the right to use (but not copy) the
software contained inside. Atari has licensed third parties to provide
updated versions of the software (TOS 2.6 is a good example as atari
never sold any STE's with this version of the software installed). When you
purchased this TOS upgrade atari gave you the right to *USE* this software.

As you have not purchased this version of TOS atari has not given you
the right to use the software. This is a civil act and the copyright

owner must take action to enforce his rights under the act.

>>Instead of assuming Atari will not mind. Why not just ask them? All
>>assumptions and guesses would be resolved. Afraid you may be wrong??

I assume that if the offer of money is large enough atari would license
a third party to distribute this version of TOS. Any takers on this one.8-)

>It's actually quite difficult getting an answer from them. Normally you
>can only speak to "customer service" people who general know little or
>nothing. AFAIK up until a few months ago Atari denied all knowledge of
>TOS 4.92 even existing!

>Well, if I can get 4.92 from somewhere I will, if not I'll just have to do
>without.

I hope that you enjoy this version if you can get it.

dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1181. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DByuIu.sM@comp.lancs.ac.uk>
Source record: 10970

In article <DBrM4A.9I6@cix.compulink.co.uk> thumper@cix.compulink.co.uk ("Ann Brooker") writes:
>> Substation has to run on the STE as well as the Falcon, therefore no
>> DSP usage... no wonder it's a bit naff...
>
>I think that's a little unfair it is a first attempt what do you expect
>a doom better straight off :)

Fair enough, I don't want to put those wonderful people who wrote Substation down at all, as you say for a first effort it's groovy, but why oh why won't we get a Falcon DSP version... cos then you could have textures, walls not at right angles, and so on and so forth.. still, as you so rightly point out, all praise to the Substation people, and I'm sorry if I came across a bit harshly....

Thanks to them for still supporting the Atari TOS machines,

Neil
(nab@comp.lancs.ac.uk)

1182. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3ujf1pamv1@mhadf.production.compuserve.com>
Source record: 10971

I don't know if your mail reader can do this, but I can tell my mail read "ignore any post made by the author of this comment", and they never bother me again. I suggest taht everyone simply do this for "our friend". If he finds he's just shouting into a bucket, maybe he'll go away. Maybe not. Who cares, if we don't hear him?

1183. Re: TAF setup HELP!

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-19 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul19.161420.2055@cathy.ijs.si>
Source record: 10972

In article <DBs46y.80s@watserv3.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>In article <3u5598$rct@btmpjg.god.bel.alcatel.be>,
>Chris Gray <cgra@se.bel.alcatel.be> wrote:
>The X port is for mono modes only - you must have the TT set to ST-high on a
>VGA monitor (or TT-high if you have a 19") before Mint runs. Icd booter has
>an option for this - Xboot does as well (I think). Color support may come
>later.
>Sam
>

I had a problem with this, since I don't use ICD on my (borrowed) TT. So I
simply wrote a little program that called setscreen. Just a
setscreen(2,-1,-1) does the trick. That call doesn't work under GEM, but GEM
is not yet active at that point anyway. If anybody needs it, I can mail it
out - it is really small.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1184. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-20 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_300e4926_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10973

In a message Phillip Davey (Path wrote to All :
PD(> It's actually quite difficult getting an answer from them. Normally
PD(> you can only speak to "customer service" people who general know little
PD(> or nothing. AFAIK up until a few months ago Atari denied all knowledge
PD(> of TOS 4.92 even existing!

If Atari denies the existence of TOS 4.92 it can't be piracy can it? The
product does not exist!

I have also heard that Atari have taken up the production of the falcon! Great
news in my ears!

cheers,
Magnus Kollberg

1185. re: egem and gdos problem..

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-20 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <2055phodgkin@nest.demon.co.uk>
Source record: 10974

In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106) writes:

AN> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered
AN> if any body knows how to fix the problem, when I do not install
AN> SpeedoGDOS at bootup
AN> any of my Enhanced GEM programs (including the test ones sources are
AN> compiled
AN> under GNU C) they crash...

Are you opening a physical workstation (v_opnwk) instead of a virtual one
(v_opnvwk)?

AFAIR, with any GDOS a physical workstation can be opened, but virtual
wkstns are almost always used for the screen and physical wkstns are used
only when necessary (e.g. printing via GDOS).

Phil - phodgkins@cix.compulink.co.uk

~ It is better to wear out than to rust out. ~

--

1186. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3uokhm$3g3@vishnu.jussieu.fr>
Source record: 10975

> Now, anyone know how to get in touch with the guys (gals?) writing
>DOOMINO, which happens to be a 3D engine for the Falcon, not unlike
>DOOM, demo'd as one of the under 100k demos at the Fried Bits 3
>convention, look for it at
I've seen this demo. It's great and the closest thing to a doom algorithm. Of course, it's not perfect. It needs some polishing, but still, I think we should study this program. It's really great. I'll try to get in touch with them.

>it's the second demo (alphabetically) in the archive, it does a couple
>of things even DOOM and DOOM II can't do... seems to run fast enough to
>me..
Yes, just fast enough on a basic falcon

People are starting serious work here. If you want to join the effort, your help is welcome. We take this project quite seriously, and need people we can rely on.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1187. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <DC318o.70n@cix.compulink.co.uk>
Source record: 10976

>: >Roger, I'm not trying to be mean. I would more than love to distribute
>: >this, but it's not supposed to be. It's copyrighted material and would
>: >be a Federal crime for me to distribute it. I was lucky enough to find
>: ^^
>: But isn't it also a Federal crime for you to possess it in the first
>: place, whether you distribute it or not?
>
>It depends on a lot of things. Do I intend to sell it or distribute
>it?...No. Is it a Federal crime for you to record TV programs and movies
>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
>treaty for Copyrights, also it would have to be proved I acquired it
>purposes of sale and/or redistribution.
>
>However, conspiring to make a copy, distribute it, and for another to
>receive it IS a Federal crime.

Aren't you in possession of stolen property? I bet the owner of the
Czech site didn't have permission to distribute.

--
John Watkins
jwatkins@cix.compulink.co.uk

1188. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DC2Et0.EyG@crash.cts.com>
Source record: 10977

Dennis Armstrong (dba@jet.uk) wrote:
: pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

: >richcsst@crash.cts.com (Richard John Kelsch) writes:
: >>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: >>: But isn't it also a Federal crime for you to possess it in the first
: >>: place, whether you distribute it or not?

: >>It depends on a lot of things. Do I intend to sell it or distribute
: >>it?...No. Is it a Federal crime for you to record TV programs and movies
: >>off of HBO?...No. Is it a crime to sell that copy?...Yes. Is it a crime
: >>to possess TOS 4.92 acquired from Czechoslovakia? No, it is not under
: >>treaty for Copyrights, also it would have to be proved I acquired it
: >>purposes of sale and/or redistribution.

: >Hmm I'm not sure how copyright law works (especially in the US) but what
: >you are saying is that the laws don't apply because you found it in
: >Czechoslovakia. If that is the case, why not put it back onto a ftp site
: >in Czechoslovakia?

You will notice that my explanation to the fact that it was acquired from
Czechoslovakia was incomplete, and for that I apologize. My intention
was to explain that because of the nature of how TOS was acquired and by
the fact it was not acquired for illegal intent (ie: sale and
redistribution, and conspiracy to acquire) that prosecution was not
possible. USA copyright laws are not quite up to date as relating to
computer data. However, in a case where the FBI would come into play
these factors would have to be satisfied to be able to charge one with
criminal copyright infringement. As to Atari and their civil prosecution
capability, they would have to prove that malice, conspiracy to defraud,
and loss of income occured due to the acquisition of TOS. None of the
criteria were satisfied.

Also, international treaty on copyrights are even more vague on the matter.

As to redepositing in the FTP sight at Czechoslovakia, 1> the sight no
longer exists, 2> That would be illegal intent and would subject one to
violations of TWO USA laws. Both Criminal Copyright infringement and
commission of a crime via interstate and international phone lines laws
would be violated.

: >It all sounds a bit peculiar to me. I thought it was a crime to buy/obtain
: >stolen goods whatever they are, regardless of whether you knew it was
: >stolen or not. TOS 4.92 must have been "stolen" by somebody (piracy=theft
: >as we all know) and put on an ftp site somewhere. Anybody who downloads
: >this is then handling stolen goods.

: >Unless of course I'm totally wrong. :)

It is illegal to PURCHASE stolen goods.

: The definition of theft as far as English law is concered is "To permanently
: deprive the rightful owner of the use and enjoyment of their property"

: ie car theft has the charge of "Taking a vehicle without the owners consent"
: and not "theft of a vehicle" due to the "permanently deprive" definition
: which is hard to prove in this case.
: This is a criminal act and the responsibility of the police to detect and
: prosecute.

: Therefore you will not be charged under English law for the *THEFT* of
: TOS 4.92. Theft would not be proved as you have a copy of the property
: not the original.

Theft under US law has be proved it was stolen and not accidently
happened upon.

: The only likely charge will be brought under the copyright acts. When you
: purchased your computer atari gave you the right to use (but not copy) the
: software contained inside. Atari has licensed third parties to provide
: updated versions of the software (TOS 2.6 is a good example as atari
: never sold any STE's with this version of the software installed). When you
: purchased this TOS upgrade atari gave you the right to *USE* this software.

: As you have not purchased this version of TOS atari has not given you
: the right to use the software. This is a civil act and the copyright
: owner must take action to enforce his rights under the act.

Well said, I you may notice that in previous messages I have been trying
to tell others that very fact. It is also why I will not distribute TOS
4.92 at all. On the other hand, to make acquiring TOS 4.92 even a bit
illegal Atari has to admit it exists. Otherwise any future prosecution
would be null and void up to the point Atari would admit it existed.

: >>Instead of assuming Atari will not mind. Why not just ask them? All
: >>assumptions and guesses would be resolved. Afraid you may be wrong??

: I assume that if the offer of money is large enough atari would license
: a third party to distribute this version of TOS. Any takers on this one.8-)

Not necessarily. A massive customer service boost is good, and so is the
prospect of licensing on a royalty basis. An entrprenurial sort could
get some programming types together to finish what Atari started and
market it for themselves and pay Atari a percentage based on its sales.
That way no up front money would hve to be given.

: >It's actually quite difficult getting an answer from them. Normally you
: >can only speak to "customer service" people who general know little or
: >nothing. AFAIK up until a few months ago Atari denied all knowledge of
: >TOS 4.92 even existing!

Sure, it pays to know who to talk to. I have been able to get to the loyal computer user employees. Sure, it takes time, but it can be done. They can be a great contact and a means of openning a backdoor to send a proposal to.

I hope this has answered a few concerns for you Dennis.

Rich

1189. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3ums5k$ah0@wn1.sci.kun.nl>
Source record: 10978

In the whole of this discussion the central question seems to be whether we, when we use AES 4.1 (or TOS 4.92), found on some obscure ftp-site or mailed by someone, actually deprive Atari of income since they licensed TOS to, for example, the Eagle.

In my (humble) opinion, it would be best for Atari to put every single new TOS release immediately on every single ftp site they know of. After all, it might save Atarians from moving to PC. As they're not planning to do anything in computers again, they must concentrate on the user base that's still left. I can't imagine anyone who has taken the step to PC/Mac, to come back to Atari. Even if they came out with a Falcon040.

I, for one, was very happy with the copy of TOS 4.92 I have. I was heavily disappointed in the speed of MultiTOS (although it is still much faster in appearance than, for instance, OS/2 on a 486/40), and the improved TOS 4.92 gave me hope for the future, although the hassle with booting from floppy and the huge memory loss prevents me from regularly using it. But at least I know it _can_ be done.

I would be _very_ interested in AES 4.1, if that's even faster. I still haven't solved my problems with MiNT only (BlowUP problems) or I'd be using that.

I will state here that, whenever Atari or Eagle or whoever, comes out with a TOS upgrade to 4.92 or a commercial AES 4.1, I will _buy_ it. Even when I already have it. After all, I want to support the platform. But I want to be supported _by_ it as well.

As long as there is no MiNA and no commercial AES 4.1, I would _very_ much like to use a `slightly less legal' AES 4.1.

And about the book parallel: Since the copy of TOS 4.92 _is_ out there, I very much suspect that the original programming team has to do with that. So imagine you've written a beautiful sequel to your book, and your publisher says to you: `Well sorry, we're into comic books now. You can flush it.' I think _I_ would pass out copies to my friends!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1190. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3umsl3$am2@wn1.sci.kun.nl>
Source record: 10979

In <DBnp6J.C7E@comp.lancs.ac.uk> nab@comp.lancs.ac.uk (Mr N A Barnes) writes:

> Oh yeah, roughly how much money and bother is there involved in
>getting a FPU for my Falcon anyways.. or should I be asking this in

Companies in Germany are selling 68882s for as little as 45 DM. Check
out your local currency rates. The bother is minimal. Open your
Falcon, pop in the copro, and close it again. Simple.

One of these day's I'll do it myself. :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1191. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3umu2i$b1o@wn1.sci.kun.nl>
Source record: 10980

In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:

>millert@grad.csee.usf.edu (Timothy Miller) wrote:

>:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
>:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
>:500mhz Pentium just to run a word processor at half my typing speed.

>this kind of stupid pc bashing is typical for people clinging to an old,
>dead computer system such as Atari. Please get a clue or shut up.

Sorry, I agree with Timothy. In what sense do we need to get a clue?

>:So, now you're using the same excuse. Are you a lazy programmer that
>:wastes time and space at every turn just because you don't feel like
>:taking an extra minute to make your software GOOD? If you're that lazy,
>:you should program for Mac or PC. If you have a clue and some ethics,
>:then program for Ataris.

>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>stupid, they just use the hardware all (minus 0.01%) users have at home.

And _why_ does everybody have this brand new hardware at home?
Because they _have_ to. I know several people who have had to upgrade
their hardware because the new versions of the software they used no
longer supported the old hardware, or were simply unbearable on it.
I've seen OS/2 in action on a 468/40 w/ 4M RAM. This was considered
quite a powerful machine, one year ago. To say the least, OS/2 was
quite sluggish on it, and I wouldn't run it on my computer if I had a
486/40..

Let me illustrate with an example of PC user attitude (fictive, though
based on real facts):

Friend: I've bought a new PC!
Me: Oh? What kind?
Friend: Pentium 90, 8M RAM, 1G HD, quad CD-ROM, Soundblaster AWE32!
Me: My goodness! What are you into these days, designing airplanes?
Friend: Huh?
Me: I mean, what do you need that power for?
Friend: Well, mainly wordprocessing. Some reports for school, and
some games of course.
Me: But you don't need such a powerful system for that!
Friend: But the salesman said that WP 6.1 for Windows would be too
slow on anything less. And there are some games already that
need a Pentium to run. 486 are for sissies.
Me: So what's wrong with WP 5.1?

Friend: But that's old!
Me: So what's new in 6.1?
Friend: Well, it's graphical, and there's something with macros...
Much better, in any case.

It doesn't capture the spirit too well, I see, but you get the point.
Somehow, 99% of all the PC users I know seem to think that, whenever
version x+0.1 of any program comes out, the version x they have suddenly
breaks down and can't be used anymore. Most are even prepared to buy
a new computer system every two (approx.) years, just to be able to
run the latest and greatest software. They have wordprocessors of
which they demand that they can draw with, art packages capable of
calculating spreadsheets, spreadsheets with DTP printing capabilities
etc. Every program takes 20M HD space. Amazing how some people I
know wanted to buy a new HD because theirs was `full', and had about
50% to spare after I deleted all the example files, QuickGuides,
TurboHelp, Ultra-you're-a-dummy-and-I'll-show-you-how-to-point-the-
mouse-on-a-button-interactively-multimedia-hypertext-helpsystems.

99% of PC users are _sheep_. They'd buy everything you tell them to.

Imagine this: In the docs of WP6 they actually write under `system
requirements': To really work well, a 486/66 with 8M RAM and at least
16M swapspace on disk is required. Sick. For a wordprocessor, that
is.

I'll stick to Atari for a long while to come.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1192. How does MiNT find out it has No Memory Protection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <3uoeuo$d8d@wn1.sci.kun.nl>
Source record: 10981

Hi,

Lately I've been working on a simple AUTOEXEC-program that executes
the programs in the autofolder in the order specified in a .DAT file
(because I was experimenting a lot with the AUTO-folder order). It simply
extracts program names and commandlines out of an AUTOEXEC.DAT file
and executes those.

However, when executing MINTNP.PRX (note the X!), MiNT seems to think
it _does_ have MP switched on - and gets rather angry with GEM as soon
as that starts up (I wanted it to run w/o MultiTOS).

So I figured out that MiNT checked the filename and was confused by
the X (after all - you can't run a program called .PRX) so I made a
kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
it, but that didn't help! I found somewhere in the Changes.MH-doc
that MiNT looks in the DTA of the parent, so I tried renaming
AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

How can I persuade MiNT to keep MP off? Can I include a command line
option or something?

(Oh, and would anybody be interested in the program? It's really
simple, but you might have use for it)

Thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1193. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3uo4e0$n7a@vishnu.jussieu.fr>
Source record: 10982

This thread has drifted from its primary subject (which is clearly described
by the title) to a debate about whether PC programmers are "lazy"
I won't enter this debate, as it doesn't belong here AT ALL:
o It isn't about atari computers
o It is not related to doom in any way

If you want to continue this very interesting (not!) conversation, please move
to comp.sys.atari.advocacy or one of the comp.sys.ibm.pc groups (how strange
that there is no ibm.pc.advocacy group!) or at least change the subject of the
thread.
But please don't post here any more.

Thank you very much.
Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1194. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: Myeck.Waters@p1.f616.n266.z1.fidonet.org
Message-ID: <6ca_9507220301@nisc.fidonet.org>
Source record: 10983

In a message of 16 Jul 95 23:14:33, Mdekker@fwi.Uva.Nl wrote:

M> this kind of stupid pc bashing is typical for people clinging to an old,
M> dead computer system such as Atari. Please get a clue or shut up.
-
Excuse me, but this is an Atari area. If you don't realise that, it's time for
YOU to get a clue.
-

1195. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3uo3aa$feg@golem.wcc.govt.nz>
Source record: 10984

In article <3umu2i$b1o@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>
>>millert@grad.csee.usf.edu (Timothy Miller) wrote:
>
>>:Wouldn't it be nicer if Microsoft programmers had a clue about compact,
>>:fast code? Maybe then we wouldn't need 1 gig of HD, 32 megs or RAM, and a
>>:500mhz Pentium just to run a word processor at half my typing speed.
>
>>this kind of stupid pc bashing is typical for people clinging to an old,
>>dead computer system such as Atari. Please get a clue or shut up.
>
>99% of PC users are _sheep_. They'd buy everything you tell them to.
>
>Imagine this: In the docs of WP6 they actually write under `system
>requirements': To really work well, a 486/66 with 8M RAM and at least
>16M swapspace on disk is required. Sick. For a wordprocessor, that
>is.
>
>I'll stick to Atari for a long while to come.

I realy pitty, and what is all this rubish about PC users having to upgrade,
its the same with Atari users..

I keep reading here that Atari users should get rid of their ST/STE's and get a
slow Falcon or TT, well for what they are they are well overpriced and need
a lot of hacks to make them work.....

I can go into a shop a buy a PC system and get full support and no Hacks,
can you do that with a Atari, that is if you can find a shop on this planet
called earth..

No the Atari and is OS is way way out of date...

If you don't go with progress then you get left by the way side...

Even the Atari OS developer John Townsend told you all here to go get a
real PC with a Real OS..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1196. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DC2Bx9.42A@comp.lancs.ac.uk>
Source record: 10985

In article <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>stupid, they just use the hardware all (minus 0.01%) users have at home.

minus 13%... PCs have 87% of the market share..

>If software was so terrific on an Atari, why is then that no one uses atari?
>(don't blame atari bad marketing, there are more reasons, like the hardware
>being not good/powerful enough).

Why does everyone use VHS when BetaMax was (is) a better standard
for VCRs (i.e. it has a bandwidth just greater than that used by the TV
signals actually transmitted, whereas VHS falls about 1.5Mhz short)...
Hardware, well the 680XX hardware is of superior design to that of the
X86,X87 series chips, i.e. more orthogonal instruction set etc etc...
but enough of the sad slanging match, back to what the thread was
about, DOOM on the atari..

Now, anyone know how to get in touch with the guys (gals?) writing
DOOMINO, which happens to be a 3D engine for the Falcon, not unlike
DOOM, demo'd as one of the under 100k demos at the Fried Bits 3
convention, look for it at

<A HREF="http://www.mcc.ac.uk/~dlms/Falcon/falcon.html">Falcon Page</A>

under the New software section as

96kintro.zip -- 3 demos under 96K each from the Fried Bits III
Convention 261K

it's the second demo (alphabetically) in the archive, it does a couple
of things even DOOM and DOOM II can't do... seems to run fast enough to
me..

Here's hoping,

Neil
(nab@comp.lancs.ac.uk)

1197. Re: Was: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-21 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3up6it$2b4@turing.fwi.uva.nl>
Source record: 10986

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:This thread has drifted from its primary subject (which is clearly described
:by the title) to a debate about whether PC programmers are "lazy"
:I won't enter this debate, as it doesn't belong here AT ALL:
:o It isn't about atari computers

oh but it is!

:o It is not related to doom in any way

atari is not related to doom in any way (except for the jag).

:If you want to continue this very interesting (not!) conversation, please move
:to comp.sys.atari.advocacy or one of the comp.sys.ibm.pc groups (how strange
:that there is no ibm.pc.advocacy group!) or at least change the subject of the
:thread.
:But please don't post here any more.
:
:Thank you very much.
:Bye.
:Bertrand

my oh my, Bertrand is a bit sensitive ! although you started this thread, it
is not *your* thread.

[10 line sig of Bertrand deleted]

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1198. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3upj0e$bs4@sphinx.Gsu.EDU>
Source record: 10987

Sander Stoks (sanders@sci.kun.nl) wrote:
: In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:

: >millert@grad.csee.usf.edu (Timothy Miller) wrote:

: >this kind of stupid pc bashing is typical for people clinging to an old,
: >dead computer system such as Atari. Please get a clue or shut up.

No. It's about the time to speak out the truth... PC isn't a computer
as much as it is a fashionable toy for people who don't have courage or
knowledge to make individual decisions. I know people to whom PC is the
best tool. For _them_ it's the best choice. But for the others, who
just follow the majority, blindly... I pity them. I'm happy with my
Atari - but I certainly know enough unhappy PC-users. They wonder: "I'm
supposed to have the BEST there is... Why doesn't it then work well?".
We all know those people, I guess. They ask you: "How come you still use
that mummified Atari, when there are REAL computers available?". They
think they're right - and we wrong. Still, they're unhappy (without
knowing why) - and we aren't.. =-) !

: Me: But you don't need such a powerful system for that!
: Friend: But the salesman said that WP 6.1 for Windows would be too
: slow on anything less. And there are some games already that
: _need_ a Pentium to run. 486 are for sissies.
: Me: So what's wrong with WP 5.1?
: Friend: But that's old!
: Me: So what's new in 6.1?
: Friend: Well, it's graphical, and there's something with macros...
: Much better, in any case.

: It doesn't capture the spirit too well, I see, but you get the point.
: Somehow, 99% of all the PC users I know seem to think that, whenever
: version x+0.1 of any program comes out, the version x they have suddenly
: breaks down and can't be used anymore. Most are even prepared to buy
: a new computer system every two (approx.) years, just to be able to
: run the latest and greatest software. They have wordprocessors of
: which they demand that they can draw with, art packages capable of
: calculating spreadsheets, spreadsheets with DTP printing capabilities
: etc. Every program takes 20M HD space. Amazing how some people I
: know wanted to buy a new HD because theirs was `full', and had about
: 50% to spare after I deleted all the example files, QuickGuides,
: TurboHelp, Ultra-you're-a-dummy-and-I'll-show-you-how-to-point-the-
: mouse-on-a-button-interactively-multimedia-hypertext-helpsystems.

: 99% of PC users are _sheep_. They'd buy everything you tell them to.

It's not their fault, after all... They just don't know enough. And the last thing they need is some damned Atarian like me telling them they made a wrong decision.. ;-) ! Truth is hard to swallow, isn't it?

: Imagine this: In the docs of WP6 they actually write under `system
: requirements': To really work well, a 486/66 with 8M RAM and at least
: 16M swapspace on disk is required. Sick. For a wordprocessor, that
: is.

: I'll stick to Atari for a long while to come.

And may you be happy with that choice =-) !

: Regards,
: --

Tommi

1199. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3uqpv8$rpb@golem.wcc.govt.nz>
Source record: 10988

In article <3upj0e$bs4@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
writes:
>Sander Stoks (sanders@sci.kun.nl) wrote:
>: In <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>
>: >millert@grad.csee.usf.edu (Timothy Miller) wrote:
>
>: >this kind of stupid pc bashing is typical for people clinging to an old,
>: >dead computer system such as Atari. Please get a clue or shut up.
>
>No. It's about the time to speak out the truth... PC isn't a computer
>as much as it is a fashionable toy for people who don't have courage or
>knowledge to make individual decisions. I know people to whom PC is the
>best tool. For _them_ it's the best choice. But for the others, who
>just follow the majority, blindly... I pity them. I'm happy with my
>Atari - but I certainly know enough unhappy PC-users. They wonder: "I'm
>supposed to have the BEST there is... Why doesn't it then work well?".
>We all know those people, I guess. They ask you: "How come you still use
>that mummified Atari, when there are REAL computers available?". They
>think they're right - and we wrong. Still, they're unhappy (without
>knowing why) - and we aren't.. =-) !

Tommi you talk a load of Rubish, learn to live with the PC because Atari will
not be around that long, you can't get parts etc....

The PC sells because it is marketed correctly and can be upgraded and has a lot
of software and options going for it, the Atari is DEAD, did you not read
what John Townsend posted....

What users need is support , were is the Atari support in any form at all..

Books, Clubs, Software, Updates and Repairs.....===NILL...!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1200. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3ur0ap$oda@ionews.io.org>
Source record: 10989

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Tommi you talk a load of Rubish, learn to live with the PC because Atari will
: not be around that long, you can't get parts etc....

Speaking of talking a load of rubbish...

Can't get parts? When I needed a new keyboard for my 1040, well, damnit
if I didn't find one! Then I needed a new power supply for same and --
hey, whaddya know? I found one! Then I needed a replacement for the
floppy drive in my Mega -- a specific drive, the one with the
parallelogram button on the front, and, well heck, found one of those, too!

For a machine I can't find parts for, I seem to have uncanny luck with
finding parts for it, don't I?

: The PC sells because it is marketed correctly and can be upgraded and has a lot
: of software and options going for it, the Atari is DEAD, did you not read
: what John Townsend posted....

Let's play a little "What he SAID was ... and what he MEANS is..." shall we?

What he SAID was...

"The PC sells because it is marketed correctly..."

What he MEANT was...

"The PC sells because it is marketed to computer-illiterate sheep by
dealers who tell them that they need one and, being computer-illiterate
but drinking in the hype that they need a computer like it was water,
they buy everything the dealer sells to them at outrageous prices and
think they got a pretty darn good deal out of it. Until they get it home
and discover WHY these companies have 24-hour help lines, since the
machine they just bought NEEDS 24-hour help lines ... and school courses
... and bible-length manuals, a technical degree, at-home service...etc"

What he SAID was...

"...it can be upgraded..."

What he MEANT was...

"...you can hack together some semblance of modularity that appears to
work seamlessly until you have to look up what IRQ means, what this dip
switch does, how to edit your AUTOEXEC.BAT nd CONFIG.SYS files, wht to
change in your WIN.INI, etc, etc..."

What he SAID ws...

"...lots of software options for it..."

What he MEANT was...

"...lots of full-tower cases available to house those numerous,
multi-gigabyte hard drives you will inevitably need to take advantage of
the many software options there are because they every one of them take
up more hard drive space than ten of the same applications on an Atari."

There. You see? You make a lot more sense when you clear things up like
this.

: What users need is support , were is the Atari support in any form at all..

I guess all these Atari users are of absolutely no help to me, then ...
they're not support, are they? Damn.

: Books, Clubs, Software, Updates and Repairs.....===NILL...!!!!

I've got books. I demoed a program I wrote at an Atari club meeting last
year. I _write_ software to be demoed at said clubs. I've performed any
number of repairs on my machine myself, and whaat I hvn't trusted myself
to do I have two fairly close (in the same city, that is) Atari dealers
who'd be happy to do it for me.

Is this what "NILL" means? I'm unfamiliar with the word, so I've had to
improvise here...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1201. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3urkf4$8vc@turing.fwi.uva.nl>
Source record: 10990

diehl@twitch.io.org (Eric March) wrote:

[long story in which he interprets words of roger, and shows that
he has no clue whatsoever, deleted]

shut up eric!

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1202. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3upnt4$nd9@golem.wcc.govt.nz>
Source record: 10991

In article <3ums5k$ah0@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>In the whole of this discussion the central question seems to be
>whether we, when we use AES 4.1 (or TOS 4.92), found on some obscure
>ftp-site or mailed by someone, actually deprive Atari of income since
>they licensed TOS to, for example, the Eagle.
>
>In my (humble) opinion, it would be best for Atari to put every single
>new TOS release immediately on every single ftp site they know of.
>After all, it might save Atarians from moving to PC. As they're not
>planning to do anything in computers again, they must concentrate on
>the user base that's still left. I can't imagine anyone who has taken
>the step to PC/Mac, to come back to Atari. Even if they came out with
>a Falcon040.

Atari have stated that their is a Good reason for not releasing TOS
to the PD..

Their would end up to many patched and adapted versions, and were would be
then, its like this Magic TOS, how compatible is it, from post I have seen here
its not that compatible...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1203. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3uq4sg$nj2@ionews.io.org>
Source record: 10992

: IMHO, writing compact, fast code and the Intel processor do not exactly go
: hand in hand.

: The problem is the architecture of the processor itself, although this will
: hopefully change with the advent of 32 bit memory access under Windoze 95 or
: NT.

Doubtful; Software can not make up for deficiencies on hardware, and the
PC has far too many deficiencies in its hardware.

: Long live the Motorola !!!

Here, here. :-)

: Steve Found.

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1204. Re: How does MiNT find out it has No Memory Protection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3us30a$g71@nyheter.chalmers.se>
Source record: 10993

In article <3uoeuo$d8d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>
>Lately I've been working on a simple AUTOEXEC-program that executes
>the programs in the autofolder in the order specified in a .DAT file

I've been using such a program for years now. I can't remember where
I found it, but it included sources which I patched a bit.
The configuration file is 'programmable' in a limited way. You can let
it decide from a keypress on startup (without delay) what programs
should be started.
IMO this is much nicer than any of the 'boot managers' out there and
it doesn't move files around. The latter was very important to me
earlier since my STE had one of those infamous DMA chips:
When it got warm (usually after four or five hours) the computer would
start writing to the boot sector on the hard drive...
Not very nice to do at bootup!

>However, when executing MINTNP.PRX (note the X!), MiNT seems to think
>it _does_ have MP switched on - and gets rather angry with GEM as soon
>as that starts up (I wanted it to run w/o MultiTOS).

You're using FreeMiNT, right?
My current configuration script stopped working when I installed that
MiNT version.

>it, but that didn't help! I found somewhere in the Changes.MH-doc
>that MiNT looks in the DTA of the parent, so I tried renaming
>AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

I keep all my 'AUTO folder' programs, including MiNT, in a folder
called AUTO_NEW. That should have worked with the DTA search.

I've looked at the sources, but I still don't understand why it
doesn't work. When I moved Outside from the mint.cnf to before MiNT
in the config file that caused the MP to be turned off, though.

>How can I persuade MiNT to keep MP off? Can I include a command line
>option or something?

Yes, if I recall correctly from my browsing of the sources, you can
use -M or -P. I think they are equivalent.

I'm thinking of hacking into the MiNT startup code to add a mint.cnf
switch for the memory protection. I guess there must be _some_ reason
why that isn't in there now, though.

>(Oh, and would anybody be interested in the program? It's really
>simple, but you might have use for it)

The startup program I use can't handle parameters, and naturally I
couldn't find the sources when I wanted to add that yesterday...

I'd very much like to modify your program to handle my config file.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1205. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-22 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3us260$419@golem.wcc.govt.nz>
Source record: 10994

In article <DC2Bx9.42A@comp.lancs.ac.uk>, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
>In article <3uckip$pc6@turing.fwi.uva.nl> mdekker@fwi.uva.nl (M. Dekker) writes:
>>oh come on! geeesh, utter nonsense. PC programmers are not lazy or
>>stupid, they just use the hardware all (minus 0.01%) users have at home.

> Why does everyone use VHS when BetaMax was (is) a better standard
>for VCRs (i.e. it has a bandwidth just greater than that used by the TV
>signals actually transmitted, whereas VHS falls about 1.5Mhz short)...
>Hardware, well the 680XX hardware is of superior design to that of the
>X86,X87 series chips, i.e. more orthogonal instruction set etc etc...
>but enough of the sad slanging match, back to what the thread was
>about, DOOM on the atari..

Their is another reason that BETA MAX died, it was imposible to service them,
you need to be a watch maker and you need a lot of expensive tools..

A VHS machine is very easy to service...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1206. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3usbir$rqh@status.gen.nz>
Source record: 10995
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Well that is the trouble really. Nothing worth quoting...

Mr Shepherd says so much in these areas which is ill advised and wrong,
and he knows that there are areas especially designed for his mindset.

I think it should be said that Mr Shepherd is no Authority on the
subjects he espouses and in fact he has an agenda all his own and quite
anti Atari. He hates it when I say, with Authority that there are parts,
clubs, books etc where Atari information is readily obtainable.

Our club in New Zealand is living proof that Mr Shepherd is a liar. He is
more akin to a racehorse with blinkers on. Our Club Membership has
increased especially over the past 18 months. The machines are reliable
and are likely to be around for a few more years yet.

Mr Shepherd, these areas are for people who own and use Atari machines
and are seeking advice etc. You are not interested in the "truth are you".
You seem to have such a fanatical love/hate relationship with this brand,
we wonder if it is a personal kind of "streaking" which you have no
control over.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand-------------------

1207. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ut587$8g3@golem.wcc.govt.nz>
Source record: 10996
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3usbir$rqh@status.gen.nz>, mbecroft@iconz.co.nz (Mario Becroft) writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>Well that is the trouble really. Nothing worth quoting...
>
>Mr Shepherd says so much in these areas which is ill advised and wrong,
>and he knows that there are areas especially designed for his mindset.

Piss off you stupid little boy...

>-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
>-President Tariland Computer Club Auckland New Zealand------------------

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1208. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3us3mt$g7s@nyheter.chalmers.se>
Source record: 10997

In article <3uokhm$3g3@vishnu.jussieu.fr>,
Bertrand Le Roy <bleroy@ccr.jussieu.fr> wrote:
>
>People are starting serious work here. If you want to join the effort, your
>help is welcome. We take this project quite seriously, and need people we can
>rely on.

Just a couple of days ago I saved the following from r.g.programmer (IIRC):

>If anyone knows where I can obtain a few WAD browsers, I would appriciate a
>point in right direction. I am looking for realtime viewers, but they
>do not need to animate anything (doors, sprites, etc).

Try DView.ZIP on x2ftp.oulu.fi. It reads WAD files, comes with source,
and will let you run around. It even renders floors as horizontal strips
as opposed to the easier but slow way, vertically.

That sure sounds useful!

I'd be interested in helping out on this project as well.
Image processing and emulators get boring if that's all you do. ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1209. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3uu5v3$ejt@status.gen.nz>
Source record: 10998
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.advocacy

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

Again, for all the world to see, Mr Shepherd shows all that he has
nothing of value to quote in a reply.

However, I have some advice for you Mr Shepherd, you are not going to get
away with your little game of bad mouthing a machine that people have
simply chosen to use.

The facts are that the Atari fraternity is GROWING in our country and you
are very out of touch. (But then you use a PC machine don't you)

I think that you are appreciated when you just give advice on technical
matters, even then I have seen you to be quite wrong on a number of
occasions, but I am sure your good will is appreciated in these matters.

So you see Mr Shepherd I am quite able to see you for what you are.
But I am positive that people around the world are sick of your diatribe
coming out of New Zealand.

Why don't you try bucking yourself up a bit mate. We would all love you
for it.

-Brian Becroft (mbecroft@iconz.co.nz) Keeping ATARI ALIVE in New Zealand!-
-President Tariland Computer Club Auckland New Zealand--------------------

1210. Screen memory

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: graham@nauticom.net
Message-ID: <3utpt5$fsm@booch.legent.com>
Source record: 10999

I am searching for documentation about how the screen memory is coded in the ATARI 520 STE

1211. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DC6622.6By@crash.cts.com>
Source record: 11000

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

: Their would end up to many patched and adapted versions, and were would be
: then, its like this Magic TOS, how compatible is it, from post I have seen here
: its not that compatible...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

What was that?....Did a gnat fart or something?...Oh well, it obviously
was not important...

1212. Re: How does MiNT find out it has No Memory Protection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DC66AF.74q@crash.cts.com>
Source record: 11001

Not rain on your parade or to put down anything you have done, but why
not just reorganize the AUTO programs with a program that does so. That
way a special execution program is not necessary. There are many
different utilities out that offer AUTO folder reordering.

Why try to invent a machine to open doors by pulling out the hinge-pins,
when all that is necessary is to turn the door-knob?

Rich

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,

: Lately I've been working on a simple AUTOEXEC-program that executes
: the programs in the autofolder in the order specified in a .DAT file
: (because I was experimenting a lot with the AUTO-folder order). It simply
: extracts program names and commandlines out of an AUTOEXEC.DAT file
: and executes those.

: However, when executing MINTNP.PRX (note the X!), MiNT seems to think
: it _does_ have MP switched on - and gets rather angry with GEM as soon
: as that starts up (I wanted it to run w/o MultiTOS).

: So I figured out that MiNT checked the filename and was confused by
: the X (after all - you can't run a program called .PRX) so I made a
: kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
: it, but that didn't help! I found somewhere in the Changes.MH-doc
: that MiNT looks in the DTA of the parent, so I tried renaming
: AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.

: How can I persuade MiNT to keep MP off? Can I include a command line
: option or something?

: (Oh, and would anybody be interested in the program? It's really
: simple, but you might have use for it)

: Thanks in advance,
: --
: /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
: */K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
: int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
: __]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */

1213. Re: How does MiNT find out it has No Memory Protection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3utpcn$k08@nyheter.chalmers.se>
Source record: 11002

In article <DC66AF.74q@crash.cts.com>,
Richard John Kelsch <richcsst@crash.cts.com> wrote:
>Not rain on your parade or to put down anything you have done, but why
>not just reorganize the AUTO programs with a program that does so. That

I gave a very good (but not common, thankfully) reason earlier.

>way a special execution program is not necessary. There are many
>different utilities out that offer AUTO folder reordering.

Can they all send parameters?
How large are they?
Do they take extra time on bootup?

>Why try to invent a machine to open doors by pulling out the hinge-pins,
>when all that is necessary is to turn the door-knob?

IMO the reordering is the 'pulling of pins'.
What could be easier than a list of files to execute?
On older machines you also need special programs to see what the order
is, since the normal desktop can't show it.

In general, I think that the concept of a significant 'order', totally
unrelated to anything obvious, in a filesystem is _bad_.

Another thing I really dislike is the way so many programs force you
to put their configuration files in the root on the boot drive (or C:\).
Together with all the enabled and disabled ACCs, I must have a couple
of dozen files cluttering what for many people would be the _only_
root directory. I'm glad I have 11 more!

By the way, the memory protection switches I mentioned for MiNT should
be lower case. (I added a new command for MINT.CNF myself this morning.)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1214. Calling AES in subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3utrth$2r4@news.mdata.fi>
Source record: 11003

How can one call AES in a subroutine that has been started
in the same address space in MiNT (eg. with troff from mint lib) ?
I couldn't get the thing to work, the program would just
crash or do nothing when AES was called.
Like this kind of program:

```
#include <support.h>
#include <osbind.h>
#include <aes.h>

short mes[8];
long ap_id

main()
{
ap_id = appl_init()

troff(new_sub, 0);

evnt_mesag(mes);
}

void new_sub(long arg)
{
mes[0] = 1238; /* no matter what you put */

shel_write(ap_id, 16, mes);

/* or any other AES function, like form_alert... */

for (;;);
}
```

And it doesn't help at all even if you try to init AES using
appl_init in the new_sub routine..

Is there any trick to get this work? Or is using AES together
with MiNT really this impossible? The basic problem I have
is that I need to wake the main procedure from event_mesag
call from the sub routine.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *

1215. Re: falcon tos 4.92 w/min

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3uu1dl$43l@news.mdata.fi>
Source record: 11004

s> Atari have stated that their is a Good reason for not releasing TOS
s> to the PD..
s>
s> Their would end up to many patched and adapted versions, and were would be
s> then, its like this Magic TOS, how compatible is it, from post I have seen
s> here
s> its not that compatible...

I have heard that Atari won't be releasing these TOS versions/MultiTOS
to public domain because Atari has to pay some royalties for every
copy of TOS to DR. At least this was the case with MultiTOS, when it
was released (everyone remember Bob Brodie trying to get MultiTOS
to be released in the PD ?).

---
* Kivi 1.41a *

1216. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-23 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30123e05_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11005

In a message Bertrand Le Roy wrote to All :
BLR> I've seen this demo. It's great and the closest thing to a doom
BLR> algorithm. Of course, it's not perfect. It needs some polishing, but
BLR> still, I think we should study this program. It's really great. I'll try
BLR> to get in touch with them.

Have you seen EKO's latest demo "EKO SYSTEM". It have a Descent lookalike part.
Okey there is no texture mapping, but it's VERY good and fast! I would say
atleast 25 fps if not more. :))

>> it's the second demo (alphabetically) in the archive, it does a couple
>> of things even DOOM and DOOM II can't do... seems to run fast enough to
>> me..
BLR> Yes, just fast enough on a basic falcon

Does it support an accelerated falcon? A 40MHz CPU and 50 MHz DSP would make it
even faster!

BLR> People are starting serious work here. If you want to join the effort,
BLR> your help is welcome. We take this project quite seriously, and need
BLR> people we can rely on.

What do you mean with this? Are you saing that you are working on a "DOOM"
clone (I would prefer a Dark Forces clone if possible)? :))

I hope you are as we need some good games for the falcon. Especially if the
rummors about Atari having started to produce the falcon again! :)

cheers,
Magnus kollberg

1217. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3uv1bs$af0@inca01.inca.co.nz>
Source record: 11006

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

> Atari have stated that their is a Good reason for not releasing TOS
> to the PD..

> Their would end up to many patched and adapted versions, and were would
> be then, its like this Magic TOS, how compatible is it, from post I have
> seen here its not that compatible...

You are right that Atari will not release any version of TOS as PD.

However, the reason you gave is incorrect.

The real reason is that THEY MUST PAY A ROYALTY TO _Digital_Research_Inc_
FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!

This reason was given by Atari themselves (in "Dateline Atari" about
1991/2).

If they did not have to do so, they would have made TOS (including any GUI
it may contain) a freely distributable program.

1218. Trouble recompiling MinT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jul24.160413.2065@cathy.ijs.si>
Source record: 11007
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I hope somebody can help me.
I am trying to compile freemint (1.12 h4), and I have been unable to compile
it with GCC. I used GCC 2.3.3 (I also tried with 2.5.8 with the same problem).
I used the libraries pl 46, and linker from utlbin38.

No matter what I try, I get several undefined symbols in the link phase.
This is weird because I was able to compile the source with other compilers and
they did not complain about those symbols (but MinTs compiled with other
compilers had other problems I won't get into).

Can anybody tell me what I need to define the symbols missing below?
Thank you very much.

Make Utility Copyright © 1992 HiSoft
All Rights Reserved - Version 1.40

```
gcc-atariST version 2.3.3 Patchlevel 1
I:\GCC\GCC-ld.ttp -v -G -o mint.prg I:\LIB\LIB\crt0.o bios.o xbios.o console.o
dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o mem.o proc.o signal.
o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o tosfs.o debug.o rendez.o uni
fs.o shmfs.o fasttext.o welcome.o nalloc2.o memprot.o realloc.o update.o context
.o intr.o syscall.o quickzer.o quickmov.o cpu.o -liio16 -lgnu16
`gcc-ld' linker Patchlevel 36 for GNU, Atari ST version (Jul 1 1993 20:18:43)
dosmem.o: Undefined symbol _set_mmu referenced from text
dosmem.o: Undefined symbol _set_mmu referenced from text
main.o: Undefined symbol _setstack referenced from text
main.o: Undefined symbol _save_mmu referenced from text
main.o: Undefined symbol _restr_mmu referenced from text
mem.o: Undefined symbol _cpush referenced from text
procfs.o: Undefined symbol _cpush referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
debug.o: Undefined symbol _restr_mmu referenced from text
memprot.o: Undefined symbol _cpush referenced from text
memprot.o: Undefined symbol _set_mmu referenced from text --
```

```
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
```

1219. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3uvumh$7a5@sunsystem5.informatik.tu-muenchen.de>
Source record: 11008

In article <DByuIu.sM@comp.lancs.ac.uk>, nab@comp.lancs.ac.uk (Mr N A Barnes) writes:
|> Fair enough, I don't want to put those wonderful people who wrote
|> Substation down at all, as you say for a first effort it's groovy, but
|> why oh why won't we get a Falcon DSP version... cos then you could have
|> textures, walls not at right angles, and so on and so forth.. still, as
|> you so rightly point out, all praise to the Substation people, and I'm
|> sorry if I came across a bit harshly....
What's your problem ? To the ProTOS 95 (Bonn/Germany) such a programm will be
ready. Ok this programm is NOT from the Substation programmers, but uses the dsp
:)
Check out:
http://www.informatik.tu-muenchen.de/~spatzene/release.html
for more infos ..
bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

1220. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: cs93dlh@polaris.dcs.exeter.ac.uk
Message-ID: <DC81rq.los@exeter.ac.uk>
Source record: 11009

In article <3uqpv8$rpb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>The PC sells because it is marketed correctly and can be upgraded and has a lot
>of software and options going for it, the Atari is DEAD, did you not read

The PC sells because lots of people have already bought one.

> What users need is support , were is the Atari support in any form at all..

It is here, in this newsgroup amongst other places. That's what this place
is for, though you don't quite seem to have grasped that fact.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

1221. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3v0av1$bmq@sunsystem5.informatik.tu-muenchen.de>
Source record: 11010

Doomino V1.0 from Stax will be out soon (2 months ..) (checkout doomino, 96ktro competition Fried Bits III)
bye
Roland
--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

1222. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9507241750.AA00379@ilmen.lanl.gov>
Source record: 11011

In a previous article, magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) wrote:

> If Atari denies the existence of TOS 4.92 it can't be piracy can it? The
> product does not exist!

They may be denying the public availability of the software. If you obtain
a copy without their permission, it's still piracy. But truth be told, it
appears that they could care less right now.

> I have also heard that Atari have taken up the production of the falcon!
> Great news in my ears!

And yet another unsubstantiated rumor. Hope springs eternal in the hearts
of the faithful. :)

-Hutch- @ Fair Dinkum Tech

1223. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3v1krj$875@cxc1.cl.msu.edu>
Source record: 11012

hutch@ilmen.lanl.gov (Hutch) writes:

> Hope springs eternal in the hearts of the faithful. :)

When jaguars fly...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1224. Re: How does MiNT find out it has No Memory Protection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-24 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3v0qdt$ij2@irzr17.inf.tu-dresden.de>
Source record: 11013

In article <3uoeuo$d8d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:

> So I figured out that MiNT checked the filename and was confused by
> the X (after all - you can't run a program called .PRX) so I made a
> kludge to rename MINTNP.PRX to MINTNP.PRG shortly before exec()-ing
> it, but that didn't help! I found somewhere in the Changes.MH-doc
> that MiNT looks in the DTA of the parent, so I tried renaming
> AUTOEXEC.PRG to MINTNP.PRG, but that didn't help either.
>
> How can I persuade MiNT to keep MP off? Can I include a command line
> option or something?

Yes, the "-m" and "-p" options to MiNT turn off memory protection.
("-mw" or "-pw" do so, too, and additionally suppress the ugly warning
message.)

As for looking at the name of the MiNT binary: Renaming the binary
won't help because FreeMiNT doesn't actually search in "\auto". The
current logic (as of FreeMiNT 1.12.4) is to look in the parent's DTA
for the last file name that had been Fsfirst()/Fsnext()'d and to turn
off memory protection if it was "MINTN*.PRG" or "MNTN*.PRG".

(This kludgy behavior can be turned off by #undef'ing AUTO_FIX at
compile time, thereby activating the old "\auto\mintnp.prg" method.
However, renaming the executable still won't work because MINT
searches it too early in its boot process.)

Counting executable names ending in "*.PRX" would be a bad idea
because most people use it to disable AUTO folder programs.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1225. ROMS and Natural languages

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <423330153fa5@m18.herts.ac.uk>
Source record: 11014
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I know about the cookie jar ones from Rainbow TOS)..

the ox_conf variable in the os_base as pointed out in the Atari User documentation says that will do it, but that comes out with a value of 255 (which as I understand can't be right..)

The programme profile comes up with the same result..

Alex Nicholls

1226. Re: Trouble recompiling MinT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3v311n$3v2@nyheter.chalmers.se>
Source record: 11015

```
In article <1995Jul24.160413.2065@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:
...
>No matter what I try, I get several undefined symbols in the link phase.
...
>I:\GCC\GCC-ld.ttp -v -G -o mint.prg I:\LIB\LIB\crt0.o bios.o xbios.o
>console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o
>mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o
>tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o welcome.o nalloc2.o
>memprot.o realloc.o update.o context.o intr.o syscall.o quickzer.o
>quickmov.o cpu.o -liio16 -lgnu16

_set_mmu, _setstack, _save_mmu, _restr_mmu and _cpush are all defined
in the file cpu.spp, which should have been compiled into the cpu.o at
the end above.

Something must have gone wrong with the compilation of cpu.spp.
Check if cpu.o is empty for example.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)
```

1227. Re: egem and gdos problem..

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <4233301533f3@m18.herts.ac.uk>
Source record: 11016

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:
: In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106) writes:

: AN> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and wondered
: AN> if any body knows how to fix the problem, when I do not install
: AN> SpeedoGDOS at bootup
: AN> any of my Enhanced GEM programs (including the test ones sources are
: AN> compiled
: AN> under GNU C) they crash...

: Are you opening a physical workstation (v_opnwk) instead of a virtual one
: (v_opnvwk)?

: AFAIR, with any GDOS a physical workstation can be opened, but virtual
: wkstns are almost always used for the screen and physical wkstns are used
: only when necessary (e.g. printing via GDOS).

Ah, but e_gem it self does all that, but I think there is a bug in it, at least preventing it to work properly under GNU C..

Alex

1228. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11017

In a message Roland Spatzenegger wrote to All :
RS> From: spatzene@informatik.tu-muenchen.de (Roland Spatzenegger)

RS> Doomino V1.0 from Stax will be out soon (2 months ..) (checkout doomino,
RS> 96ktro competition Fried Bits III)

Will this be an interactiv version there you can move around? What is the plan
for this DOOMINO thing? I know that you are responsible for Icubator, but I
must say that Doomino looks much better and I hope that it will come a real
version with something to shot at. :)

cheers,
Magnus Kollberg

1229. Dual tones in GFA basic ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Jul25.100950.19210@zippy.dct.ac.uk>
Source record: 11018

OK, so I have a sound chip that can generate the individual frequencies, and it has more that enough channels to play 2 tones, but I can't seem to persuade GFA Basic to play more than 1 note at a time. I can play 1 note on one channel or on lots of channels, but when I try to play a different note on a different channel, the first note stops.

Help, ideas, listings, etc much appreciated. please mail as I can't read news as regularly as I'd like to.

the hatter

1230. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <3v2hos$n1q@vishnu.jussieu.fr>
Source record: 11019

In article
<ftn_2.203.221.11$fidonet.org_30123e05_Magnus.Kollberg@p11.straight.ct.se>,
magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) wrote:
>Have you seen EKO's latest demo "EKO SYSTEM". It have a Descent lookalike
>part.
>Okey there is no texture mapping, but it's VERY good and fast! I would say
>atleast 25 fps if not more. :))
OK, I'll download it right away.

>Does it [doomino] support an accelerated falcon? A 40MHz CPU and 50 MHz DSP
>would make it
>even faster!
I don't know, but OUR project will run on any falcon. The user should be able
to choose the resolution and the size of the screen, from the fluid little
window to the overscan one. Of course, it should work on any configuration
with a hard drive and a VGA or RGB monitor. And if people have very fast
falcons, why not use the ScreenBlaster and BlowUp cards?

> BLR> People are starting serious work here. If you want to join the effort,
> BLR> your help is welcome. We take this project quite seriously, and need
> BLR> people we can rely on.
>What do you mean with this? Are you saing that you are working on a "DOOM"
>clone (I would prefer a Dark Forces clone if possible)? :))
Yes. The idea is to make a doom clone that can read the WAD files of doom, and
communicate with PC, Mac, etc. based users. Dark Forces... Well, if Dark
Forces were a WAD. But it's not. And it needs a CD-ROM. Let's first do doom.
:)

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1231. Re: Trouble recompiling MinT

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2507951236590001@47.85.0.99>
Source record: 11020

In article <1995Jul24.160413.2065@cathy.ijs.si>, matija.grabnar@ijs.si wrote:

> I hope somebody can help me.
> I am trying to compile freemint (1.12 h4), and I have been unable to compile
> it with GCC. I used GCC 2.3.3 (I also tried with 2.5.8 with the same problem).
> I used the libraries pl 46, and linker from utlbin38.
>
> No matter what I try, I get several undefined symbols in the link phase.
> This is weird because I was able to compile the source with other
compilers and
> they did not complain about those symbols (but MinTs compiled with other
> compilers had other problems I won't get into).
>
> Can anybody tell me what I need to define the symbols missing below?
> Thank you very much.
>
> Make Utility Copyright © 1992 HiSoft
>
> All Rights Reserved - Version 1.40
>
******* Stuff deleted **********

I had some problems like this with 2.5.8 & the TEMP varaible was not defined
correctly,I had the path set to a non existant directory.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1232. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_3014c9fb_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11021

```
In a message Hutch wrote to All :
>> I have also heard that Atari have taken up the production of the falcon!
>> Great news in my ears!
H>
H> And yet another unsubstantiated rumor. Hope springs eternal in the
H> hearts of the faithful. :)

Yey it does! And it will as long as I use an Atari computer. :)

cheers,
Magnus Kollberg
```

1233. Threads

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FGZRFFAFUP@zumdick.rhein-main.de>
Source record: 11022

Is anyone seriously interested in a little Pure-C library to
do 'thread-like' programming ?

I wrote something like this just for the fun of it, but I
ain't got no real use for it at the moment.

If there's some feedback, I'll type a little usage info and
post the stuff here. Its only 16K source. UU-Compressed probably
4K. The idea will be that I give the source out, maybe do
a little initial handholding but basically I don't want to
'support' it. I think you can use the thread library quite well
in GEM programs, where each window is a thread, and a
cleverly adapted evnt_multi then dispatches the threads.

Nat!

P.S. here's a small demo source (you could also link an interrupt
into the dispatcher, to get preemption).

```
#include <nat\ndefines.h>
#include "thread.h"

thread x, y;

void routineA()
{
Cconws( "routine A\r\n"); /* exits soon */
}

void routineB()
{
for(;;)
{
Cconws( "routine B\r\n");
thread_yield();
}
}

void routineC()
{
for(;;)
{
Cconws( "routine C\r\n");
thread_yield();
}
}
```

```
main()
{
thread_run( &x, routineA, 0);
thread_run( &y, routineB, 0);
thread_run( &x, routineC, 0);

for(;;)
{
Cconws( "routine D\r\n");
thread_yield();
}
}

/* Output will be something like:

routineA
routineB
routineC
routineD
routineB
routineC
routineD
routineB
routineC
routineD
...
*/

P.P.S.:
When running on interrupts, the library is a bit problematic
in programs that use TOS calls heavily, because a context
switch will only be done, when the program is executing
in user program space (and user mode). So in effect you'd
still need to do some thread_... calls in your thread code.

------------------"Bang that bit that doesn't bang"---------------

The future's looking brighter / (with) every beer that I pour in me

David Lee Roth
```

1234. Jaguar...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <ftn_2.204.419_55b41f66_Roine.Stenberg@stacken.ct.se>
Source record: 11023

For those of you interested about programming the Jaguar take a look at this WWW page...

http://www-und.ida.liu.se/~t94patsa/jserver.html

1235. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950725191022.18943A-100000@mars>
Source record: 11024

On 24 Jul 1995, Gaven Miller wrote:
----------<snip>----------
> You are right that Atari will not release any version of TOS as PD.
> However, the reason you gave is incorrect.
>
> The real reason is that THEY MUST PAY A ROYALTY TO _Digital_Research_Inc_
> FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!
>
> This reason was given by Atari themselves (in "Dateline Atari" about
> 1991/2).
----------<snip>----------

Strange, I remember that Atari actually bought the rights to use Gem 0.9
at a time when Digital Research was out of money? Are you sure that
Atari pays royalties, or is it so that they are just not allowed to pass
the rights on to other organisations?

// Jens M Andreasen

1236. GEM++

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-25 00:00:00 UTC
From: bikamph@sus.edu.eur.nl
Message-ID: <3v2s3l$2j8@sus.edu.eur.nl>
Source record: 11025

```
I tried:
char tmp[10], tmp2[10]; GEMform F(..., ...); GEMobject O(F, ...);
strcpy(tmp, "...."); O.SetText(tmp); F.Do(); The bombing: strcpy(tmp2, O.Text())
;
Who can help me? What am I doing wrong?
Jan Kamphuis (bikamph@cs.few.eur.nl)

:save

n k:save
::help!
/
```

1237. Re: ROMS and Natural languages

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3v51q7$ifb@percy.cs.bham.ac.uk>
Source record: 11026
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
>Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
>know about the cookie jar ones from Rainbow TOS)..
>
>the ox_conf variable in the os_base as pointed out in the Atari User
>documentation says that will do it, but that comes out with a value of
>255 (which as I understand can't be right..)
>
>The programme profile comes up with the same result..

There is a special value which means 'support all languages' which I
understand is used in the Falcon ROMs.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1238. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3v4npp$jjp@sunsystem5.informatik.tu-muenchen.de>
Source record: 11027

In article <ftn_2.203.221.11$fidonet.org_3014c910_Magnus.Kollberg@p11.straight.ct.se>,
magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) writes:
|> Will this be an interactiv version there you can move around? What is the plan
I think so ...
|> for this DOOMINO thing? I know that you are responsible for Icubator, but I
|> must say that Doomino looks much better and I hope that it will come a real
I know :) (The first version of my old wolf3d I programmed in about 2 weeks, this
is also the verions in the Incubator preview ... The new version is much faster,
but i never want to make a doom clone, i only wanted to make a Wolfenstein3D with
free walls ;)
|> version with something to shot at. :)
:)
bye
Roland
--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

1239. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95207.184322STIRRE31@MAINE.MAINE.EDU>
Source record: 11028

I checked out Doomino the other day after talk here and must
say that I was very impressed. If this is made into a playable
game I would be very happy.
Regarding attempts at Doom-like games what do people think of
Lasers and Men? I personally disliked it because I found
the playability awful. Please keep this in mind- make the game
fun to play (I know, easier said then done). Heck, I'd love
to just see a Wolf 3D clone. That is a great game even if
it isn't the newest thing around.
-scott tirrell

1240. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCAt8p.3y7@cix.compulink.co.uk>
Source record: 11029

In message <3uv1bs$af0@inca01.inca.co.nz>, gmiller@inca.co.nz said:
> Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> > Atari have stated that their is a Good reason for not releasing TOS
> > to the PD..

> You are right that Atari will not release any version of TOS as PD.

> However, the reason you gave is incorrect.
>
> The real reason is that THEY MUST PAY A ROYALTY TO
> _Digital_Research_Inc_ FOR EVERY COPY OF GEM CREATED/SOLD/GIVEN-AWAY!

This comes up from time to time. Now whereas I believed this to be the case - other people seem to think that Atari bought out the license from DR to avoid this royalty problem - and also let them develop GEM as they saw fit.

The real question - is does anybody actually *know*?

> This reason was given by Atari themselves (in "Dateline Atari" about
> 1991/2).

Is it still true now I wonder? Was it even true then? ;-)

> If they did not have to do so, they would have made TOS (including
> any GUI it may contain) a freely distributable program.

I think Atari (IMHO) are too disorganised - and entirely unbothered at clarifying this situation and making it available even if they do own the rights.

:-(

Roland.

@CiX

1241. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCBL0q.9t3@crash.cts.com>
Source record: 11030

: > If Atari denies the existence of TOS 4.92 it can't be piracy can it? The
: > product does not exist!

: They may be denying the public availability of the software. If you obtain
: a copy without their permission, it's still piracy. But truth be told, it
: appears that they could care less right now.

A point to consider on the first paragraph. You will notice a copyright message dialog box in its typical selection above the desk accessory slots from within the Desktop. It claims Atari's copyright date 1985-1994 and its Digital Research notice. It satifies all international treaty and USA law requirements for Copyright claim. It states the NAME of the copyright holder(s), the DATE, and either the word "COPYRIGHT" or the copyright symbol. Typically all of the "allied" countries honor this treaty.

Just a bit of legal info.

Rich

1242. Programming computer to dial home

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: rhino@aztec.asu.edu
Message-ID: <3v4ct9$g81@news.asu.edu>
Source record: 11031

```
I am interested in creating a program for my Atari computer. So
far I have the rough draft. I was wondering if anyone could help
me with a couple of things. I will type my program out, so that you
can examine it.
10 REM AZTEC
20 PRINT "Do you wish to connect to AZTEC?"
30 INPUT A$
40 IF A$ = YES THEN GOTO 60
50 IF A$ = NO THEN GOTO 70
60 CALL 965-4151 or DIAL 965-4151
70 END
That's my program so far. As for line 60, I am not sure what commands
you would use for dialing into a computer. Can anyone help me?
Also, I don't want to type in my login name everytime I log in the computer.
Does anyone know how to program the computer to do it? Any help would be
appreciated a lot. One more thing, how do you save the program to a disk?
Bye and have a nice day. Please email ASAP! Thank you.
--
```

1243. Q:NVRAM acces from GFA impossible?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3v6ad0$b35@tron.sci.fi>
Source record: 11032

```
Hello !

Have anybody any idea how to change
NVRAM in Falcon from GFA ?
I Like to change my keyboard layout to
Finnish if it's possible.
On cookies is mentioned that (_AKP 10=FIN), and I
suppose that changing byte in $07 on NVRAM to
$A is the trick.

I tried XBIOS(46) call:

check%=XBIOS(46,W:0,W:7,c)

to check what is in there, but all I get was
bombs. Maybe I work it out later...

--
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
_/ VVANAMO@tays.fi (E-Mail only !)_/ _| _/_| _/ Lahtomaenkatu 3 B 38
_/ miqco@sci.fi ( Use this one !!)_/ _|_/ _|_/ 33580 Tampere
/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ _|/ _|/ FINLAND
```

1244. re: egem and gdos problem..

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-26 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <2107phodgkin@nest.demon.co.uk>
Source record: 11033

In a message of <26 Jul 95 06:37:48>, Alex Nicholls (90:100/106) writes:

AN> Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:
AN> : In a message of <19 Jul 95 17:54:34>, Alex Nicholls (90:100/106)
AN> writes:
: AN>> I'm using Enhanced GEM libraries (2.20) for GNU C 2.5.8 and
: AN>> wondered if any body knows how to fix the problem, when I do not
: AN>> install SpeedoGDOS at bootup
: AN>> any of my Enhanced GEM programs (including the test ones sources
: AN>> are compiled
: AN>> under GNU C) they crash...
AN>
AN> : Are you opening a physical workstation (v_opnwk) instead of a
AN> virtual one : (v_opnvwk)?
AN>
AN> : AFAIR, with any GDOS a physical workstation can be opened, but
AN> virtual : wkstns are almost always used for the screen and physical
AN> wkstns are used : only when necessary (e.g. printing via GDOS).
AN>
AN> Ah, but e_gem it self does all that, but I think there is a bug in it,
AN> at least
AN> preventing it to work properly under GNU C..

Well, if E_GEM opens your workstation, it must use a particular function to
do so, why not avoid it and write your own.

I haven't used E_GEM (yet) so I really don't know about it's capabilities.

Phil.

~ Experience varies directly with equipment ruined. ~

--

1245. Re: ROMS and Natural languages

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3v7tk7$ntv@inca01.inca.co.nz>
Source record: 11034
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
> Does anyone know how to get the language the ROM is in on ALL TOS Roms. (I
> know about the cookie jar ones from Rainbow TOS)..

> the ox_conf variable in the os_base as pointed out in the Atari User
> documentation says that will do it, but that comes out with a value of
> 255 (which as I understand can't be right..)

> The programme profile comes up with the same result..

The value in the os_conf byte in the OS header needs to be interpreted as
two separate values : the top seven bits give the country number, whereas
the bottom bit gives the PAL/NTSC flag.

As such, the value 255 says : country is 127, PAL.

Country 127 means "All countries/languages supported". The only TOS
version(s) with this info in it are TOS 4.x in the Falcon.

Previous versions of TOS are country/language dependent.

1246. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-27 00:00:00 UTC
From: spatzene@informatik.tu-muenchen.de
Message-ID: <3v7aad$bn5@sunsystem5.informatik.tu-muenchen.de>
Source record: 11035

In article <95207.184322STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Regarding attempts at Doom-like games what do people think of
|> Lasers and Men? I personally disliked it because I found
|> the playability awful. Please keep this in mind- make the game
Yup, I think they use real 3D-texturemapping, which slows down the game ...
|> to just see a Wolf 3D clone. That is a great game even if
|> it isn't the newest thing around.
Thank you :)

bye
Roland

--
Roland Spatzenegger IRC: Cymric spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~spatzene/

1247. Re: Programming computer to dial home

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-27 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9507271445.AA00948@ilmen.lanl.gov>
Source record: 11036

In a previous article, rhino@aztec.asu.edu (JAMES ALLAN ALEXANDER) wrote:

```
> 10 REM AZTEC
> 20 PRINT "Do you wish to connect to AZTEC?"
> 30 INPUT A$
> 40 IF A$ = YES THEN GOTO 60
> 50 IF A$ = NO THEN GOTO 70
> 60 CALL 965-4151 or DIAL 965-4151
> 70 END
```

It would be helpful if you told us what kind of Atari computer and the programming language you are using. This looks like good ol' Atari BASIC for the 8-bits.

You need to add double quotation marks around the string variable values in lines 40 and 50 to make it work:

```
40 IF A$ = "YES" THEN GOTO 60
50 IF A$ = "NO" THEN GOTO 70
```

And as far as line 60 is concerned, methinks that might me a bit over your head as a beginning programmer. But if you really wish to pursue it, you might also check in comp.sys.atari.8bit as that's where most 8-bit Atari users hang out. I don't remember enough Atari BASIC to help.

-Hutch- @ Fair Dinkum Tech

1248. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-27 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_3017e4ad_Magnus.Kollberg@p11.straight.ct.se>
Source record: 11037

In a message Roland Spatzenegger wrote to Magnus Kollberg:
|>> for this DOOMINO thing? I know that you are responsible for Icubator, but
|>> I must say that Doomino looks much better and I hope that it will come a

RS> I know :) (The first version of my old wolf3d I programmed in about 2
RS> weeks, this is also the verions in the Incubator preview ... The new
RS> version is much faster, but i never want to make a doom clone, i only
RS> wanted to make a Wolfenstein3D with free walls ;)

That will explain why the DOOMINO looks better/nicer. I hope that the final
version of Incubator will be fast and I think it will. :)
When is it going to be released?

cheers,
Magnus Kollberg

1249. Re: Calling AES in subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-28 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3vat3g$p9o@percy.cs.bham.ac.uk>
Source record: 10890

artoj@mits.mdata.fi (Arto Jalkanen) writes:
>How can one call AES in a subroutine that has been started
>in the same address space in MiNT (eg. with troff from mint lib) ?

There is no problem writing AES programs which use Mint features, or
even the mintlibs. Are you creating a GEM program with your linker?
The startup stubs are usually different for GEM programs and TOS
programs. You may also have problems if your program has a TTP or TOS
filename extension.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1250. Re: Programming computer to dial home

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCEH1G.8yA@cix.compulink.co.uk>
Source record: 11038

In message <3v4ct9$g81@news.asu.edu>, rhino@aztec.asu.edu said:

> That's my program so far. As for line 60, I am not sure what commands
> you would use for dialing into a computer. Can anyone help me? Also,

The comamnds depend on which version of BASIC you are using. Basically you want to print a string to the serial (AUX) port to get it to dial. The string needs to be something like:

ATDT phone-number

> I don't want to type in my login name everytime I log in the computer.
> Does anyone know how to program the computer to do it? Any help would

Much the same thing. Just a case of printing your login name to the serial port at the appropriate time. It gets a bit more tricky if you want the program to look for the 'login:' prompt.

A point to note though is that although the basics are fairly simple - it gets quite complicated, the more features you add. If you are programming this because you want the experience then all well and good. However if you don't care - and just want the facilities - then you might find a terminal emiulation package which has most of this built in anyway.

> One more thing, how do you save the program
> to a disk?

This too depends on the version of Basic you are using. Usually under the 'FILE' menu in the menu bar.

:-)

Roland.

@CiX

1251. Jaguar...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-28 00:00:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se>
Source record: 11039

```
TO: mdekker@fwi.uva.nl
> BTW. how much does a jag cost these days? (in the
> netherlands)

I don't know. In the USA, price is 199 dollars i think...
```

1252. Atari Programming Tools

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-29 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <3vd7d4$m1v@apopi.u-strasbg.fr>
Source record: 10891
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi

I de like 2 post and maintain a list of All Programming tools available
for the St line (ie
St, stf, stfm, ste, TT , MST, MSTe, Falcon, Medusa)

i Books

_Title
_Author
_Publisher
_Date of Edition
_ISBN
_Language
_Subject(s)
_Price

ii Develloping Tools

_ Name
_Author
_Latest version
_Publisher
_Status (ie commercial, Freeware etc ...)
_Type of Tool(ie Resource Editor, Assembler)
_Configuration needed to run the software
_Price

iii Adresses

PLEASE send in E-adresses and Snail Adresses of authors and Publishers.
Submit to :

Fg024@Cleveland.Freenet.edu
ch@valholl.u-strasbg.fr
Hirlimann Ludovic
8, rue de Londres
67610 La Wantzenau
France

1253. Re: Q:NVRAM acces from GFA impossible?

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-29 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <3vdd29$oll@apopi.u-strasbg.fr>
Source record: 10892

In article <3v6ad0$b35@tron.sci.fi> Veikko Vanamo, miqco@sci.fi writes:
>ave anybody any idea how to change
> NVRAM in Falcon from GFA ?
In the third isuue of How to Code They give you the way to access NVRAM.
To get this issue follow the instruction that are in the demo of HTC
which can be found @ ftp.cnam.fr in /pub/Atari/

Tsk

1254. Re: Jaguar...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-29 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3vcu74$h7t@turing.fwi.uva.nl>
Source record: 10893

roine.stenberg@stacken.ct.se wrote:

:TO: mdekker@fwi.uva.nl
: > BTW. how much does a jag cost these days? (in the
: > netherlands)
:
:I don't know. In the USA, price is 199 dollars i think...

I just saw a jaguar in a store: NLG399 (no game included)
pretty expensive.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1255. SuperBase Professional

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-30 00:00:00 UTC
From: aa648@freenet.edmonton.ab.ca
Message-ID: <3vfdig$eki@news.sas.ab.ca>
Source record: 10894

Would like discussion with people writing programs for SuperBase Prof.
especialy if related to medical/office/modem. Also is the compiler available?

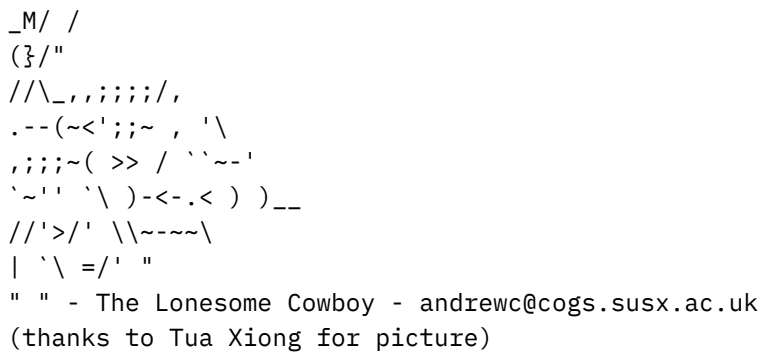
Reply here or to: aa648@freenet.edmonton.ab.ca

1256. Morphing Code...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-30 00:00:00 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3vh589$m9i@infa.central.susx.ac.uk>
Source record: 10895

Is there any of this freely available? has anyone got any C/C++ code for a morpher on the Atari that they can share with me? Anything would be great :)
Not even the full morpher, any parts of teh morphing routines greatly accepted :)
And can anyone tell me is they have come across a book the details how to program morphers, lists code, etc.. This would really help me :)
Thanks :)

Andy



(thanks to Tua Xiong for picture)

1257. Mag!x memory allocation problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-31 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.236.0009437F@ti.com>
Source record: 10896

I have an application which crash on Mag!x with "MCB destroyed by User Program". This program however works fine on tos 1.04 & 2.06, so it's not the program (or at least I think it's not the program). I traced to the point where the crash occurs, and it is the malloc() call of Pure C. Anyone have any ideas what the problem with Pure C malloc() ?

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1258. Re: Jaguar...

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-31 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FG6PEFAFUP@data.rhein-main.de>
Source record: 10897

In <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se> Roine Stenberg wrote:

>TO: mdekker@fwi.uva.nl
> > BTW. how much does a jag cost these days? (in the
> > netherlands)
>
>I don't know. In the USA, price is 199 dollars i think...
>
279.- DM in Germany / Quelle, Karstadt

regards
Robert

--

---

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText

1259. Re: Mnilu

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-31 00:00:00 UTC
From: mvfkb@alf.uib.no
Message-ID: <3vit0l$86@ugress.uib.no>
Source record: 10898

In article <3ve9r0$8h3@login.bigblue.no>,
jib@login.bigblue.no (Jabran Akhtar) wrote:

> The GfA BASIC 2 Compiler. Compile GfA BASIC files
> into stand-alone GEMDOS executable relocatable files.
>

Interesting !

but where/how can we get the program ?
and how much does it cost ?

Karl A. Brokstad
Karl.Brokstad@gades.uib.no

1260. component 74LS11

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-31 00:00:00 UTC
From: fp270@fim.uni-erlangen.de
Message-ID: <3vj20aFlfq@uni-erlangen.de>
Source record: 10899

- 1 -

Hello everybody !

I've got a question concerning my machine.

I've got a MEGA ST2 upgraded to 4mb.

I bought ot as it is second hand.

Now I removed the cover, because it started

quitting some time ago and I thought

of the old ATARI overheating problem.

Since I removed the cover it stopped quitting.

But as I removed the cover I discovered that

a component is missing which apparently had once

been part of the machine and was removed some time.

Since I know nothing of computer architecture

I don't know what this component does and why

it had been removed.

Maybe anybody could tell me?

I checked with a friend of mine who has also an

upgraded MEGA ST2, and in whose machine this

component is still present.

It is located at the front of the machine, it is the

second from left.

It's a seven pin component named 74LS11.

It houses three and-and circuits, as I learned from

an electronics catalogue.

If anybody has any information on that, please

respond directly to my e-mail adress.

Thanx a lot.

fp270@fim.uni-erlangen.de

--
Keep the fire burning !!! ^:^
\-/
Bye the Bye by Zeff'95

1261. Fading

Newsgroup: comp.sys.atari.programmer
Date: 1995-07-31 00:00:00 UTC
From: "Brian C. Wiles" <brianw@lloyd.com>
Message-ID: <3vh7g2$l76@spider.lloyd.com>
Source record: 10900
Cross-posted to: comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer

I haven't programmed on the Atari for at least 5 years now, but I figured I'd pass on this info for those of you who still program on the Atari.
When I had an Atari XE/XL system, I wanted to make movie credits on it, but wasn't sure how to fade text in and out. One night, while I was plucking around with it, I found out the setcolor command in BASIC would do just that with 10 levels of fading. Actually it's 5 because there is no difference between the even and odd numbered pallettes are the same. Unfortunately, I don't remember the exact syntax of the setcolor command. You'll have to look it up. You can actually make some cool looking fades even with only 5 shades.
On the PC, you can fade with the pallette command in BASIC. I thought it only worked in graphics modes, but I think I've seen examples of it in text modes as well. In other languages, such as C and assembly (or assembler if you prefer), you can set the pallette by using direct video card programming.
Did this help anyone? I just figured I'd pass it on to anyone hwo might be interested. If anyone knows of a way to do fading in text modes by changing the pallette, please let me know.

-Brian C. Wiles

1262. Re: Mag!x memory allocation problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-01 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-0108950959440001@tempel.muc.de>
Source record: 10901

In article <wongck.236.0009437F@ti.com>, wongck@ti.com (William Wong) wrote:

> I have an application which crash on Mag!x with "MCB destroyed by User
> Program". This program however works fine on tos 1.04 & 2.06, so it's not the
> program (or at least I think it's not the program). I traced to the point
> where the crash occurs, and it is the malloc() call of Pure C. Anyone
have any
> ideas what the problem with Pure C malloc() ?

Each time you call Malloc under MAGIX, it'll verify the consistence of the links of the other allocated blocks. If it detects that one of them is damaged, it reports an error.
This means that your program has damaged the links between this and the previous call to Malloc or Mfree. This might happen, if you overwrite the data behind the block that you've allocated. TOS is different here: TOS saves the links between blocks in a different memory area whereas MAGIX puts this information directly between the allocated blocks. If you overwrite data behind your block, under TOS you'd not damage the allocation links but only the block behind it which is only detected indirectly if you damage important data by this.

Thomas

1263. Re: Atari Programming Tools

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-01 00:00:00 UTC
From: Andreas_Steinbacher@mausdu3.gun.de
Message-ID: <199507312335.a12990@du3.maus.de>
Source record: 10902

```
CH>I de like 2 post and maintain a list of All Programming tools
CH>available for the St line (ie St, stf, stfm, ste, TT , MST, MSTe,
CH>Falcon, Medusa )

Nice idea. But there are already two hypertexts for ST Guide of this kind.

The (A)tari (I)nfo (P)ages and the ATOS-List.

Greetings, Andreas!
```

1264. How to call an ACC from GFA

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-01 00:00:00 UTC
From: perck@colargol.idb.hist.no
Message-ID: <3vlkkj$eka@astfgl.idb.hist.no>
Source record: 10903

I wanna start an FAX program from an other program. I'w heard its
the easyes way to call an ACC FAX program.
BUT HOW !!

1265. Re: Calling AES in subrou

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-01 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3vm88l$ggf@news.mdata.fi>
Source record: 10904

```
C> >How can one call AES in a subroutine that has been started
C> >in the same address space in MiNT (eg. with troff from mint lib) ?
C> There is no problem writing AES programs which use Mint features, or
C> even the mintlibs. Are you creating a GEM program with your linker?
C> The startup stubs are usually different for GEM programs and TOS
C> programs. You may also have problems if your program has a TTP or TOS
C> filename extension.

I am creating GEM programs, and the file extension is PRG. The
problem is, that I _can_ use AES in the main program, But
with sub-routines, which have been started to run parallel from
the program (with troff) can not access AES.
And one thing more, I'm using MultiTOS.

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *
```

1266. component 74LS11

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-01 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <807316278_OASIS_@yeadontt.demon.co.uk>
Source record: 10905

In article <3vj20aFlfq@uni-erlangen.de>
fp270@fim.uni-erlangen.de (Klaus Seyferth) said:-

> I've got a question concerning my machine.
> I've got a MEGA ST2 upgraded to 4mb.
> I bought ot as it is second hand.
> Now I removed the cover, because it started
> quitting some time ago and I thought
> of the old ATARI overheating problem.
> Since I removed the cover it stopped quitting.
> But as I removed the cover I discovered that
> a component is missing which apparently had once
> been part of the machine and was removed some time.
> Since I know nothing of computer architecture
> I don't know what this component does and why
> it had been removed.
> Maybe anybody could tell me?
> I checked with a friend of mine who has also an
> upgraded MEGA ST2, and in whose machine this
> component is still present.
> It is located at the front of the machine, it is the
> second from left.
> It's a seven pin component named 74LS11.
> It houses three and-and circuits, as I learned from
> an electronics catalogue.
> If anybody has any information on that, please
> respond directly to my e-mail adress.
>

I upgraded the ROMS on my MEGA 4ST a long time ago (four years) and I
had to change from a 6 to 2 ROM chip set, to do so I had to remove a chip from
this area of the board. I know this sounds a bit vague, but it might help.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

1267. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-02 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950802131026.18260A-100000@mars>
Source record: 10906

On 22 Jul 1995, Roger Sheppard.. wrote:

> Tommi you talk a load of Rubish, learn to live with the PC because Atari will
> not be around that long, you can't get parts etc....
>
But Roger, suppose Tommis Atari ain't broken :-))

> What users need is support , were is the Atari support in any form at all..

You'll get a lot of support right here!

// Jens M Andreasen

1268. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-02 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950802.171547.75@powerslv.demon.co.uk>
Source record: 10907

In message <95207.184322STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU wrote:

> I checked out Doomino the other day after talk here and must
> say that I was very impressed. If this is made into a playable
> game I would be very happy.
> Regarding attempts at Doom-like games what do people think of
> Lasers and Men? I personally disliked it because I found
> the playability awful. Please keep this in mind- make the game
> fun to play (I know, easier said then done). Heck, I'd love
> to just see a Wolf 3D clone. That is a great game even if
> it isn't the newest thing around.

Precisely - that's why we ported it to the Acorn Archimedes, A series
and RiscPC - got it running about 17-20 fps on an uncached ARM2, so
it should be *well* feasable on a Falcon if you use the DSP for
texmapping. Our (aborted) DOOM port would only run on ARM3 or
better (24bit colour on a RiscPC looked *very* sexy <g>) but the
fact that it wasn't financially feasible ($20K licence fee) meant
that it hasn't seen the light of day. But we do know a lot about
how DOOM works and I'm prepared to answer any queries as well as
I can given the strictures of the NDA.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1269. Re: Fading

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-02 00:00:00 UTC
From: Thomas { McFont } Beckmann <beckmann@fhh-fb-bid.bid.fh-hannover.de>
Message-ID: <3vo9jl$7mu@linux.rz.fh-hannover.de>
Source record: 10908
Cross-posted to: comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer

```
"Brian C. Wiles" <brianw@lloyd.com> wrote:
>
> On the PC, you can fade with the pallette command in BASIC. I thought
> it only worked in graphics modes, but I think I've seen examples of it in
> text modes as well. In other languages, such as C and assembly (or
> assembler if you prefer), you can set the pallette by using direct video
> card programming.
> Did this help anyone? I just figured I'd pass it on to anyone hwo
> might be interested. If anyone knows of a way to do fading in text modes
> by changing the pallette, please let me know.
>
> -Brian C. Wiles
>

Its Working The Same Way As In GrafMode.
If Your Language Doesnt Give You Such Commands, You Should
Use The Specific Functions Of Interrupt $10 .
(See Ralf Browns Interrupt-List For More..)

Try Also To Get The Fade-FAQ From x2ftp.oulu.fi
(I Think :/pub/msdos/programming/faq)

If There Are Problems For You, I May Send You A Little C-Based
Demo.

Thomas { Mc Font } Beckmann
```

1270. Re: Calling AES in subrou

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-02 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3vognf$p64$1@mhade.production.compuserve.com>
Source record: 10909

If I read you right, you are splitting the subroutines off to run as co-routines to the main line program. If this is correct, I think I know what your problem is. The subroutines are executing in the context of a different program than registered with the AES. As a result, the AES gets confused since it is getting requests from someone it never heard of. You'll need to register the subroutine's process with the AES.

1271. Re: Fading

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-02 00:00:00 UTC
From: craigl@teleport.com
Message-ID: <3vp0ul$lo7@kelly.teleport.com>
Source record: 10910
Cross-posted to: comp.sys.atari.programmer,comp.os.msdos.programmer,alt.msdos.programmer

Thomas { McFont } Beckmann (beckmann@fhh-fb-bid.bid.fh-hannover.de) wrote:
: "Brian C. Wiles" <brianw@lloyd.com> wrote:
: >
: > On the PC, you can fade with the pallette command in BASIC. I thought
: > it only worked in graphics modes, but I think I've seen examples of it in
: > text modes as well. In other languages, such as C and assembly (or
: > assembler if you prefer), you can set the pallette by using direct video
: > card programming.
: > Did this help anyone? I just figured I'd pass it on to anyone hwo
: > might be interested. If anyone knows of a way to do fading in text modes
: > by changing the pallette, please let me know.
: >
: > -Brian C. Wiles
: >

: Its Working The Same Way As In GrafMode.
: If Your Language Doesnt Give You Such Commands, You Should
: Use The Specific Functions Of Interrupt $10 .
: (See Ralf Browns Interrupt-List For More..)

: Try Also To Get The Fade-FAQ From x2ftp.oulu.fi
: (I Think :/pub/msdos/programming/faq)

: If There Are Problems For You, I May Send You A Little C-Based
: Demo.

: Thomas { Mc Font } Beckmann

Or, instead of using interrupts, try using the vga registers. First
write the pallete index to port 0x3c8 and then write the red value, blue
value, and green value (in that order) to port 0x3c9. The problem is,
though, is that you need to know the original pallete settings to begin
with. You can't just start fading. In my studies, I've found that
Borland's Turbo Pascal's On-line Help Documentation has some settings
that are pretty close to the vga's default pallete.

--

------------==============/(*)\==============------------
| Craig Lovegren |
| craigl@teleport.com |
------------==============\(*)/==============------------

1272. Re: Nameservers and MiNTNet

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3vrbss$gs3@gti.gti.net>
Source record: 10911
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:
: I've been having some trouble with my MiNTNet installation. I cannot seem
: to get MiNTNet to use a nameserver to look up site names. If I manually enter
: them into the hosts list, it'll find them, but it cannot request the nameserver
: on the system I dial into to look them up. Anyone got any suggestions?

Do you have an /etc/resolv.conf file? I think the format is like:

domain domain.level
nameserver xx.xx.xx.xx

where the xx is the *IP* address(es) of your nameservers

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

1273. Nameservers and MiNTNet

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-03 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <3vqo3fqgh1@mhafn.production.compuserve.com>
Source record: 10912
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I've been having some trouble with my MiNTNet installation. I cannot seem to get MiNTNet to use a nameserver to look up site names. If I manually enter them into the hosts list, it'll find them, but it cannot request the nameserver on the system I dial into to look them up. Anyone got any suggestions?

1274. Re: Mag!x memory allocation problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.240.000A27A7@ti.com>
Source record: 10913

In article <tt-0108950959440001@tempel.muc.de> tt@muc.de (Thomas Tempelmann) writes:

>Each time you call Malloc under MAGIX, it'll verify the consistence of the
>links of the other allocated blocks. If it detects that one of them is
>damaged, it reports an error.

In this respect, MagiX is better at memory management than TOS.

>This means that your program has damaged the links between this and the
>previous call to Malloc or Mfree. This might happen, if you overwrite the
>data behind the block that you've allocated. TOS is different here: TOS

Mmmm... probably that's what going on here. I will need to check.

Thanks

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1275. Re: Calling AES in subrou

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-04 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3vtekk$m56@news.mdata.fi>
Source record: 10914

```
7> If I read you right, you are splitting the subroutines off to run as
7> co-routines to the main line program. If this is correct, I think I know
7> what your problem is. The subroutines are executing in the context of a
7> different program than registered with the AES. As a result, the AES gets
7> confused since it is getting requests from someone it never heard of.
7> You'll ne
7> ed
7> to register the subroutine's process with the AES.

You read me quite right (the co-routines although share the main line
programs memory space, so they use the same variables). But
registering the subroutine with the AES doesn't help (with
appl_init call). In fact, appl_init gives the same handle for
the co-routine as for the main program!

Regards,
Arto Jalkanen
artoj@mits.mdata.fi

---
* Kivi 1.41a *
```

1276. Re:Translators for OASIS

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-05 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <807630910_OASIS_@yeadontt.demon.co.uk>
Source record: 10915
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

I recently posted a request for people to translate the OASIS manual
into variuos languages.

The response has been very good, I have so far had offers of translation
into the following languages:-

German
Finnish
Swedish
Dutch
Spanish

I would still iike to add French and Itallian to the list. If anyone is
interested please feel free to get in touch.

Please be warned, I cannot make anyone rich for performing this task,
but as we intend to write a NOS replacement and a Web Browser which would be
shareware, free versions of these programs would of course be sent to the
translators.

Come on people, do your bit to keep the Atari scene alive, the more
people who have access to Atari software the longer we all get to use these damn
fine computers.

Thank you in advance to anyone who feels up to the task.

--


```
==============================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

1277. GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-05 00:00:00 UTC
From: PEGASOS@TRASHCAN.MCNET.DE
Message-ID: <36f3df79.1641.bd00@MTONNE58.mcnet.de>
Source record: 10916

Hi,

is there somebody able to gimme some advice? I tried to copy a big file
from one harddisk-partition to another. My problem is now to get this
copy in short time. Because GFA-BASIC v3.6 TT (D) don't support copying
files between different partitions I made it as follows:

```
OPEN "I",#1,old$
OPEN "O",#2,new$
DO
EXIT IF EOF(#1)
a|=INP(#1) ! read File
OUT #2,a| ! write File
LOOP
CLOSE
(KILL old$) for making a MOVE
```

But this algorithm is very slow. Do you have a faster idea?

TiA

Marko
^
--
* Origin : Mach' etwas aus diesem Tag!

__ __ _*
| \ / | // UseNet: PEGASOS@TRASHCAN.mcnet.de oO _^_
||\Y/||// NexNet: Marko Kekemenis @ PBS \/___\~
|| Y ||\\ VOICE: D1Fu +49 171 8158122 -.-- . ⬛⬛ ⬛⬛ _-_._
|| || __...neues Leben und neue Zivilisationen..._____

// THE_DOT V2.16a Regist. //

1278. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-05 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCtzvH.1yv@crash.cts.com>
Source record: 10917

```
MARKO KEKEMENIS (PEGASOS@TRASHCAN.MCNET.DE) wrote:
: Hi,

: is there somebody able to gimme some advice? I tried to copy a big file
: from one harddisk-partition to another. My problem is now to get this
: copy in short time. Because GFA-BASIC v3.6 TT (D) don't support copying
: files between different partitions I made it as follows:

: OPEN "I",#1,old$
: OPEN "O",#2,new$
: DO
: EXIT IF EOF(#1)
: a|=INP(#1) ! read File
: OUT #2,a| ! write File
: LOOP
: CLOSE
: (KILL old$) for making a MOVE

: But this algorithm is very slow. Do you have a faster idea?

Yes, create a memory buffer to contain the data for faster burst transfers.

For example:

buffer$=space$(32000)
'
OPEN "I",#1,old$
OPEN "O",#2,new$
'
length%=lof(#1)
'
WHILE length%
IF length%>32000
buffer$=INPUT$(32000,#1)
SUB length%,32000
ELSE
buffer$=INPUT$(length%,#1)
CLR length%
ENDIF
PRINT #2,buffer$;
WEND
'
CLR buffer$
CLOSE
```

I hope this helps. All disk operations work a lot faster if you read and write a lot of data in one shot.

That was the simplest way of doing a data transfer. You can increase the buffer size by using arrays or even allocating memory directly via MALLOC(). However, this routine is quite sufficient.

Rich

1279. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-05 00:00:00 UTC
From: <>
Message-ID: <807628548_OASIS_@yeadontt.demon.co.uk>
Source record: 10918

```
In article <DCtzvH.1yv@crash.cts.com>
richcsst@crash.cts.com (Richard John Kelsch) said:-

>Yes, create a memory buffer to contain the data for faster burst transfers.
>
>For example:
>
>buffer$=space$(32000)
>'
>OPEN "I",#1,old$
>OPEN "O",#2,new$
>'
>length%=lof(#1)
>'
>WHILE length%
> IF length%>32000
> buffer$=INPUT$(32000,#1)
> SUB length%,32000
> ELSE
> buffer$=INPUT$(length%,#1)
> CLR length%
> ENDIF
> PRINT #2,buffer$;
>WEND
>'
>CLR buffer$
>CLOSE
>
>

Why not use BGET and BPUT,

INLINE buffer%,1000
OPEN "I",#1,old$
OPEN "O",#2,new$
length%=LOF(#1)
WHILE length%
IF length%>1000
BGET #1,buffer%,1000
BPOT #2,buffer%,1000
SUB length%,1000
ELSE
BGET #1,buffer%,length%
BPUT #1,buffer%,length%
ENDIF
```

```
WEND
CLOSE #1
CLOSE #2
```

This gets away from the allocation of string space and gives one fixed
area for all file transfer actions to carried out through.

Of course, all these different methods work, it boils down to personal
preference.
Heck, if it works for you, leave it alone!

--

==========


```
The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/
```

========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

1280. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <401msc$d8h@inca01.inca.co.nz>
Source record: 10919

Phil Yeadon (oasis@.demon.co.uk) wrote:

```
> INLINE buffer%,1000
> OPEN "I",#1,old$
> OPEN "O",#2,new$
> length%=LOF(#1)
> WHILE length%
> IF length%>1000
> BGET #1,buffer%,1000
> BPOT #2,buffer%,1000
> SUB length%,1000
> ELSE
> BGET #1,buffer%,length%
> BPUT #1,buffer%,length%
> ENDIF
> WEND
> CLOSE #1
> CLOSE #2
```

I haven't used GFA for a long time, so I hope these small algorithmic changes will work satisfactorily with it. (It does when written in C).

Changes :

1) Buffer needs to be a multiple of the disc sector/cluster size. This speeds the process due to the HDD needing to seek to the appropriate place only once at the beginning of the BGET/BPUT, rather than part way through. This change will speed things up by a fair margin on a semi-fragmented drive.

2) Checking the size remaining is done once per iteration as part of the "WHILE" construct, not twice ("WHILE" and "IF"). Doing so allows the body of the loop to be totally dedicated to the disc copy, rather than checking how much is left. This will speed up the copy slightly, assuming a good compiler.

3) Any bits of the file left over from the loop are copied just after the loop terminates. (This was part of the #2 change).

4) As a matter of personal preference, I'd close my files in reverse order to how they were opened. The language you are using, or the OS for that matter, may use ome allocated buffer to store details about the opened file. Closing the files in reverse order allows it to release this buffer space back for other usage.

```
INLINE buffer%,1024
OPEN "I",#1,old$
```

```
OPEN "O",#2,new$
length%=LOF(#1)
WHILE length%>1024
BGET #1,buffer%,1024
BPUT #2,buffer%,1024
SUB length%,1024
WEND
BGET #1,buffer%,length%
BPUT #2,buffer%,length%
CLOSE #2
CLOSE #1
```

1281. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-06 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DCvKL3.A2s@crash.cts.com>
Source record: 10920

```
Phil Yeadon (oasis@.demon.co.uk) wrote:
: In article <DCtzvH.1yv@crash.cts.com>
: richcsst@crash.cts.com (Richard John Kelsch) said:-

: >Yes, create a memory buffer to contain the data for faster burst transfers.
: >
: >For example:
: >
: >buffer$=space$(32000)
: >'
: >OPEN "I",#1,old$
: >OPEN "O",#2,new$
: >'
: >length%=lof(#1)
: >'
: >WHILE length%
: > IF length%>32000
: > buffer$=INPUT$(32000,#1)
: > SUB length%,32000
: > ELSE
: > buffer$=INPUT$(length%,#1)
: > CLR length%
: > ENDIF
: > PRINT #2,buffer$;
: >WEND
: >'
: >CLR buffer$
: >CLOSE
: >
: >

: Why not use BGET and BPUT,

: INLINE buffer%,1000
: OPEN "I",#1,old$
: OPEN "O",#2,new$
: length%=LOF(#1)
: WHILE length%
: IF length%>1000
: BGET #1,buffer%,1000
: BPOT #2,buffer%,1000
: SUB length%,1000
: ELSE
: BGET #1,buffer%,length%
: BPUT #1,buffer%,length%
```

```
: ENDIF
: WEND
: CLOSE #1
: CLOSE #2

: This gets away from the allocation of string space and gives one fixed
: area for all file transfer actions to carried out through.

: Of course, all these different methods work, it boils down to personal
: preference.
```

Yes, that method works just as well. You could use BGET and BPUT in conjunction with an array, BGET and BPUT in conjuntion with RESERVE and MALLOC(), BGET and BPUT in conjunction with a preallocated string. However, it tends to make the code shorter (and just as fast) if a string is used with INPUT$(). Besides, as a note, your routine is slower due to the smaller buffer size. Using INLINE wastes memory if that memory is not used all of the time. A string allows for fast dynamic memory allocation, and the memory can be reused later for something else. To speed up your routine just increase the INLINE size, but once again it's a waste of memory.

Personally, I first determine the size of the file and how much memory is available to my program before a certain algorithm is used. Mostly the BGET and BPUT in conjunction to MALLOC() is what I use.

However, it really doesn't matter. They all work.

Rich

1282. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-06 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <807725748_OASIS_@yeadontt.demon.co.uk>
Source record: 10921

In article <401msc$d8h@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>I haven't used GFA for a long time, so I hope these small algorithmic
>changes will work satisfactorily with it. (It does when written in C).
>
>Changes :
>
> 1) Buffer needs to be a multiple of the disc sector/cluster size. This
>speeds the process due to the HDD needing to seek to the appropriate place
>only once at the beginning of the BGET/BPUT, rather than part way through.
>This change will speed things up by a fair margin on a semi-fragmented
>drive.

GFA Basic buffers file access internally, so the multiple of disc medium is
unnecessary (apart from some disc compression methods changing these figures).

>
> 2) Checking the size remaining is done once per iteration as part of the
>"WHILE" construct, not twice ("WHILE" and "IF"). Doing so allows the body
>of the loop to be totally dedicated to the disc copy, rather than checking
>how much is left. This will speed up the copy slightly, assuming a good
>compiler.

Point taken.
>
> 3) Any bits of the file left over from the loop are copied just after the
>loop terminates. (This was part of the #2 change).

Point also taken.

>
> 4) As a matter of personal preference, I'd close my files in reverse
>order to how they were opened. The language you are using, or the OS for
>that matter, may use ome allocated buffer to store details about the
>opened file. Closing the files in reverse order allows it to release this
>buffer space back for other usage.

As you say, personal prefernce. AFAIK the GEM handle system for files gets
arounbd this possible problem, but the reverse order method is a good
working method.

```
>INLINE buffer%,1024
>OPEN "I",#1,old$
>OPEN "O",#2,new$
>length%=LOF(#1)
>WHILE length%>1024
```

```
> BGET #1,buffer%,1024
> BPUT #2,buffer%,1024
> SUB length%,1024
>WEND
>BGET #1,buffer%,length%
>BPUT #2,buffer%,length%
>CLOSE #2
>CLOSE #1
>
```

I have never tried C, I have always been put off by the Data Structures and the seemingly very fussy syntax!
Personally over the last eight years I have found GFA to be a very flexible and powerful language, does anybody know what happened to version 4?

--

```
================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

1283. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-07 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DCx0H8.62v@cix.compulink.co.uk>
Source record: 10922

In message <807725748_OASIS_@yeadontt.demon.co.uk>,
phil@yeadontt.demon.co.uk said:

> I have never tried C, I have always been put off by the Data Structures
> and the seemingly very fussy syntax!

You don't know what you are missing out on. I used to be a great fan of Hisoft's Power Basic for much the same reason. However once I was forced to learn C, there was no turning back. Totally flexible - and the syntax is cryptic rather than fussy. The main advantage is that you are not then restricted to programming for a limted user base. There are C compilers available for virtually all computer platforms in existance. Also there is a vast amount of free C source code on the 'net which can easily be recompiled onto most platforms including Ataris.

One last point to note is that you can kit yourself out with a C compiler for free. If you are short on memory then Sozobon C is a good place to start. Other than that GNU C (GCC) is the best bet. This not only looks and feels like a real minicomputer C development system. It *is* one! :-) Very powerful, and realy not that hard to use IMHO. Can be a bit of a pig to set up though.

:-)

Roland.

@CiX

1284. Exists some dvi-2-lbp driver?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-07 00:00:00 UTC
From: lafrance@iesd.auc.dk
Message-ID: <LAFRANCE.95Aug7152806@turing.iesd.auc.dk>
Source record: 10923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari

As mentions under the subject-item, I am looking for something that
can make my Canon lbp-4 printer handle TeX-things.

Im running the CTex-shell (dont know the version, but its fairly new)
and Im using MusicTex sometimes.

By now I have to bring my .dvi-files at work to use dvips, but there
must be some way to bring the lbp-4 alive.

If not directly from tex, then by some conversion-of-graphic-means

Please e-mail if possible.

Thanks,

lafrance@musik.auc.dk
Lars Frandsen
Aalborg University, Denmark

1285. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-07 00:00:00 UTC
From: PEGASOS@TRASHCAN.MCNET.DE
Message-ID: <36f3df79.9880.379c@MTONNE58.mcnet.de>
Source record: 10924

MARKO KEKEMENIS (PEGASOS@TRASHCAN.MCNET.DE) wrote:

[...]
R> : But this algorithm is very slow. Do you have a faster idea?

And I was astonished, how many of you were so kind to give me some advice here in this area or as personal mail :-))! Many, many thanks! The German release of the manual to GFA-BASIC 3.6 TT contains not so many cross references, so it would take a long time to me finding out this methods.

I decided to use the algorythm with the string-solution, after I'd tested all suggested possibilities in point of speed and memory-allocation. The method with BGET and BPUT was in all variations slower (and shorter) than the INPUT$()-method. But - I still don't know why - the string method does not completly free the allocated memory. I use it know in the following way:

```
PROCEDURE test(lof%,ink|,outk|)
buffer%=4096
IF lof%>buffer% ! This IF makes the algo a bit
buffer%=MIN(MALLOC(TRUE),32000) ! faster, if the MIN and MALLOC
ENDIF ! function is not to be called
' ! for every little file < 4 KB
buffer$=SPACE$(buffer%)
'
WHILE lof%>buffer%
buffer$=INPUT$(buffer%,#ink|)
PRINT #outk|;buffer$;
SUB lof%,buffer%
WEND
'
buffer$=INPUT$(lof%,#ink|)
PRINT #outk|;buffer$
RETURN
```

BTW: Reverse closing of opened files I would prefer too. GFA-BASIC supports additionally to CLOSE #channel, which closes specific the determined channel, the command CLOSE without parameters closing all openend files. Does anyone know, wether this operates in reverse direction or not?

Marko
^
--
* Origin : Mach' etwas aus diesem Tag!

__ __ _ *
| \ / | // UseNet: PEGASOS@TRASHCAN.mcnet.de oO _^_
||\Y/||// NexNet: Marko Kekemenis @ PBS \/___\~
|| Y ||\\ VOICE: D1Fu +49 171 8158122 -.-- . ⁂ ⁂ _-_._
|| || __...neues Leben und neue Zivilisationen..._____

// THE_DOT V2.16a Regist. //

1286. Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-08 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.950808170241.3111C-100000@student.canberra.edu.au>
Source record: 10925

Hi,

Can anyone supply me with, or direct me to a *nice* vertical-border
removal interrupt routine? The only ones I have seem to kill off IKBD
interrupts, and are therefore useless.

Thanks,
Yiannis.

1287. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-08 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9508081536.AA02595@ilmen.lanl.gov>
Source record: 10926

In a previous article, PEGASOS@TRASHCAN.MCNET.DE (MARKO KEKEMENIS) wrote:

> The German release of the manual to GFA-BASIC 3.6 TT contains not so
> many cross references, so it would take a long time to me finding out
> this methods.

Ha! You think the native German version of the GFA manual is bad... you ought to check out the English version! Looks like it was done by an elementary school student. I had always thought the typos and errors were due to poor translation but maybe the original was poorly written as well? Sadly, the MS-DOS and Windows GFA manuals are no better.

-Hutch- @ Fair Dinkum Tech

1288. Atari Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-08 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9508082202.AA02694@ilmen.lanl.gov>
Source record: 10927

I've got some extra programming manuals that are taking up valuable
shelf space. Take them all off my hands for $23, including USA shipping:

Atari ST Application Programming Datatech 530pp
Atari ST GEM Programmer's Reference Abacus 414pp
DSP56000/DSP56001 User's Manual Motorola 400pp
ST Assembly Language Workshop Taylor Ridge 261pp+disk

If anyone is interested, I also have some miscellaneous DOS/Windows and
Macintosh books and software. Send email for a list.

-Hutch- @ Fair Dinkum Tech

1289. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-08 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <408rjg$6oj@gabriel.keele.ac.uk>
Source record: 10928

: Their would end up to many patched and adapted versions, and were would be
: then, its like this Magic TOS, how compatible is it, from post I have seen
: here its not that compatible...

This is rubbish. As an actual user of MagiC (2.01 on a 4meg Atari 520STFM),
I can state that MagiC is very compatible. Users generally experience
problems with old software such as Calamus 1.09, Cubase and old PD software.
This is almost always down to programmers breaking GEM guidelines (although
I would agree that these have been difficult to obtain in the past, and
there may have been good reasons at the time). Users who experience problems
should look at upgrading their software, rather than automatically moaning
about MagiC. We have Calamus S and SL, Layout, Notator Logic, excellent
shareware products such as Everest, Edith, Twoinone, Kandinsky, Thing,
Egale, Gemini... ALL are compatible with MagiC.

IMHO all Atari users should check out MagiC 3 when it finally appears. The
competition looks quite sad in comparison.

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

1290. GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-09 00:00:00 UTC
From: a03148@giant.rsoft.bc.ca
Message-ID: <409k12$4dg@fountain.mindlink.net>
Source record: 10929

Hi. I'm writing a small GEM program and have a few questions. Basically, my program stores some text in a standard GEM window. The user can click on the horizontal arrows to scroll the text up and down a line at a time and can drag the vertical slider around to view sections of the text.

I would like to speed up the redraw routines. Presently, my code simply sets the clipping rectangle and redraws the dirty rectangle by printing in the entire window's work area with v_gtext(). This works okay on my Falcon, but the redraw is extremely noticeable on the ST.

I've been playing around with GEM's memory form definition blocks (MFDB) to copy blit chunks of the screen around. I did this to speed up my vertical line scrolling. I'm thinking of saving a copy of the screen in an MFDB so that screen redraws are simply a matter of blitting back my copy of the screen.

Question 1:
If I understand correctly, I need to allocate memory and save the pointer in the fd_addr field of the MFDB. How much memory do I need to allocate? Is it the

(number of colour planes) x (horizontal resolution) x (vertical resolution)?

The ST resolutions are 32K each. But how does this work for True colour mode on the Falcon?

Question 2:
I'm running into the "double-click" problem where if you click in the vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE} events. This occurs on the Falcon but not on the ST. I know there was an AUTO folder program that patched this problem, but I'm looking for a software solution. How does the Atari Desktop do it?

Thanks in advance.

1291. Re: Mag!x memory allocation problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-09 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DD1nny.Dxz@crash.cts.com>
Source record: 10930

William Wong (wongck@ti.com) wrote:

: I have an application which crash on Mag!x with "MCB destroyed by User
: Program". This program however works fine on tos 1.04 & 2.06, so it's not the
: program (or at least I think it's not the program). I traced to the point
: where the crash occurs, and it is the malloc() call of Pure C. Anyone have any
: ideas what the problem with Pure C malloc() ?

William, it is the program. It would seem that the Pure C binding of
Malloc() does its own memory allocation instead of using the GEMDOS one.
Mag!X uses a different approach to memory allocation and gets ticked off
if its memory structures and links are tampered with or destroyed without
its permission. Calling Malloc() directly via some other means should
solve your problems IF that's what's causing the problem. Typically it's
a program accessing memory that doesn't belong to it, that causes
problems in any multitasking environment.

Typically TOS 1.04 and 2.06 don't care is your program is the only one
running after the desktop has been executed. TOS also keeps all of its
memory pointers and structures in protected memory (supervisor) and thus
are difficult to destroy. Mag!X puts the structures right in each region
of memory allocated and links them all together. This has many advantages.

1> Unlimited amounts of Malloc() calls can be executed (theoretically).
2> Speed of allocation
3> Makes memory boundary checking easier for processors without memory
protection capabilities (68000).

Downfalls:

1> System collapses when an unbehaved program (or a program compiled
with an unbehaved run-time library) accesses illegal memory.
2> Compatibility with these programs is nonexistent.

Good luck, sometimes it's a problem a previous action has caused that
makes it seem Malloc() is the cause. I have had the problem myself a
couple of times. Malloc() just makes it show up, and yet it wasn't the
problem.

Rich

1292. Re: Border removal

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-09 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DD1zuG.EqC@world.std.com>
Source record: 10931

In article <Pine.SOL.3.91.950808170241.3111C-100000@student.canberra.edu.au>,
Yiannis Paschalidis <u943409@student.canberra.edu.au> wrote:
>
>Hi,
>
> Can anyone supply me with, or direct me to a *nice* vertical-border
>removal interrupt routine? The only ones I have seem to kill off IKBD
>interrupts, and are therefore useless.
>
> Thanks,
> Yiannis.

Yiannis,

what are you trying to do?

Cheers

1293. RE: Morphing Code...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-09 00:00:00 UTC
From: "MURRAY, KASEEN" <JPCJ@MUSIC.CC.UGA.EDU>
Message-ID: <09AUG95.17141348.0034@UGA.CC.UGA.EDU>
Source record: 10932

```
andy, dude that's some great art you displayed there with the old cowboy
i wish i could do that
kaseen
In article <3vh589$m9i@infa.central.susx.ac.uk> andrewc@cogs.susx.ac.uk (Andrew
Collington) writes:
>
>Is there any of this freely available? has anyone got any C/C++ code for a
>morpher on the Atari that they can share with me? Anything would be great :)
> Not even the full morpher, any parts of teh morphing routines greatly
>accepted :)
>And can anyone tell me is they have come across a book the details how to
>program morphers, lists code, etc.. This would really help me :)
>Thanks :)
>
>Andy
> _M/ /
> (}/"
> //\_,,;;;;/,
> .--(~<';;~ , '\
> ,;;;~( >> / ``~-'
> `~'' `\ )-<-.< ) )__
> //'>/' \\~-~~\
> | `\ =/' "
> " " - The Lonesome Cowboy - andrewc@cogs.susx.ac.uk
> (thanks to Tua Xiong for picture)
>.
>.
```

1294. How do these GFA BASIC functions work?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: jonc-w@georgianho.win-uk.net
Message-ID: <26@georgianho.win-uk.net>
Source record: 10840

Hi,

I have recently started to program in GFA Basic V 2.0 and have
found it to be a very powerful language. However I have a few
questions which I would like help with:-

1) Is there a command and if so what is it, to produce a GEM
select box?

2) In the manual I have it explains the function EXEC as:

EXEC
How: EXEC flg,name,cmd,env
Use: Loads and executes machine code programs or compiled
programs from disc.
flg=0 load and go flg=3 load only.
'name' - the name of the program.
'cmd' - command line (see BASEPAGE).
'env' - environment string (usually just "").
The named program is loaded from disc, the absolute
addresses are relocated, a basepage is created, and if
required, the program run.

And when I checked BASEPAGE, it said:-

BASEPAGE
How: BASEPAGE
use: Returns the address of GFA Basics basepage.

That helps! :)

Does anyone know what the command line variable is and
could give an example of the function in use?

3) I have the mnilu compiler V 1.61 and would like to know if this
function will compile as in the help text it states that no
links are possible?

4) I only have the manual text file which came on the ST Format
cover disk. Does anyone know if there is a better manual
file and if so where can I FTP it from?

TIA!

Chris.

P.S. I fould the mnilu compiler V 1.61 at:-
http://src.doc,ic.ac.uk/packages/atari/umich/Programming/Gfa/mnilu.lzh

Does anyone know if a newer one exists for GFA basic
Version 2 and where I can find it?

1295. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.245.000BE1F4@ti.com>
Source record: 10933

>I'm running into the "double-click" problem where if you click in the
>vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
>events. This occurs on the Falcon but not on the ST. I know there was an
>AUTO folder program that patched this problem, but I'm looking for a software
>solution. How does the Atari Desktop do it?

I am also trying to look for a piece of code fragment to solve this instead
of using the accesory patch.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1296. Programming *.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: mvfkb@alf.uib.no
Message-ID: <40cvm5$6j0@ugress.uib.no>
Source record: 10934

I am currently writing a program in Basic

How can I read the parameter-list/string which is
pass on to *.ttp program at program start ?

This is probably a simple problem, but I cant find
the information in the HI-SOFT Basic / GFA-Basic documentation.

help is appreciated

Karl

(mvfkb@alf.uib.no)

1297. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <40dakl$hk@inca01.inca.co.nz>
Source record: 10935

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
> Personally over the last eight years I have found GFA to be a very flexible
> and powerful language, does anybody know what happened to version 4?

Version 4 was released for the PoliticallyCorrect (ptui!) machines in
mid-to-late 1991.

Shortly thereafter GFA for Windows was released, which was "fully source
compatible" [sic] with v4.

Since then Visual Basic has overshadowed it on the Intel platform.

I dont recall seeing it available for sale in the last few months.

The Atari GFA-Basic stalled at v3.7. Supposedly there was only about 150
hours or so of work left, and a call for help completing it was issued.

I dont recall seeing anything after that.

1298. Re: Programming *.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <808090698_OASIS_@levihome.demon.co.uk>
Source record: 10936

In article <40cvm5$6j0@ugress.uib.no>
mvfkb@alf.uib.no said:-

>I am currently writing a program in Basic
>
>How can I read the parameter-list/string which is
>pass on to *.ttp program at program start ?
>
>This is probably a simple problem, but I cant find
>the information in the HI-SOFT Basic / GFA-Basic documentation.

The first thing you need to gain access to is the BASEPAGE, then you add
128 bytes to this to get the start of the command tail.

In Hisoft this is got with PBASEADDR.
In GFA this is a system variable BASEPAGE.

The only other thing to note is that BASEPAGE+128 contains 1 byte of the
length of the command tail string. The string starts at BASEPAGE+129 and it ends
with a character 0.

In GFA basic it can be got with

```
command$=CHAR{BASEPAGE+129}
```

I'm sorry I can't do it in Hisoft as I haven't got it.

Hope this helps - Dave.

--

```
================================================================================
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
================================================================================
```

1299. Atari ST soft/harware sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <40dvin$h91@epicycle.lm.com>
Source record: 10937

```
Here is a list of Atari ST software and hardware that I am selling.
All reasonable offers will be considered.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp
soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
```

soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk
soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous

soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

1300. ATARI 8-BIT PARTS, SOFTWARE & BOOKS

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <40d4v8$g2q@ixnews3.ix.netcom.com>
Source record: 10938

American Techna-Vision has a huge inventory of new replacement parts,
commercial software and reference books for your Atari 8-bit system.
If you would like a free catalog EMAIL me with your Name and STREET
ADDRESS. Or phone 510-352-3787 - Ralph

1301. Re: Programming *.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-10 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@www.hials.no>
Message-ID: <40d9kj$bch@doffen.uninett.no>
Source record: 10939

mvfkb@alf.uib.no wrote:
>How can I read the parameter-list/string which is
>pass on to *.ttp program at program start ?
>
>This is probably a simple problem, but I cant find
>the information in the HI-SOFT Basic / GFA-Basic documentation.

Try command$

Gard Eggesboe Abrahamsen ga@alesund.fylkesbibl.no Happiest guy in the world
PO Box 5061, Larsgaarden ga@www.hials.no http://www.hials.no/~ga/
N-6021 Aalesund, Norway ga@www.moredata.no

1302. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Aug11.114305.9@cathy.ijs.si>
Source record: 10841

In article <wongck.245.000BE1F4@ti.com>, William Wong <wongck@ti.com> wrote:
>>I'm running into the "double-click" problem where if you click in the
>>vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
> I am also trying to look for a piece of code fragment to solve this instead
>of using the accesory patch.

IIRC, you have to put an event-multi call at the start of your program:
The call should wait for doubleclick (so it cures the bug) and for
0 miliseconds (so it doesn't slow down program start-up).

Note that there is no need to put this call into any kind of loop. A single
call upon startup of the program should suffice.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1303. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <40fchp$cqr@news.iesd.auc.dk>
Source record: 10842

In article <408rjg$6oj@gabriel.keele.ac.uk>, mud08@cc.keele.ac.uk (R.D. Evans) writes:
> : Their would end up to many patched and adapted versions, and were would be
> : then, its like this Magic TOS, how compatible is it, from post I have seen
> : here its not that compatible...
>
> This is rubbish. As an actual user of MagiC (2.01 on a 4meg Atari 520STFM),
> I can state that MagiC is very compatible. Users generally experience
> problems with old software such as Calamus 1.09, Cubase and old PD software.
> This is almost always down to programmers breaking GEM guidelines (although
> I would agree that these have been difficult to obtain in the past, and
> there may have been good reasons at the time). Users who experience problems
> should look at upgrading their software, rather than automatically moaning
> about MagiC. We have Calamus S and SL, Layout, Notator Logic, excellent
> shareware products such as Everest, Edith, Twoinone, Kandinsky, Thing,
> Egale, Gemini... ALL are compatible with MagiC.
>
> IMHO all Atari users should check out MagiC 3 when it finally appears. The
> competition looks quite sad in comparison.

I can inform you that MagiC 3 for ST/TT has been out for about 2 months now,
and the Falcon version of MagiC 3 is still being beta-tested.

Keep Cool and Flying...

ChainXOR...

1304. Re: GFA-BASIC: Copying between different harddisk-partitions?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9508111422.AA03181@ilmen.lanl.gov>
Source record: 10843

In a previous article, gmiller@inca.co.nz (Gaven Miller) wrote:

> The Atari GFA-Basic stalled at v3.7. Supposedly there was only about 150
> hours or so of work left, and a call for help completing it was issued.

Was GFA 3.7 for the Atari ever actually released? If so, what new features
did it have over 3.5/3.6? I've never seen this version in the US.

-Hutch- @ Fair Dinkum Tech

1305. Re: component 74LS11

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <40ffao$103b@c4.hrz.uni-giessen.de>
Source record: 10844

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
: In article <3vj20aFlfq@uni-erlangen.de>
: fp270@fim.uni-erlangen.de (Klaus Seyferth) said:-

: >
: > I've got a question concerning my machine.
: > I've got a MEGA ST2 upgraded to 4mb.
: > I bought ot as it is second hand.
: > Now I removed the cover, because it started
: > quitting some time ago and I thought
: > of the old ATARI overheating problem.
: > Since I removed the cover it stopped quitting.
: > But as I removed the cover I discovered that
: > a component is missing which apparently had once
: > been part of the machine and was removed some time.
: > Since I know nothing of computer architecture
: > I don't know what this component does and why
: > it had been removed.
: > Maybe anybody could tell me?
: > I checked with a friend of mine who has also an
: > upgraded MEGA ST2, and in whose machine this
: > component is still present.
: > It is located at the front of the machine, it is the
: > second from left.
: > It's a seven pin component named 74LS11.
: > It houses three and-and circuits, as I learned from
: > an electronics catalogue.
: > If anybody has any information on that, please
: > respond directly to my e-mail adress.
: >

: I upgraded the ROMS on my MEGA 4ST a long time ago (four years) and I
: had to change from a 6 to 2 ROM chip set, to do so I had to remove a chip from
: this area of the board. I know this sounds a bit vague, but it might help.
:

Well this 74LS11 does an AND operation to the /CS-lines for the three ROM
areas. There are two jumpers (0Ohm resistors normally) on the board which
select operation with megabit-ROMs (2 ROMs) or 256Kbit ROMs (6 ROMs).
Normally the chip isn't needed when you have 6 ROMs since the GLUE generates
the needed signals then. To make it clear: The chip doesn't disturb operation
for all three possible configurations (boot roms, 2 ROMs, 6 ROMs) and can
always be stuffed...

- Torsten

1306. Programming a *.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <40fk49$81h$1@mhadg.production.compuserve.com>
Source record: 10845

```
RE finding the name of the program from the command line:
A. Unless the program is called via argvspec protocol, there is no way
to find the name of the program, using 'legal' methods in any language.
If peekb(basepage+128) = 127 then
search the environment directly for the string starting "ARGV="
NOTE the strings are 0 terminated and contiqous. Now set the byte
containing 'A' to 0, terminating the environment. and advance past
the string that did start with ARGV=. The arguments are 0 terminated
strings in order the first being the name of the program, the second the
first argument, etc. the list of strings ends with a double 0, that is
an empty string. Have fun in basic.
if peekb(basepage+128) <> 127 or ARGV= is not found then argvspec is
not used.
I think this is the shortest description of argvspec I have seen.
```

1307. Thick dashed lines with VDI

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: Thomas Schweitzer <schweitz>
Message-ID: <40ff89$mf0@newshost.uni-koblenz.de>
Source record: 10846

Hello,

does anybody know how to draw thick dashed lines with the VDI?
I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
managed to do it.

Is something wrong with the following code:

```
vsl_type(handle, 3);
vsl_width(handle,5);
v_pline(handle,....)
```

Thanks in advance

Thomas

email: schweitz@informatik.uni-koblenz.de

1308. Problems with GCC and GNUmake

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <40fjes$mtl@newshost.uni-koblenz.de>
Source record: 10847

```
Hello everybody,

I have a problem getting GCC and GNUmake running
on my machine. This is my configuration:

TT, 4+4 MB, runs in 1280x960 mono
MagiC 3.0, NVDI 3.01, Gemini 1.A

Free ST-RAM: 2.650.190 Bytes
Free TT-RAM: 2.995.626 Bytes

FIRST PROBLEM: GCC
------------------

GCC is installed on an own partition (k:), including
the required directories (bin, include, g++inc, lib).
The compiler itself can be found under \bin\gcc-cc1.ttp
and - for C++ - under \bin\gcc-cc1p.ttp

Environment variables are set in MAGIX.INF according
to the README file (GCC_EXEC_PREFIX etc.). I've also
included k:\bin as path for executable files (PATH).

In k:\work there are my current workfiles, i.e. at
the moment the only one is hello.c :

#include <stdio.h>

void main (void)
{
printf ("\nHallo Welt, ich bin da!\n");
}

BEHAVIOUR (in Mupfel) :
----------------------

1) Start with "gcc hello.c"
There doesn't seem to happen anything. There also
isn't any error message.

2) Start with "gcc"
I get the message "gcc: no input files"

3) Start with "k:\bin\gcc-cc1p.ttp"
The compiler starts and immediately throws out an error message
for line 1 (#include <stdio.h>): "undefined or invalid # directive"

HOW DO I GET THIS F...ING PROGRAM COMPILED?
```

SECOND PROBLEM: GNU MAKE

GNU make can be found on the same partition (K:) in the directory /make. If I start make, I get the message "make: not enough memory".

Is this possible? Are about 3 MB of remaining TT-RAM not enough to get make running?

HELP!

Christoph

1309. DSP integer programming?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-11 00:00:00 UTC
From: "H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk>
Message-ID: <136488122wnr@gingram.demon.co.uk>
Source record: 10848

I've been doing a bit of reading up on the DSP56001 and I'm now a bit puzzled.

As far as I can see, the DSP will only perform arithmetic on fractional numbers. Now, I can see how to convert integers or real numbers to this format but I cant't see how calculations performed on these numbers would yield the correct result when re-converted.

Any ideas?

Thanks in advance

Gary

EMail gary@gingram.demon.co.uk

1310. Re: Programming *.TTP

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-12 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <40hpd8$h9a@ionews.io.org>
Source record: 10849

mvfkb@alf.uib.no wrote:
: I am currently writing a program in Basic

: How can I read the parameter-list/string which is
: pass on to *.ttp program at program start ?

: This is probably a simple problem, but I cant find
: the information in the HI-SOFT Basic / GFA-Basic documentation.

The simple way is to simply do: cmdline$=CARD{BASEPAGE+128}
The command line will be contained in cmdline$; you can do the parsing on
your own. This method is not argv compatible, however. I have some code
somewhere on the argv routine in GFA but I can't seem to find it at the
moment. *sigh*

: help is appreciated

: Karl

: (mvfkb@alf.uib.no)

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1311. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-12 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DD6z5x.7J4@crash.cts.com>
Source record: 10850

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: I can inform you that MagiC 3 for ST/TT has been out for about 2 months now,
: and the Falcon version of MagiC 3 is still being beta-tested.

: Keep Cool and Flying...

: ChainXOR...

It's nice to see that they don't even bother to inform their own
registered users of that fact. I happen to be a registered user and this
is news to me.

Rich

1312. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-12 00:00:00 UTC
From: a03148@giant.rsoft.bc.ca
Message-ID: <40ilrs$2qr@fountain.mindlink.net>
Source record: 10851

Matija Grabnar (matija@sirius.ijs.si) wrote:

: IIRC, you have to put an event-multi call at the start of your program:
: The call should wait for doubleclick (so it cures the bug) and for
: 0 miliseconds (so it doesn't slow down program start-up).

: Note that there is no need to put this call into any kind of loop. A single
: call upon startup of the program should suffice.

Thanks. Your explanation wasn't quite correct, but it was enough so that I
managed to fix the problem.

The solution is to change the evnt_multi() that drives the entire GEM program.
You basically change the number of button clicks to 2, and add the MU_BUTTON
mask to make evnt_multi() look for double clicks. Then ignore any events which
have the MU_BUTTON bit flag set upon return from evnt_multi().

Desmond

1313. Re: component 74LS11

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-12 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <302d02ac1622d11@discworld.oche.de>
Source record: 10852

Torsten Lang (gdg7@vision.hrz.uni-giessen.de) wrote:

TL>Well this 74LS11 does an AND operation to the /CS-lines for the three ROM
TL>areas. There are two jumpers (0Ohm resistors normally) on the board which
TL>select operation with megabit-ROMs (2 ROMs) or 256Kbit ROMs (6 ROMs).
TL>Normally the chip isn't needed when you have 6 ROMs since the GLUE generates
TL>the needed signals then. To make it clear: The chip doesn't disturb operation
TL>for all three possible configurations (boot roms, 2 ROMs, 6 ROMs) and can
TL>always be stuffed...

I'm afraid your're wrong here. In MEGA-STs, one of the jumpers has only one position (that's the two pads with the longer distance beside ther LS11). If you want to use that setting (for 6 ROMs), you have to either remove the LS11 or cut one pin at that part - otherwise you have two outputs connected together.

The easiest solution is to put in a socket ... put in the LS11 for 2-ROM operation, remove it for 6 ROMs.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
They both savoured the strange warm glow of being much more ignorant than ordinary people, who were only ignorant of ordinary things.
-- Discworld scientists at work (Terry Pratchett, Equal Rites)

1314. Re: Jaguar...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-13 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DD8rFr.Cp5@ridgecrest.ca.us>
Source record: 10853

robscha@data.rhein-main.de (Robert Schaffner) wrote:
>In <ftn_2.204.419_55b780da_Roine.Stenberg@stacken.ct.se> Roine Stenberg
wrote:
>
>>TO: mdekker@fwi.uva.nl
>> > BTW. how much does a jag cost these days? (in the
>> > netherlands)
>>
>>I don't know. In the USA, price is 199 dollars i think...
>>
> 279.- DM in Germany / Quelle, Karstadt
>
>regards
> Robert
>
>
>--
>

>
> * * * robscha@data.rhein-main.de Tel/Fax/Modem: +49
(0)6103-67197
> * * * Robert Schaffner@OF2.maus.de
> * * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
> * * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
> * * * GSZRZ, CoNnect, VideoText
>

Current U.S. cost for a Jaguar with no game included is $159.00
through major dealers.

Mike

1315. SuperBase Professional

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-13 00:00:00 UTC
From: aa648@fn1.freenet.edmonton.ab.ca
Message-ID: <40k3np$q4@news.sas.ab.ca>
Source record: 10854

Am interested in discussion of programming with Superbase Professional's telcom commands. Also discussion of general use.

- Can Comms Input be set up to read a whole line from the buffer?

- When printing to an HP(II) laser, get a blank page for every printed page. Where is the extra FF coming from?

1316. FS: Atari ST Soft/Hardware

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-13 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <40lhai$fm4@terrazzo.lm.com>
Source record: 10855
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Here is a list of Atari ST software and hardware that I am selling. Please make an offer, as I am still trying to figure out pricing. All reasonable offers will be considered. This is a sale, not an auction, first resonable offer will be accepted.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

ATARI HARDWARE FOR SALE
hard 1040 ST/F 4megs mem., tos2.06 TEC board, ADspeed 16mhz upgrade.
hard 1040 ST/F(M?) 1meg memory MIGHT BE 520 (GF's)
hard 1040 STE 4megs mem.
hard 3 Color Monitors (1 not working - power box) All atari brands
hard SM124 Mono Monitor
hard Indus GT External 720k Floppy
hard The BEst TrackBall
hard The Cordless Mouse (Practical Solutions)
hard Toadfile 130meg + 80meg HD w/ICD+ host
hard ShoeBox 80meg HD w/ICD+ host
hard 20meg Shoebox Atari HD, w/Atari Host, sh204?(GF's)
hard Mouse Master
hard Monitor Master(toad brand?)
hard Video Key
hard ST Video Digitizer
hard The Complete Colour Solution (Vidi-ST, Vidi-RGB and VidiChrome ST)
hard Stereo Replay audio digitizer
hard ST Sound Digitizer (Hippopotamaus)
hard 2 assorted internal floppy drives for parts
hard 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
soft Arctic Fox
soft Atari 1st Word ST (2 of them)
soft Atari ST Academy
soft Atari ST User Magazine: Disks: Oct 1990 - Sept 1991,
w/2 unknown demo disks
soft Autoduel
soft Backup! (Michtron)
soft Balance of Power 1990 edition
soft Battle Chess
soft Battletech - cresent hawk's inception
soft BBS Express ST
soft Blacklamp

soft Bloodwych
soft Bureaucracy
soft Club Backgammon
soft Codehead G+ Plus
soft Codehead Hotwire
soft Codehead Lookit & Popit
soft Codehead Maxifile
soft Codehead Multidesk Deluxe
soft Codehead Utilities
soft Codehead Warp 9
soft Curse of the Azure Bonds
soft DC Data Diet
soft DC Desktop
soft DC Utilities
soft Death Bringer
soft Death Sword
soft Defender of the Crown
soft Deluxe Paint ST
soft Diamond Back II
soft Diamond Edge
soft Dragons of Flame
soft Dungeon Master (2 of them)
soft E-Z Data (database)
soft Ed Hak
soft Elite
soft FAST (util)
soft FAST - Key SHell and "AND"
soft Gauntlet
soft GFA Basic 3.5e
soft H&D Base (database)
soft Hacker II: Doomsday Papers
soft Hard Disk Toolkit (Beckmeyer Develop.)
soft Hillsfar
soft ICD - Advantage ST - Harddrive util disk
soft ICD Clean-up ST
soft Ikari Warriors
soft Image Art - icons, 2 disks
soft Interlink ST (term)
soft Jewels of Darkness
soft Kis Terminal
soft Laser "C"
soft Lock-on (2 of them)
soft Lurking Horror
soft Ma Hubbards Cupboard and assorted utils
soft Mega Traveller 1: Zhodani Conspiracy
soft Metro Cross
soft Michtron BBS 3.0
soft Mindshadow
soft MVG - Multi Viewer Graphica
soft Neodesk

soft PACE (Pittsburgh Atari Computer Enthusiasts) Library Disks
Aprox 350 disks
soft PACE UK Disks 200 disk
soft PC Ditto
soft Populous
soft Primetime
soft Print Master Plus, w/ art gallery 1 & 2
soft Pro Copy 1.22
soft Roadwar 2000
soft Roadwar Europa
soft Rogue (2 of them)
soft Rolling Thunder
soft Scurples
soft Shadowgate
soft Shanghai
soft Space Conquest: A Galactic Odyssey
soft Speedball 2
soft ST Action Magazine: Disks: 10, 12, 14-25
soft ST Format Magazine: Disks: 15-27 + Jan 91 Interphase game demo
soft ST Karate
soft ST X-press Magazine: Disks: vol.2 #8 jan 89
soft ST-Talk Professional 2.0
soft STalker 3 term
soft START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
soft STeno
soft Temple of Aphsai Trilogy
soft Time Link
soft Timeworks Data Manager ST
soft Timeworks Word Writer ST
soft Tool Box volume 1
soft Top Gun, 2 copies, one still in box
soft Ultima V: Wariors of Destiny
soft Ultimate Virus Killer
soft Universal Item Selector 3.32
soft Universe II
soft Universe III
soft Wanderer
soft Wizworks Image Cat - pic cataloger
soft Wizworks Mugshot w/data disks 1-3

ASSORTED ATARI MAGAZINES
mag ST Informer, ST Format, STart, Current Notes, etc
email for complete list of mags.

BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com

1317. Re: Thick dashed lines with VDI

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-13 00:00:00 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <DD9CB1.C25@cix.compulink.co.uk>
Source record: 10856

```
>Hello,
>
>does anybody know how to draw thick dashed lines with the VDI?
>I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
>managed to do it.
>
>Is something wrong with the following code:
>
>vsl_type(handle, 3);
>vsl_width(handle,5);
>v_pline(handle,....)

The VDI doesn't support dashed lines thicker than 1 pixel. It's as simple
as that. :-(

Cheers,
Simon

=========================================================================
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/401@nest.ftn =
=========================================================================
```

1318. Re: How do these GFA BASIC functions work?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-13 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <40ll8h$s2q@ionews.io.org>
Source record: 10857

Jonathan Croft-White (jonc-w@georgianho.win-uk.net) wrote:
: Hi,
:
: I have recently started to program in GFA Basic V 2.0 and have
: found it to be a very powerful language. However I have a few
: questions which I would like help with:-

: 1) Is there a command and if so what is it, to produce a GEM
: select box?

FILESELECT "path","filespec","title"

Where:

path = path to set the file selector to (*)
filespec= file spec to place in the filename box (usually "*.*")
title = (TOS 1.4 and up only) Title to place at the top of the selector

(*) ALWAYS INCLUDE A PATH! Faliure to do so will cause file selectors on
TOS 1.2 and below to sieze up unless users are using an alternate file
selector. To set to the current path, set path to DIR$(0)

: 2) In the manual I have it explains the function EXEC as:

: EXEC
: How: EXEC flg,name,cmd,env
: Use: Loads and executes machine code programs or compiled
: programs from disc.
: flg=0 load and go flg=3 load only.
: 'name' - the name of the program.
: 'cmd' - command line (see BASEPAGE).
: 'env' - environment string (usually just "").
: The named program is loaded from disc, the absolute
: addresses are relocated, a basepage is created, and if
: required, the program run.

: And when I checked BASEPAGE, it said:-

: BASEPAGE
: How: BASEPAGE
: use: Returns the address of GFA Basics basepage.

: That helps! :)

: Does anyone know what the command line variable is and
: could give an example of the function in use?

When it says "command line" that is where you place whatever parameters
you want there, usually for .TTP files. i.e. If you wanted to EXEC
LHARC.TTP to extract "DATA.LZH" you'd do this (after properly reserving
memory for the application):

EXEC 0,"LHARC.TTP","-x DATA.LZH" ,""

THe environment string usually never has to be changed unless the program
you are calling requires there to be an environment variable set. Figlet
is one example; usually, users of alternate desktops or TOS 1.4 and up
can set their environment variables and save them to their
DESKTOP.INF/NEWDESK.INF file. But if you wanted to call FIGLET for
example, with the FIGLETFONTS environment variable set, you'd probably do
something like this:

EXEC 0,"FIGLET.TTP","-f colossal.flf > text.fig","FIGLETFONTS=C:\figfont"

: 3) I have the mnilu compiler V 1.61 and would like to know if this
: function will compile as in the help text it states that no
: links are possible?

I think by that he means no INLINEs. I could bd wrong, though.

: 4) I only have the manual text file which came on the ST Format
: cover disk. Does anyone know if there is a better manual
: file and if so where can I FTP it from?

: TIA!
:
: Chris.

: P.S. I fould the mnilu compiler V 1.61 at:-
: http://src.doc,ic.ac.uk/packages/atari/umich/Programming/Gfa/mnilu.lzh
: Does anyone know if a newer one exists for GFA basic
: Version 2 and where I can find it?

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1319. Spawning programs in MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-14 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.246.000B9D26@ti.com>
Source record: 10858

I am trying to spawn a TPP program from a GEM program in MagiC. The programmer's guide stated that the child program can be running in parallel to the parent program and also the TOS (& TPP ?) program spawned can be in a window. This can be achieved using shel_write(). However, when I checked the system using appl_getinfo(), I found that the shel_write cannot execute program in parallel. I also verified that MagiC is in multitasking mode (again using appl_getinfo()) when the main GEM program is running. Is there something that I should set in MagiC so that the shel_write() will execute program in parallel ?

Regards
William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
Internet Email: wongck@ti.com | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
|/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1320. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-14 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Aug14.011310.13511@atlas.tntech.edu>
Source record: 10859

In article <409k12$4dg@fountain.mindlink.net>, a03148@giant.rsoft.bc.ca (Desmond Liu) writes:
> Question 2:
> I'm running into the "double-click" problem where if you click in the
> vertical scroll bar, you get two {WA_DNARROW,WA_UPARROW,WA_DNPAGE,WA_UPPAGE}
> events. This occurs on the Falcon but not on the ST. I know there was an
> AUTO folder program that patched this problem, but I'm looking for a software
> solution. How does the Atari Desktop do it?

Well, I think the Atari Desktop suffers from the same problem, but I did see something posted in news a while back that I clipped that might be of help. I don't know the accuracy of any of this, but I included the entire thing as is.

Path: atlas.tntech.edu!darwin.sura.net!jhunix1.hcf.jhu.edu!paladin.american.edu!gatech!howland.reston.ans.net!news.sprintlink.net!EU.net!uknet!festival!hwcee!sbrown
Newsgroups: comp.sys.atari.programmer
Subject: Re: Scroll bar double scroll problem
Message-ID: <D4pH5E.F1E@cee.hw.ac.uk>
From: sbrown@cee.hw.ac.uk (Stuart Brown)
Date: Tue, 28 Feb 1995 10:29:38 GMT
Sender: news@cee.hw.ac.uk (News Administrator)
References: <D4FC11.79t@watserv3.uwaterloo.ca> <D4IH18.8w0@muster.hrz.uni-giessen.de> <3it3i1$d4d@acmey.gatech.edu>
Organization: Dept of Computing and Electrical Engineering, Heriot-Watt University
Lines: 31

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

: >Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

: >: Could someone point me in the right direction: I am looking for a way to
: >: eliminate the double-scroll problem, i.e. you click on an arrow and GEM
: >: sees two clicks, and scrolls twice.

: >You should use "arrowfix", aviable in most FTP sites.

: If you're programming an application, there is a way to get around this
: without using arrowfix. It has to do with setting up a certain AES event
: and forcing this event BEFORE you enter the main event loop.
: Unfortunately, I can't remember what the trick is. Perhaps someone
: following this thread will know and followup. Apparantly this bug is
: caused by an improper AES initialization.
: --
: David Forrai

: Internet: gt1448b@prism.gatech.edu

I believe the solution to the infamous 'double click bug' is to arrange
a timer event of length 0. Since the length is 0, it does not delay your
program: but somehow it rectifies this rather annoying bug.

I think it's just a simple evnt_timer(0) call.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1321. Re: Thick dashed lines with VDI

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-14 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <40n0c8$3jr@percy.cs.bham.ac.uk>
Source record: 10860

Thomas Schweitzer <schweitz> writes:
>Hello,
>
>does anybody know how to draw thick dashed lines with the VDI?
>I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
>managed to do it.
>
>Is something wrong with the following code:
>
>vsl_type(handle, 3);
>vsl_width(handle,5);
>v_pline(handle,....)

No, except most drivers (as you've discovered) will not honour the
dash setting. You can find out if a driver will or won't do this by
looking at one of the vq_extnd() return values.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1322. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-14 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <40na6j$t7e@nyheter.chalmers.se>
Source record: 10861

In article <19950802.171547.75@powerslv.demon.co.uk>,
Jon Kale <jon@powerslv.demon.co.uk> wrote:
>In message <95207.184322STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU wrote:
>
>> fun to play (I know, easier said then done). Heck, I'd love
>> to just see a Wolf 3D clone. That is a great game even if

Well, since Id software has recently released the complete sources for
Wolf3D that might really show up. There's a readme file with a lengthy
legal statement, though, which I've not read, but at least a 100% Wolf3D
could happen.

>that it hasn't seen the light of day. But we do know a lot about
>how DOOM works and I'm prepared to answer any queries as well as
>I can given the strictures of the NDA.

You'll definitely hear from me later...

I'll soon (tonight) upload a new version of my port of the interactive
3D DOOM .WAD viewer DVIEW to my www/ftp site (see .signature). There's
(of course) no texture mapping and on a normal Falcon it still only runs
at around two frames/s in 320x200. The C sources (and original C++) are
included, so everyone can help improve it, though. ;-)
The sources look quite ugly since I've added quite a lot of test stuff
and am trying a few different algorithms, but with a bit of thought
most of it should be understandable.

At the moment it seems likely that this program will be used as the base
for the attempt at a DOOM .WAD compatible game for the Falcon.

By the way, I did not bother compiling the program to run on processors
<68020, but it should compile nicely under both GCC and TurboC/PureC if
anyone wants to give it a try.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1323. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-14 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <40n6ma$i8g@gabriel.keele.ac.uk>
Source record: 10862

Richard John Kelsch (richcsst@crash.cts.com) wrote:

: It's nice to see that they don't even bother to inform their own
: registered users of that fact. I happen to be a registered user and this
: is news to me.

: Rich

Rich,

The reason you have probably not been informed is that, as far as I know,
the English version of MagiC 3 will not be released until it is ready for
the Falcon, unlike the German ST/TT version which was made available before.
I spoke to System Solutions in the UK three weeks ago, who said that it
would be at least another month (i.e. probably two or three!) before we saw
the likes of MagiC 3 and the HD-Driver version with background DMA support.

Cheers,

Richard.

--

Richard Evans | JANET | mud08@keele.ac.uk

1324. Developpers tool

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-15 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <40pko6$krf@apopi.u-strasbg.fr>
Source record: 10863
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
**********************************************
* Atari Programming Tool Faq *
* version : 0.1 *
* *
* comments, additions to : *
* Fg024@Cleveland.freenet.edu *
* *
**********************************************

I 'de like to post a FAQ on Atari programming Tools
and I need some Info :
_On books
_Developing tools

* Books :
_Title
_Author ( E-adress snail adress)
_language
_Date of Edition
_Publisher (E-adress snail adress)
_ISBN
_Price
_Subject

* Developing Tools
_Name
_Authors (E-adress snail adress)
_latest version
_Publisher (E-adress snail adress)
_Price
_Status (ie Commercial, Shareware, Freeware, Public Domain)
_Type of Tools (ie Resource editor, etc ...)
_Configuartion needed to run the Software
Thx

All Info Should be send at :
E-mail : ch@valholl.u-strasbourg.fr [Thats me dady]
or Fg024@Cleveland.Freenet.edu [Thats me ]

or Hirlimann Ludovic
8, rue de Londres
67610 La Wantzenau
France
i Books
-------
```

Learning C on the Atari ST
Joseph Boyle Wikert
English
c 1988
Scott, Foresman and Compagny (Glenview, Illinois)
ISBN 0-673-18738-1
C language programming beginner to intermediate

The Atari Compendium
Scott sanders (Genie : S.SANDERS2)
English
1993
SDS publishing 996 Redondo Ave. #404 Long Beach, Ca 90804
ISBN 0-9638331-0-3
U$ 49.95
All bios,Xbios,Gemdos,MiNT calls from Tos 1.0 to 4.04

ii Developing Tools

Adebug
Brainstorm (Brainstorm@brasil.frmug.fr.net)
2.13
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/STe/MSTe/TT/Falcon

Assemble
Brainstorm (Brainstorm@brasil.frmug.fr.net)
1.0
Brainstorm (as above . 19 bis, rue de cotte 75012 Paris
France)
FF 490
Commercial Software
68000-68040 assembler
St with double side Floppy/MST/Ste/MSTe/TT/Falcon

Quick-DSP
Gilles Audoly (10, passage Segurane 06300 Nice FRANCE Add
stamped envelop to get a Answer)
0.04
Freeware
DSP 56001 assembler
Falcon / TT (?)

Note:

Internet user may send E-mail to Genie users by adding
@genie.geis.com at the Genie Adress. To send e-mail to
compuserve user replace the coma by a point and append

@compuserve.com at the end of the adresse.

1325. Conversion DB-master One -> ASCII/PC-database

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-15 00:00:00 UTC
From: scheer@nlr.nl
Message-ID: <40ph6k$jc4@nlrgup.nlr.nl>
Source record: 10864
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

A friend of mine is currently using an Atari ST 520. He is
using the program DB-master One, for keeping a quite large
database. Now, he's feeling the computer is getting to slow,
and for compatibility reasons, he wants to buy a PC.

Is there someone who knows if there is any conversion possible
from the db-master fileformat to a standard PC database format,
or eventually to ASCII?

When there's no such tool, can somebody explain the db-master
format to me, I can write a tool myself.

Please answer by email, I don't read this group too often.

Thanks in advance,

Rienk.

--
Rienk van der Scheer
scheer@cs.utwente.nl / scheer@nlr.nl
http://www.cs.utwente.nl/~scheer/

1326. ST GAMES FOR SALE/TRADE

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-15 00:00:00 UTC
From: tinny@morinda.it.ntu.edu.au
Message-ID: <40p0ni$3dg@pellew.ntu.edu.au>
Source record: 10865

I have the following ST games for sale/trade:

Ishar 2
Dungeon Master and Chaos Strikes Back
Shadowlands
Cannon Fodder
Kingmaker
Fiend Freddy
Xenon 2
Air/Sea Complitation
And more... (I have forgotten the rest)

Email me at:

tinny@it.ntu.edu.au

I will accept any reasonable offer.
I will sell or trade for PC games or RPG material.
Email me and I will get you a more thorough list.

1327. Re: DSP integer programming?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-15 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Aug15.133021.374@genrad.co.uk>
Source record: 10866

In article <136488122wnr@gingram.demon.co.uk>,
"H:WINSOCKKA9QSPOOLMAIL" <gary@gingram.demon.co.uk> writes:

>I've been doing a bit of reading up on the DSP56001 and I'm now a bit
>puzzled.
>As far as I can see, the DSP will only perform arithmetic on fractional
>numbers. Now, I can see how to convert integers or real numbers to
>this format but I cant't see how calculations performed on these
>numbers would yield the correct result when re-converted.

First it is important to understand that these numbers are just
representations of a binary number. The registers in the 56001 are BINARY
registers. How you choose to interpret their contents is up to you. Let's
take an 8 bit BINARY register. When you first learn about assembly language
you normally treat it as an integer, and so each bit has a heading value:

```
128 64 32 16 8 4 2 1
--- --- --- --- --- --- --- ---
1 0 1 0 1 0 1 0 = 170
```

These headings can be represented as powers of two:

```
7 6 5 4 3 2 1 0
2 2 2 2 2 2 2 2
--- --- --- --- --- --- --- ---
1 0 1 0 1 0 1 0 = 170
```

For two's complement numbers, the seventh bit represents -128, or
-2 to the power of 7. Let's ignore two's complement for the moment, and do an
addition:

```
10101010 = 170
+ 00001000 = + 8
----------- ---
10110010 = 178
```

Now let's do the same thing with fixed point numbers. We'll keep the
binary contents of the registers the same, and see how it works out. The
headings are:

```
0.5 0.25 0.125 0.0625 0.03125 0.015625 0.0078125 0.00390625
--- ---- ----- ------ ------- -------- --------- ----------
1 0 1 0 1 0 1 0
```

= 0.6640625

The headings can be rewritten as powers of 2:

```
-1 -2 -3 -4 -5 -6 -7 -8
2 2 2 2 2 2 2 2
---------------------------------------
```

Now let's redo the binary adition as before:

```
10101010 = 0.6640625
+ 00001000 = + 0.0312500
----------- ---------
10110010 = 0.6953125
```

The addition has worked in fixed point format as well. If you look at the binary contents of the registers of the 56001 before and after a 24 or 48 bit addition or subtraction, you will notice that the operation is just a simple binary operation. It is us as programmers that choose the headings for each binary digit.

Now to contradict what I have just said, let's go on to multiplication and division. If you do a multiply on the 56001, and do the same operation on the 68000 you will NOT get the same answer. The reason is a bit involved and not worth going into here. However, it is easy to convert between the two. The binary value obatined by the 56001 is shifted left by one bit. If we were doing integer sums on a 56001 and we did a multiply, this must be followed by a shift right by one bit to compensate.
Division is nore complicated still. Try experimenting, but look out for overflows (remember the answer to 0.5 divided by 0.25 won't fit in the fixed point registers).

If your having trouble, look at my articles in ST Format. They are a fairly basic introduction to the 56001 and DSP in general. Good luck!

Paul

1328. problem with Hi-Soft's Power basic.

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-15 00:00:00 UTC
From: jonc-w@georgianho.win-uk.net
Message-ID: <28@georgianho.win-uk.net>
Source record: 10867

Hi,

I am writting a CLI and am having a problem in getting the GEMDOS library function FNpexec% to work. The problem is that whenever I try to execute the program, I get an error 131, Sub program FNPEXEC% not found. I have used defint a-z and rem $option k100 at the start and the program works without this line but as soon as I add this call, an error occurs whilst compiling it. Can anyone help me?

Chris.

1329. Re: falcon tos 4.92 w/mint

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-16 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DDE9KM.G6B@crash.cts.com>
Source record: 10868

R.D. Evans (mud08@cc.keele.ac.uk) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:

: : It's nice to see that they don't even bother to inform their own
: : registered users of that fact. I happen to be a registered user and this
: : is news to me.

: : Rich

: Rich,

: The reason you have probably not been informed is that, as far as I know,
: the English version of MagiC 3 will not be released until it is ready for
: the Falcon, unlike the German ST/TT version which was made available before.
: I spoke to System Solutions in the UK three weeks ago, who said that it
: would be at least another month (i.e. probably two or three!) before we saw
: the likes of MagiC 3 and the HD-Driver version with background DMA support.

: Cheers,

: Richard.

I hope I would be informed. I have never received so much as a postcard
indicating I am even on their user list. I mailed it a year ago.

I hope the Falcon version is released. It is the one I am interested in,
as I rarely use my ST (if at all).

Thank you for the info,

Rich

1330. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-16 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <40rmia$njc@oravannahka.Helsinki.FI>
Source record: 10869

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: >that it hasn't seen the light of day. But we do know a lot about
: >how DOOM works and I'm prepared to answer any queries as well as
: >I can given the strictures of the NDA.

I haven't been following this conversation very closely... But I guess
it's been about converting the Doom for the ST & Falcon.

I think that writing a vector/polygon based Doom for the ST shouldn't be
an impossible task for an experienced programmer. (Though I'm not saying
it would be very simple either. But not impossible, anyway.)

Writing a texture mapped Doom conversion for the Falcon is another
story. But I don't think it would be impossible. If the main engine was
build to run entirely on the DSP and the CPU was only used to transfer GFX
data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
which would then transfer the GFX data to the screen...), it could be
possible to achieve a frame rate of about 15-20 frames per sec (320x200). The
CPU code would have to be very optimized (that's not difficult as transferring
one pixel takes only two MOVEs) and a few neat tricks could be used... (For
example, if the most used texture patterns [floor and ceiling] were stored in
the DSP memory, the CPU would only have make to one MOVE per pixel.) ...to boost
up the routine. Sound FX would be handled by the DMA (so no music). WADs (the
maps were called WADs, right?) would have to be put in the DSP memory. (They're
not that big, are they?) The DSP would just have to take care of screenfull of
texture mapped GFX in about 800k _instruction_ cycles (and take care of
everything else, too). So what do ya think about dis?

*LarryTee

1331. Re: Thick dashed lines with VDI

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-16 00:00:00 UTC
From: dferran@crash.cts.com
Message-ID: <DDDuLA.17w@crash.cts.com>
Source record: 10870

Simon Robins (srobins@cix.compulink.co.uk) wrote:
: >Hello,
: >
: >does anybody know how to draw thick dashed lines with the VDI?
: >I tried it with NOVA-VDI, MagiC-VDI, Atari-VDI and NVDI. None of them
: >managed to do it.
: >
: >Is something wrong with the following code:
: >
: >vsl_type(handle, 3);
: >vsl_width(handle,5);
: >v_pline(handle,....)

: The VDI doesn't support dashed lines thicker than 1 pixel. It's as simple
: as that. :-(

: Cheers,
: Simon

That sure seemed like a flippant reply, but sure enough, the description for vsl_width() in Compute!s Technical Reference Guide: Volume 1, VDI by Sheldon Leemon (where did he go, anyway?) on page 248 clearly states:

"This command sets the width of the lines produced by subsequent line-drawing operations. On the ST, the line width may be any odd number from 1 through 39. Requests for even numbers will cause the next-lowest odd-numbered width to be set. Note that when lines wider than one pixel are being used, the current line pattern will be ignored, and a solid line will be drawn."

-- George

I certainly wish someone would find and fund Sheldom Leemon for a MultiTOS book....

1332. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-16 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <40scs8$b2p@turing.fwi.uva.nl>
Source record: 10871

nuuja@cc.Helsinki.FI (Lauri T Nuuja) wrote:

:Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
:
:: >that it hasn't seen the light of day. But we do know a lot about
:: >how DOOM works and I'm prepared to answer any queries as well as
:: >I can given the strictures of the NDA.
:
:I haven't been following this conversation very closely... But I guess
:it's been about converting the Doom for the ST & Falcon.
:
:I think that writing a vector/polygon based Doom for the ST shouldn't be
:an impossible task for an experienced programmer. (Though I'm not saying
:it would be very simple either. But not impossible, anyway.)
:
:Writing a texture mapped Doom conversion for the Falcon is another
:story. But I don't think it would be impossible. If the main engine was
:build to run entirely on the DSP and the CPU was only used to transfer GFX
:data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
:which would then transfer the GFX data to the screen...), it could be
:possible to achieve a frame rate of about 15-20 frames per sec (320x200). The
:CPU code would have to be very optimized (that's not difficult as transferring
:one pixel takes only two MOVEs) and a few neat tricks could be used... (For
:example, if the most used texture patterns [floor and ceiling] were stored in
:the DSP memory, the CPU would only have make to one MOVE per pixel.) ...to boost
:up the routine. Sound FX would be handled by the DMA (so no music). WADs (the
:maps were called WADs, right?) would have to be put in the DSP memory. (They're
:not that big, are they?) The DSP would just have to take care of screenfull of

doom2.wad is about 14Mb

:texture mapped GFX in about 800k _instruction_ cycles (and take care of
:everything else, too). So what do ya think about dis?
:
:*LarryTee
:

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1333. objc_draw() redirection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <40u67l$shi@henry.interlink.no>
Source record: 10872

I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then save as IMG. I have all the other bits of this task solved, but output from objc_draw() goes to the screen no matter what I do... :-(I use GFA basic, setting the handle using V~H=offscreenhandle&.

As I understand it, AES uses VDI for objc_draw(). I have used VDI commands to the offscreen bitmap without problems, so there must be a way to "trick" objc_draw() to direct its VDI calls to another workstation...?

But HOW?

The alternative will be to write a replacement for objc_draw(), and while it will not be very difficult, it will be a lot of work... :-(

I'm grateful for any help on this...

Vegard Hofsoy <vegard@interlink.no>

1334. Re: objc_draw() redirection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: dupuyda@ibm.net
Message-ID: <40urtn$3dda@news-s02.ny.us.ibm.net>
Source record: 10873

In <40u67l$shi@henry.interlink.no>, vegard@henry.interlink.no (Vegard Hofsoey) writes:
>I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
>save as IMG. I have all the other bits of this task solved, but output
>from objc_draw() goes to the screen no matter what I do... :-(I use GFA
>basic, setting the handle using V~H=offscreenhandle&.
>
>As I understand it, AES uses VDI for objc_draw(). I have used VDI
>commands to the offscreen bitmap without problems, so there must be a way
>to "trick" objc_draw() to direct its VDI calls to another workstation...?
>
Well it is theorically impossible, because the AES opens its own physical and
logical workstation (AES is supposed to work on screen only). So the best way
is to find where the AES's workstation handle is stored and to alter it.

But it's both tricky and risky, because you'll also get the mouse curso, menus
and everything else that's displayed. Good luck, hope it helps a bit

Cyrille Dupuydauby

1335. FS: Atari ST Soft/Hardware

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <410dt4$4sr@india.lm.com>
Source record: 10874
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.
Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/17/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:
ASKING
PRICE ITEM NAME

$350.00 1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade.
$175.00 1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00 1040 STE 4megs mem.
$125.00 Color Monitors Atari brands
$125.00 Color Monitors Atari brands
$25.00 Color Monitors Atari brands (broken, power box)
$90.00 SM124 Mono Monitor
$80.00 (P) Indus GT External 720k Floppy
$25.00 The BEst TrackBall
$35.00 The Cordless Mouse (Practical Solutions)
$300.00 Toadfile 130meg + 80meg HD w/ICD+ host
$160.00 ShoeBox 80meg HD w/ICD+ host
$110.00 20meg shoebox, atari adapter
$20.00 Mouse Master
$15.00 Monitor Master(toad brand?)
$30.00 Video Key
$15.00 ST Video Digitizer
$110.00 The Complete Colour Solution (Vidi-ST, Vidi-RGB
and VidiChrome ST)
$100.00 Stereo Replay audio digitizer
$35.00 ST Sound Digitizer (Hippopotamaus)

$8.00 2 assorted internal floppy drives for parts
$10.00 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
ASKING
PRICE ITEM NAME

$5.00 Arctic Fox
$5.00 Atari 1st Word ST
$5.00 Atari 1st Word ST
$5.00 Atari ST Academy
$5.00 Atari ST User Magazine: Disks: Oct 1990 - Sept
1991, w/2 unknown demo disks
$10.00 Autoduel
$10.00 Backup! (Michtron)
$5.00 Balance of Power 1990 edition
$10.00 (P) Battle Chess
$10.00 Battletech - cresent hawk's inception
$15.00 BBS Express ST
$5.00 Blacklamp
$10.00 Bloodwych
$10.00 (P) Bureaucracy
$10.00 Club Backgammon
$10.00 Codehead G+ Plus
$20.00 Codehead Hotwire
$10.00 Codehead Lookit & Popit
$20.00 Codehead Maxifile
$20.00 Codehead Multidesk Deluxe
$10.00 Codehead Utilities
$15.00 Codehead Warp 9
$10.00 Curse of the Azure Bonds
$10.00 DC Data Diet
$10.00 DC Desktop
$5.00 DC Utilities
$5.00 Death Bringer
$5.00 Death Sword
$10.00 Defender of the Crown
$25.00 Deluxe Paint ST
$15.00 Diamond Back II
$20.00 (P) Diamond Edge
$5.00 Dragons of Flame
$10.00 Dungeon Master
$10.00 Dungeon Master
$5.00 E-Z Data (database)
$10.00 Ed Hak
$10.00 Elite
$5.00 FAST (util)
$5.00 FAST - Key SHell and "AND"
$5.00 Gauntlet
$45.00 GFA Basic 3.5e disk, 3.0 manual

$5.00 H&D Base (database)
$10.00 Hacker II: Doomsday Papers
$10.00 Hard Disk Toolkit (Beckmeyer Develop.)
$10.00 Hillsfar
$10.00 ICD - Advantage ST - Harddrive util disk
$20.00 ICD Clean-up ST
$5.00 Ikari Warriors
$5.00 Image Art - icons, 2 disks
$15.00 Interlink ST (term)
$5.00 (P) Jewels of Darkness
$5.00 Kis Terminal
$35.00 Laser "C"
$5.00 Lock-on
$5.00 Lock-on
$5.00 (P) Lurking Horror
$7.00 Ma Hubbards Cupboard and assorted utils
$10.00 Mega Traveller 1: Zhodani Conspiracy
$7.00 Metro Cross
$15.00 Michtron BBS 3.0
$10.00 Mindshadow
$10.00 MVG - Multi Viewer Graphica
$5.00 (P) Neodesk
$250.00 PACE (Pittsburgh Atari Computer Enthusiasts)
Library Disks Aprox 350 disks
$100.00 PACE UK Disks 200 disk
$5.00 (P) PC Ditto
$10.00 Populous
$5.00 Primetime
$15.00 Print Master Plus, w/ art gallery 1 & 2
$5.00 Pro Copy 1.22
$8.00 Roadwar 2000
$7.00 Roadwar Europa
$5.00 Rogue (2 of them) selling both together
$7.00 Rolling Thunder
$7.00 Scurples
$10.00 Shadowgate
$8.00 Shanghai
$5.00 Space Conquest: A Galactic Odyssey
$15.00 Speedball 2
$7.00 ST Action Magazine: Disks: 10, 12, 14-25
$7.00 ST Format Magazine: Disks: 15-27 + Jan 91
Interphase game demo
$5.00 ST Karate
$1.00 ST X-press Magazine: Disks: vol.2 #8 jan 89
$10.00 ST-Talk Professional 2.0
$15.00 (P) STalker 3 term
$3.00 START Magazine: Disks: Vol.5#7, vol.5#3, vol.4#7
$10.00 (P) STeno
$10.00 Temple of Aphsai Trilogy
$5.00 Time Link

$15.00 Timeworks Data Manager ST
$15.00 Timeworks Word Writer ST
$5.00 Tool Box volume 1
$8.00 Top Gun, still in box
$8.00 Top Gun
$15.00 Ultima V: Wariors of Destiny
$15.00 Ultimate Virus Killer
$10.00 Universal Item Selector 3.32
$10.00 Universe II
$10.00 Universe III
$5.00 Wanderer
$10.00 Wizworks Image Cat - pic cataloger
$12.00 Wizworks Mugshot w/data disks 1-3

$35.00 Assorted Atari Magazines
ST Informer, ST Format, STart, Current Notes, etc

asmo
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
BBS: (412)343-1422 username: SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices. I will also be adding the
up to date list to my plan file, to get my plan file:
finger asmodeus@telerama.lm.com

1336. Re: Conversion DB-master One -> ASCII/PC-database

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.83.000A3D68@cfcsc.dnd.ca>
Source record: 10875
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <40ph6k$jc4@nlrgup.nlr.nl> scheer@nlr.nl (Rienk van der Scheer) writes:
>Hello,
>A friend of mine is currently using an Atari ST 520. He is
>using the program DB-master One, for keeping a quite large
>database. Now, he's feeling the computer is getting to slow,
>and for compatibility reasons, he wants to buy a PC.
>Is there someone who knows if there is any conversion possible
>from the db-master fileformat to a standard PC database format,
>or eventually to ASCII?
>When there's no such tool, can somebody explain the db-master
>format to me, I can write a tool myself.
>Please answer by email, I don't read this group too often.
>Thanks in advance,
>Rienk.
I am not familiar with db-master, however you should be able to export in
ascii delimited format, which should be acceptable to any dbase program.
good luck.bonne chance
-ken

1337. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <40vvbp$d68@inca01.inca.co.nz>
Source record: 10876

Desmond Liu (a03148@giant.rsoft.bc.ca) wrote:
> by printing in the entire window's work area with v_gtext(). This
> works okay on my Falcon, but the redraw is extremely noticeable on
> the ST.

(Assuming you are doing the normal "walking the window rectangle list")
Try these speedups :

1) Work out how deep the screen is. Divide this by the height of one
line of text. Output this number of lines.

2) Work out which line is the topmost line in your clipped rectangle.
Work out how deep the rectangle is in lines of text. If zero, skip to the
next rectangle, otherwise output this number of lines.

>
> I've been playing around with GEM's memory form definition blocks
> (MFDB) to copy blit chunks of the screen around. I did this to speed
> up my vertical line scrolling. I'm thinking of saving a copy of the
> screen in an MFDB so that screen redraws are simply a matter of
> blitting back my copy of the screen.

It is a good technique to use if the system you are running on is lightly
loaded, or has a conspicuous overabundance of free RAM.

But if you have some text 4009 lines long, and are running on a minimally
equipped system (or something without enough room to swing a RAM chip),
then you will not be able to do this.

> Question 1:
> If I understand correctly, I need to allocate memory and save the
> pointer in the fd_addr field of the MFDB. How much memory do I need
> to allocate? Is it the

> (number of colour planes) x (horizontal resolution) x (vertical resolution)?

> The ST resolutions are 32K each. But how does this work for True colour mode
> on the Falcon?

If you multiply this out, you'll find that you will come up with numbers
far higher than 32000 bytes. What you have calculated here is the number
of _bits_ to store the screen image. Divide this number by eight.

Following example for ST Medium shows this :

planes * horiz * vert
= 2 * 640 * 200
= 2 * 128000

= 256000 BITS!! divide by 8 = 32000

DO NOT hardcode the 32000 bytes as a requirement for a screen into your code! Calculate it on-the-fly from available data.

Use the "number of bitplanes available" data returned by vq_extnd. The number of colours returned in Falcon TrueColour mode is 256, which implies 8-bit colour, which is incorrect.

True colour Falcon screens are 16 bitplanes "deep".

I dont know what language you are using, so, I hope this code written in Lattice C will be useful. If you are at all unsure of this, email me.

(I've ignored obvious error checking in this example, so be sure you know _exactly_ what you are doing before incorporating this into a production program)

```
#include <aes.h>
#include <osbind.h>
#include <vdi.h>

unsigned long ScreenRamSize( unsigned short handle )
{
unsigned short wo[2][57];
unsigned long w, h, p;

vq_extnd( handle, 0, wo[0] );
vq_extnd( handle, 1, wo[1] );

w = wo[0][0] + 1;
h = wo[0][1] + 1;
p = wo[1][4];

return (w * h * p) / 8;
}

void main( void )
{
unsigned short dummy, handle;
unsigned long ramreq;
void *screenram;

appl_init();
handle = graf_handle( &dummy, &dummy, &dummy, &dummy );
ramreq = ScreenRamSize( handle );
screenram = Malloc( ramreq );

DoSomething();

Mfree( screenram );
appl_exit();
}
```

1338. Re: Spawning programs in MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-17 00:00:00 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <DDH4Kz.Eps@cix.compulink.co.uk>
Source record: 10877

```
>I am trying to spawn a TPP program from a GEM program in MagiC. The
>programmer's guide stated that the child program can be running in parallel to
>the parent program and also the TOS ( & TPP ? ) program spawned can be in a
>window. This can be achieved using shel_write(). However, when I checked the
>system using appl_getinfo(), I found that the shel_write cannot execute
>program in parallel. I also verified that MagiC is in multitasking mode (
>again using appl_getinfo() ) when the main GEM program is running. Is there
>something that I should set in MagiC so that the shel_write() will execute
>program in parallel ?

/* shel_write modes for parameter "isover" */

#define SHW_IMMED 0 /* PC-GEM 2.x */
#define SHW_CHAIN 1 /* TOS */
#define SHW_DOS 2 /* PC-GEM 2.x */
#define SHW_PARALLEL 100 /* MAG!X */
#define SHW_SINGLE 101 /* MAG!X */

Cheers,
Simon

========================================================================
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/401@nest.ftn =
========================================================================
```

1339. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: nuuja@cc.Helsinki.FI
Message-ID: <411naa$8l@oravannahka.Helsinki.FI>
Source record: 10878

M. Dekker (mdekker@fwi.uva.nl) wrote:

: doom2.wad is about 14Mb

Gee... But the graphics are in it, too, right? When you snip 'em of you've got about 14Kb of data for the maps. :-) Well, anyway, you can keep part of the maps in the main memory if that's necessary... I don't think this is a problem at all.

LarryTee

1340. Re: objc_draw() redirection?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <412bu3$ssc@oban.cc.ic.ac.uk>
Source record: 10879
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

in article <40u67l$shi@henry.interlink.no>,
Vegard Hofsoey (vegard@henry.interlink.no) wrote:
>I want to draw RSC dialogs to an offscreen mono bitmap (EdDI) and then
[...]
>As I understand it, AES uses VDI for objc_draw(). I have used VDI
>commands to the offscreen bitmap without problems, so there must be a way
>to "trick" objc_draw() to direct its VDI calls to another workstation...?

AFAIK, the AES opens it's own VDI workstation to do any drawing. The handle
of this workstation is what is returned with graf_handle().

As the the workstation is already open, I doubt that you could redirect it
to another handle. The only way that may be possible is by altering the
value of the handle, which I _think_ is stored in the negative-offset LineA
structures. This seems very dodgy though. I doubt it would be compatable
across all TOSes.

On the subject of EdDI and offscreen bitmaps, I'm trying to use NVDI to do
this, with v_opnbm() etc. Unfortunately, I only have the German NVDI
programmer's guide, and I don't speak German, so it's all a bit hit and
miss. I would be grateful if someone could mail or post some sample code
that opens an offscreen bitmap and draws on it, as I keep getting memory
protection errors from MagiC when I try it.

As for EdDI, am I right in thinking that this is a freeware (?) program that
allows you to use NVDI's offscreen bitmap facilities, without NVDI?
If so, where can I get it from, as it doesn't seem to be on the usual FTP
sites.

Thanks for any help,

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`I mean, if you're the police, who will police the police?'
`I dunno. Coast Guard?' - [1f09]

1341. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <411vbq$s9k@turing.fwi.uva.nl>
Source record: 10880

nuuja@cc.Helsinki.FI (Lauri T Nuuja) wrote:

:M. Dekker (mdekker@fwi.uva.nl) wrote:
:
:: doom2.wad is about 14Mb
:
:Gee... But the graphics are in it, too, right? When you snip 'em of
:you've got about 14Kb of data for the maps. :-) Well, anyway, you can
:keep part of the maps in the main memory if that's necessary... I don't
:think this is a problem at all.

yes, all graphics (textures etc) and all music is in there.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1342. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4125n2$rbe@nyheter.chalmers.se>
Source record: 10881

In article <411naa$8l@oravannahka.Helsinki.FI>,
Lauri T Nuuja <nuuja@cc.Helsinki.FI> wrote:
>M. Dekker (mdekker@fwi.uva.nl) wrote:
>
>: doom2.wad is about 14Mb
>
>Gee... But the graphics are in it, too, right? When you snip 'em of
>you've got about 14Kb of data for the maps. :-) Well, anyway, you can

I've analysed the levels in the unregistered version of DOOM and found
that there would be no problem putting all the relevant data from those
in the DSP memory.

>keep part of the maps in the main memory if that's necessary... I don't
>think this is a problem at all.

Well, to make a BSP tree traversal as in DOOM efficient, I think it really
is necessary to have all the map data available at all times. As I said, I
don't think that'll be a problem, though. At least not for Id's levels.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1343. System font - where?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: Hub3 <the_cafe@hub.co.uk>
Message-ID: <4123nc$s1o@luggage.rednet.co.uk>
Source record: 10882

NOTE: If replying by email, reply to:

jacquesa@cs.man.ac.uk

Hi, can someone out there tell me where/how the system font is stored in memory? I need to write my own print routine for my STOS extension, as it replaces the GEMDOS print routines, and does not support Falcon resolutions...

Please reply by email, as I cannot read news on a regular basis until September...

Anthony Jacques

email: jacquesa@cs.man.ac.uk
WWW http://www.cs.man.ac.uk/~jacquesa/

Coming soon... The STOS Falcon Extension (non-buggy version...)

1344. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4125a5$raj@nyheter.chalmers.se>
Source record: 10883

In article <40rmia$njc@oravannahka.Helsinki.FI>,
Lauri T Nuuja <nuuja@cc.Helsinki.FI> wrote:
>
>I think that writing a vector/polygon based Doom for the ST shouldn't be
>an impossible task for an experienced programmer. (Though I'm not saying

Of course it would be possible, but it would be _incredibly_ slow. As I
said in my previous article, an engine (in C) that does the graphics only,
without texture mapping, gives around 2fps on a Falcon when compiled with
maximum optimizations. Rewriting it in assembler _might_ get that up to
4fps, but I'd really be surprised (I'd be quite happy, though).
Optimizing the clipping algorithms and perspective mapping, would probably
be better, but still I don't think it'll get above 10fps at 320x200.

On an ST, which is at least 2-3 times slower and can't do without the c2p,
it would be quite unusable.

On top of that, there's of course the need for monster AI, which you'll
soon realize is _quite_ difficult to get some speed on. A monster can
after all see you from the other end of the map, through a number of
windows...

>Writing a texture mapped Doom conversion for the Falcon is another
>story. But I don't think it would be impossible. If the main engine was
>build to run entirely on the DSP and the CPU was only used to transfer GFX
>data (DSP would simply deliver GFX data pointers [for each pixel] to the CPU,
>which would then transfer the GFX data to the screen...), it could be
>possible to achieve a frame rate of about 15-20 frames per sec (320x200). The

If you don't use the CPU for the DSP->RAM transfer, the maximum data rate
is 1Mbyte per second IIRC. 320x200x20 > 1 million, which makes the idea
fall even there.
Sending only start and end coordinates for horizontal and vertical runs
would work better, but then the CPU will have more to do. That is what
I believe our engine will do eventually.

The main problem with doing this DOOM clone is, as I see it, that we
are locked into a given format.
We can't do the normal 'fade distance into darkness', which is used in
most programs of this kind on the Falcon, since DOOM doesn't do that.
Neither can we simplify the visibility rules significantly without
making the game very different.
Doing a simple raycasting engine for DOOM is not likely to be at all
useful since the non-orthogonal walls, windows and 'infinite' visibility
would destroy the efficiency.

If anyone is interested in examining an engine that is likely to be quite
close to that DOOM uses, please fetch DVIEW030.LZH from my WWW/FTP site
mentioned in the .signature. Full C sources compilable at least under
GCC and TurboC/PureC are included as are the original C++ sources.
I'd very much like to know about any improvements done to it.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1345. VID to FI? converter wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-19 00:00:00 UTC
From: Landstrider <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DDJqtA.685@ridgecrest.ca.us>
Source record: 10884

I require a program to convert Videomaster Falcon .VID files to
a .FL? or SEQ format for use in Apex media. As I understand the foramt,
a VID file is a string of TPI (TruePaint images) linked together that
must be run from ram. I would like to be able to edit those files in a
format Apex can load. I'm not much of a programer, and would pay a
fee for a working program and source code. Please e-mail if interested.

Mike Grove
mgrove@owens.ridgecrest.ca.us

1346. Re: Conversion DB-master One -> ASCII/PC-database

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-19 00:00:00 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <DDKBME.5vD@cix.compulink.co.uk>
Source record: 10885
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

>A friend of mine is currently using an Atari ST 520. He is
>using the program DB-master One, for keeping a quite large
>database. Now, he's feeling the computer is getting to slow,

Yeah, as computers get older the electrons take longer to go along the
wires!

--
John Watkins
jwatkins@cix.compulink.co.uk

1347. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-19 00:00:00 UTC
From: a03148@giant.rsoft.bc.ca
Message-ID: <413i5q$2o3@fountain.mindlink.net>
Source record: 10886

```
: Use the "number of bitplanes available" data returned by vq_extnd. The
: number of colours returned in Falcon TrueColour mode is 256, which
: implies 8-bit colour, which is incorrect.

: True colour Falcon screens are 16 bitplanes "deep".

If vq_extnd() returns 256 in True Colour mode, how do I correctly
allocate enough memory to store in the MFDB?
```

1348. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-19 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <808860520_OASIS_@levihome.demon.co.uk>
Source record: 10887

In article <413i5q$2o3@fountain.mindlink.net>
a03148@giant.rsoft.bc.ca (Desmond Liu) said:-

>: Use the "number of bitplanes available" data returned by vq_extnd. The
>: number of colours returned in Falcon TrueColour mode is 256, which
>: implies 8-bit colour, which is incorrect.
>
>: True colour Falcon screens are 16 bitplanes "deep".
>
>If vq_extnd() returns 256 in True Colour mode, how do I correctly
>allocate enough memory to store in the MFDB?
>

Gem only works with & upto 256 colours by palette. It has been patched
by Atari to cover True colour mode but only to get Gem up & running.

The big thing that your missing is that the True colour screen is
actually 1 colour plane.

On a mono screen: 16 pixels are stored in each word (1 bitplane)

4 colour screen: 16 pixels are stored in 2 words
where the colour for pixel 1 is stored in
bit 31 of word 1 &
bit 31 of word 2 - therefore 2 bitplanes

16 colour screen: 16 pixels are stored in 4 words
where the colour for pixel 1 is stored in
bit 31 of word 1 &
bit 31 of word 2 &
bit 31 of word 3 &
bit 31 of word 4 - therefore 4 bitplanes

256 is 8 & so on (ad infinitum...)

True colour mode is 1 pixel per word - therefore 1 plane (no bit)

Use the call xbios(88,-1) this will return the screen setup for the
Falcon. If Xbios(88,-1) AND 7 =4 then allocate 2*Xres*Yres bytes.

the answer will be in binary FSOPV8NNN
where F = 1 = (VGA Double line - halves screen height)
or (TV Interlace on - Doubles screen height)
S = 1 = ST compatable
O = 1 = Overscan on (NOT VGA - multiply res by 1.2)
P = 1 = Pal / 0 = NTSC
V = 1 = VGA / 0 = TV/RGB

8 = 1 = 80 column / 0 = 40 column
NNN = 100 = Truecolour
= 011 = 256 Colours
= 010 = 16 Colours
= 001 = 4 Colours
= 000 = Mono

Or you could just set up the binary number as above and use
number of bytes required=XBIOS(91,Binary Screen Res).

If you are trying to set up the physical screen use
XBIOS(5,L:0,L:0,3,Binary screen Res) and it will allocate the
memory and re-position the screen.

When you enter date for the MFDB you must enter it as follows:

start of MFDB
offset $0: address of top left corner of screen
offset $4: X res (width in pixels)
offset $6: Y res (height in pixels)
offset $8: X res (number of words in screen width)
offset $A: 1 (display type 1 standard , 0 device specific)
offset $C: 1 (number of planes)
offset $E: reserved
offset $10: reserved
offset $12: reserved
offset $14: end of MFDB

Sorry if I appeared to lecture but this is one of the hardest things to
get your head around and I haven't yet found a book that explained it well. But
once you understand how simple it really is you'll never have trouble with it
again.

Dave

--
==
If All The World's Cars
Were Parked End To End: ----~~~~>> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ----~~~~>> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
----~~~~>> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==

1349. Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-19 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>
Source record: 10888

From the sound of things, it seems like "we" are trying to play Doom on an extremely early version of a 386. Doom without the smooth-scrolling graphics and light sourcing is hardly worth playing. Doom without the music and sound effects just isn't Doom. We're trying to do Doom without either of those aspects?? Sounds like a pipe dream.

1350. Re: DOOM on Atari

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-20 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <4189gl$hvr@sphinx.Gsu.EDU>
Source record: 10889

First, I must say that you there, making DOOM-engine for Ataris, are doing *exactly* the Right Thing ;-) ! Absolutely GREAT, if you'll succeed! So, I hope this encourages you a little =) !!!

I don't think there's any realistic chance to make a ST- or even a TT-version of DOOM. Falcon has its chances because of DSP and its graphical capabilities. I just want to remind you that although Falcon _currently_ is a rather slow 3.84 MIPS (68030) computer, this probably will change in the future. It's already pretty easy and cheap to make the bird run at 32 MHz - and even 68040-Falcons will very probably be reality in 1996. What this means: if DOOM will run sluggishly on an ordinary F-030, it might work very well on a 16..40 MIPS Falcon. Even DSP can be accelerated to about 50 MHz.

What this means? It means that this project is absolutely worth doing, I think =-) !!!

Good luck!

Tommi

1351. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-21 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <419gcm$29l@percy.cs.bham.ac.uk>
Source record: 10790

a03148@giant.rsoft.bc.ca (Desmond Liu) writes:
>: Use the "number of bitplanes available" data returned by vq_extnd. The
>: number of colours returned in Falcon TrueColour mode is 256, which
>: implies 8-bit colour, which is incorrect.
>
>: True colour Falcon screens are 16 bitplanes "deep".
>
>If vq_extnd() returns 256 in True Colour mode, how do I correctly
>allocate enough memory to store in the MFDB?

It returns 256 in the number of *pens* available for the VDI, not the
number of planes. The VDI only has a maximum of 256 pens, even in 15,
16 and 24 bits-per-pixel modes. There is another value in the array
returned by vq_extnd which gives the number of planes.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1352. Re: Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <419pqq$b52@nyheter.chalmers.se>
Source record: 10791

In article <Pine.SUN.3.91.950819234659.17046D-100000@nic.cerf.net>,
Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> wrote:
>From the sound of things, it seems like "we" are trying to play Doom on
>an extremely early version of a 386. Doom without the smooth-scrolling

Well, without counting the DSP that might be a reasonable comparison.
_If_, however, we manage to get the complete rendering engine (code and
map) into the DSP RAM (which does seem likely) it should be possible to
get quite a bit better DOOM performance than a 16MHz 386SX.

>graphics and light sourcing is hardly worth playing. Doom without the

Scrolling? I guess you mean the update frequency, which is of course
important, but from experience playing DOOM and AvP on my Jaguar, I'd say
that around 10fps would be acceptable. I must admit I'm still not 100%
sure we can reach that for more complex surroundings.

Tests I've done with DVIEW has convinced me that a non-textured DOOM can
look rather good, even without floors/ceilings.
Lighting effects will likely be quite simple to add when TC mode is used.

>music and sound effects just isn't Doom. We're trying to do Doom without
>either of those aspects?? Sounds like a pipe dream.

The Jaguar version of DOOM has no music and I always turned it off when
I played the game on a PC. The sound effects, though, are probably
necessary, but should also be easy to do. If the sound DMA matrix is used
up for the level graphics communications, we could always fall back on the
STE DMA sound.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1353. Re: Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-21 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <41abtc$3ho@turing.fwi.uva.nl>
Source record: 10792

When this subject of a doom on falcon came up first, I was very
sceptic. I am beginning to like the idea now....

:>music and sound effects just isn't Doom. We're trying to do Doom without
:>either of those aspects?? Sounds like a pipe dream.
:
:The Jaguar version of DOOM has no music and I always turned it off when
:I played the game on a PC. The sound effects, though, are probably
:necessary, but should also be easy to do. If the sound DMA matrix is used
:up for the level graphics communications, we could always fall back on the
:STE DMA sound.

the music is IMHO VERY important. I never turn the music off when
I play doom on my PC. It adds so much to the atmosphere.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1354. Release of OASIS 1.30E

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-21 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <809037374_OASIS_@yeadontt.demon.co.uk>
Source record: 10793

As of Monday 21/8/95 OASIS 1.30E has been uploaded to the Demon and Hensa
FTP sites.

Two files have been uploaded.

OASIS130.TOS is a complete version of OASIS for people who have either
never installed OASIS before or who have a version of OASIS below 1.20E.

UPD_130.TOS is the files that have changed from version 1.20E for those
who have already installed 1.20E.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========

1355. FS: Atari ST soft/hardware 1040STe 4meg, etc

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-22 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <41c1f8$ivq@india.lm.com>
Source record: 10794
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers

Most software has original boxes and documentation.
All software are original disks, not back-ups or copies.
Some of the hardware also has the boxes that they came in,
but some do not, such as the hard drives, disk drives for parts,
1040 case and RF shield, etc.

All prices are in US Dollars and do not include Shipping costs.
All prices are negotiable and open to reasonable offers.
Payment by personal check will be shipped after the check clears
my bank, aprox. 5 working days. Payments by money orders will be
shipped the day after payment is received.
Priority will be given to orders of 5 or more items.
This list current as of: 8/20/95

Item Name starting with (P) is possibly sold, in negotiations,
or awaiting payment.

ATARI HARDWARE FOR SALE:
ASKING
PRICE ITEM NAME

$350.00 1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade.
$175.00 1040 ST/F(M?) 1meg memory MIGHT BE 520
$350.00 1040 STE 4megs mem.
$125.00 Color Monitors Atari brands
$125.00 Color Monitors Atari brands
$25.00 (P)Color Monitors Atari brands (broken, power box)
$90.00 SM124 Mono Monitor
$80.00 (P) Indus GT External 720k Floppy
$25.00 The BEst TrackBall
$35.00 The Cordless Mouse (Practical Solutions)
$300.00 Toadfile 130meg + 80meg HD w/ICD+ host
$160.00 ShoeBox 80meg HD w/ICD+ host
$110.00 20meg shoebox, atari adapter
$20.00 Mouse Master
$15.00 Monitor Master(toad brand?)
$30.00 Video Key
$15.00 ST Video Digitizer
$110.00 The Complete Colour Solution (Vidi-ST, Vidi-RGB
and VidiChrome ST)
$100.00 Stereo Replay audio digitizer
$35.00 ST Sound Digitizer (Hippopotamaus)

$8.00 2 assorted internal floppy drives for parts
$10.00 1040 case and rf shield (used)

ATARI SOFTWARE FOR SALE
ASKING
PRICE ITEM NAME

$5.00 Arctic Fox
$5.00 Atari 1st Word ST
$5.00 Atari 1st Word ST
$5.00 Atari ST Academy
$10.00 Autoduel
$10.00 Backup! (Michtron)
$5.00 Balance of Power 1990 edition
$10.00 (P) Battle Chess
$10.00 Battletech - cresent hawk's inception
$15.00 BBS Express ST
$5.00 Blacklamp
$10.00 Bloodwych
$10.00 (P) Bureaucracy
$10.00 Club Backgammon
$10.00 Codehead G+ Plus
$20.00 Codehead Hotwire
$10.00 Codehead Lookit & Popit
$20.00 Codehead Maxifile
$20.00 Codehead Multidesk Deluxe
$10.00 Codehead Utilities
$15.00 (P) Codehead Warp 9
$10.00 Curse of the Azure Bonds
$10.00 DC Data Diet
$10.00 DC Desktop
$5.00 DC Utilities
$5.00 Death Bringer
$5.00 Death Sword
$10.00 Defender of the Crown
$25.00 Deluxe Paint ST
$15.00 (P) Diamond Back II
$20.00 (P) Diamond Edge
$5.00 Dragons of Flame
$10.00 Dungeon Master
$10.00 Dungeon Master
$5.00 E-Z Data (database)
$10.00 Ed Hak
$10.00 Elite
$5.00 FAST (util)
$5.00 FAST - Key SHell and "AND"
$5.00 Gauntlet
$45.00 GFA Basic 3.5e disk, 3.0 manual
$5.00 H&D Base (database)
$10.00 Hacker II: Doomsday Papers

$10.00 Hard Disk Toolkit (Beckmeyer Develop.)
$10.00 Hillsfar
$10.00 ICD - Advantage ST - Harddrive util disk
$20.00 ICD Clean-up ST
$5.00 Ikari Warriors
$5.00 Image Art - icons, 2 disks
$15.00 Interlink ST (term)
$5.00 (P) Jewels of Darkness
$5.00 Kis Terminal
$35.00 Laser "C"
$5.00 Lock-on
$5.00 Lock-on
$5.00 (P) Lurking Horror
$7.00 Ma Hubbards Cupboard and assorted utils
$10.00 Mega Traveller 1: Zhodani Conspiracy
$7.00 Metro Cross
$15.00 (P) Michtron BBS 3.0
$10.00 Mindshadow
$10.00 MVG - Multi Viewer Graphica
$5.00 (P) Neodesk
$250.00 PACE (Pittsburgh Atari Computer Enthusiasts)
Library Disks Aprox 350 disks
$100.00 PACE UK Disks 200 disk
$5.00 (P) PC Ditto
$10.00 Populous
$5.00 Primetime
$15.00 Print Master Plus, w/ art gallery 1 & 2
$5.00 Pro Copy 1.22
$8.00 Roadwar 2000
$7.00 Roadwar Europa
$5.00 Rogue (2 of them) selling both together
$7.00 Rolling Thunder
$7.00 Scurples
$10.00 Shadowgate
$8.00 Shanghai
$5.00 Space Conquest: A Galactic Odyssey
$15.00 Speedball 2
$5.00 ST Karate
$10.00 ST-Talk Professional 2.0
$15.00 (P) STalker 3 term
$10.00 (P) STeno
$10.00 Temple of Aphsai Trilogy
$5.00 Time Link
$15.00 Timeworks Data Manager ST
$15.00 Timeworks Word Writer ST
$5.00 Tool Box volume 1
$8.00 Top Gun, still in box
$8.00 Top Gun
$15.00 Ultima V: Wariors of Destiny
$15.00 Ultimate Virus Killer

$10.00 Universal Item Selector 3.32
$10.00 Universe II
$10.00 Universe III
$5.00 Wanderer
$10.00 Wizworks Image Cat - pic cataloger
$12.00 Wizworks Mugshot w/data disks 1-3

$65.00 Assorted Atari Magazines: Includes all disks that came with mags.
ST Informer, ST Format, STart, Current Notes, etc
E-mail for a complete listing.

asmo
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
BBS: (412)343-1422 username: SysOp*Aragon

Web page will be added soon to have the current status of Atari
items for sale and asking prices. I will also be adding the
up to date list to my plan file, to get my plan file:
finger asmodeus@telerama.lm.com

1356. Wanted: Automation Packer Decompression

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-22 00:00:00 UTC
From: g-sjopet@jmk.su.se
Message-ID: <g-sjopet-220895091041@130.237.155.14>
Source record: 10795

I'm looking for a decompression utility for files packed with Automation Packer v2.3r. Preferably it should run on a 520STFM or Macintosh. Can anybody help?

Petter Sjoelund, JMK, Stockholm, Sweden

1357. Re: Conversion DB-master One -> ASCII/PC-database

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-22 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <41cshl$ek@giant.seas.smu.edu>
Source record: 10796
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In DB Master, the ascii delimited output is in the form of a report.
DBMaster breaks the entries with CRLF, but you should be able to find
a program that converts the carriage-return,line-feed to comma if you
need to. Or your PC program might be able to perform that as part of
its import function.

Let us know how this turns out, please
nicole@seas.smu.edu

1358. Programming the SCC

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-22 00:00:00 UTC
From: paa@hol.gr
Message-ID: <41dkov$d6o@newsflash.hol.gr>
Source record: 10797

I am looking for information about the SCC chip and how to program it directly. I know there are several patches but I really _need_ to write my own routines. If anybody can help me please do it!

Thanks in advance!

Panayiotis Andriopoulos
paa@prometheus.hol.gr

1359. TOS 4.9x programer searched!

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-23 00:00:00 UTC
From: sm001pe@e45-hrze.uni-duisburg.de
Message-ID: <41etvj$77a@h20-hrze.uni-duisburg.de>
Source record: 10798

Dear Atari Programer !

C-Lab is still looking for people to complete the TOS 4.9x Team !
It's urgent !!It's well payed !!!

If you are interested write to:

C-Lab Digital Media GmbH
(for Mr. Buergerhoff)
Postfach 700 303
22003 Hamburg
Germany

Mention what you know best...

Best regards, Filipe :-)

1360. Re: Programming the SCC

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-23 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzspmtyoyg.fsf@issan.informatik.uni-dortmund.de>
Source record: 10799

In article <41dkov$d6o@newsflash.hol.gr>, paa@hol.gr (Andriopoulos Panagiotis) writes:

|> I am looking for information about the SCC chip and how to program it
|> directly. I know there are several patches but I really _need_ to write my own
|> routines. If anybody can help me please do it!

If you can read German, there is the excellent "Atari ST/STE/TT
Profibuch" which describes quite a bit of the SCC programming. I'll
look up the ISBN if you are interested.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1361. Re: Programming the SCC

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-23 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950823103645.12669A-100000@bull.mimuw.edu.pl>
Source record: 10800

On 22 Aug 1995, Andriopoulos Panagiotis wrote:

> I am looking for information about the SCC chip and how to program it
> directly. I know there are several patches but I really _need_ to write my own
> routines. If anybody can help me please do it!

In my mind the best and simplest way is to get sources of linux routines
for SCC devices. You can get a lot of info from those sources. I
recommend you to get sources of 0.9.10 kernel (or newer if av.) from
tsx-11.mit.edu://pub/linux/680x0/src.

> Thanks in advance!

you welcome

> Panayiotis Andriopoulos
> paa@prometheus.hol.gr

Simon.

1362. 19" Mono Monitor Drivers

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-23 00:00:00 UTC
From: dac@pyrtech.mis.pyramid.com
Message-ID: <41gngd$7cm@pyrtech.mis.pyramid.com>
Source record: 10801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Folks,
Im looking for a copy of a program called Xmon for the Atari.
It is a screen driver for a Moniterm 19" monitor (SM194). Apparently
it was written by Doug Wheeler (Ex "Code Head" programmer). Any one
know where I may be able to get a copy of this program?
Alternatively any one know what/where drivers are available for the
19" mono monitors. My friend (whom I'm requesting this for) is currently
running bigmon. He's had a few problems with this and was advised to get
xmon. Any differances??? Comments??

Thanks,

David

-----m------ David Anthony Clark ---------------------- dac@pyramid.com.au ---
---__mmm------ P Y R A M I D ---- 173 Pacific Hwy Ph : +61-02-925-2001 -
-____mmmmm-- DATA CENTRE SYSTEMS - North Sydney 2065 Fax: +61-02-925-2090 -
_____mmmmmm--------------------------- AUSTRALIA ----------------------------

1363. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-24 00:00:00 UTC
From: Alex@alshouse.demon.co.uk
Message-ID: <809264802_OASIS_@alshouse.demon.co.uk>
Source record: 10802

In article <41h8ja$muv@sun1000.ci.pwr.wroc.pl>
Miron@sun10.ci.pwr.wroc.pl (Pawel Minorczuk-Lamerczuk) said:-

>Hello !
>
>I wonder why there is only few people to speak about wonderfull aTARI ?
>Note: I have Amiga 500 and I fuck aTARI *very well*.
>

Oh dear, welcome the mature Amiga owner, listen to his words of wisdom for he is
most definatly in the *wrong* place.

--

Alex

1364. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-25 00:00:00 UTC
From: MIron <miron@sun10.ci.pwr.wroc.pl>
Message-ID: <Pine.SOL.3.91.950825002548.7175B-100000@sun10>
Source record: 10803

On Thu, 24 Aug 1995, Bogdan Muryn wrote:

> In article <41h8ja$muv@sun1000.ci.pwr.wroc.pl> you wrote:
> : Hello !
>
> : I wonder why there is only few people to speak about wonderfull aTARI ?
> : Note: I have Amiga 500 and I fuck aTARI *very well*.
>
>
> Hi !!!
> Ha, HA, hA !!! ;-).
> Kun by sie usmial.
> Facet jestes tak prymitywny ze az zal.
> Jak Cie czytam to mi ziemniaki z piwnicy czworkami maszeruja.
> Dorwales sie lamerze do poczty i wielce obeznanego z komputerami
> rzniesz ? Ciekawe, ze na tegoroczne Intel Outside w W-wie
> sa zaproszeni takze inne komputery, a tylko nie Amiga.
> Ci ludzie maja poziom umyslowy dosc wysoki, Ty nie masz
> go w ogole. Na zlotach Atari w Polsce zawsze jest scena (kilkanascie osob)
> Amigowska i to nie lamerzy, ale elita. Podobnie jest z zlotami
> Amigowskimi.
>
>

Sorry bout that letter was a fakemail. Please ignore messages signed by
my nick in future.
Thanks.

Przepraszam, ale ten list byl fake. Prosze ignorowac na przyszlosc
informacje sygnowane moim nickiem.

. . . .
. . . . . .
. : . : ___: . : .
__| |__ __| |/ __| |____ ________ | .
__ Y ___ ___ Y __ \ | :
| | ! | | " | ! / j ! | \! | ,
Pawel | ! : ! | | / l : | | : | Mironczuk
|.:: :: :| .:| .:\ .:\ ..:j :|l . :|
!::.`---'.::!.:::!::: \:::\.:/|::! \ ::!
: . .~~~~: . ~~""~~ !::: \:::
. . : . .
. . .
EMail: miron@sun10.ci.pwr.wroc.pl
WWW: HTTP://sun10.ci.pwr.wroc.pl/~miron

1365. compiling FreeMiNT with Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-25 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <41kc2e$oj8@wn1.sci.kun.nl>
Source record: 10804

Hello,

The last few days I've been trying to compile FreeMiNT 1.12.4 with Pure C. It won't work. After some time I did get it to compile and link (which even involved altering the source in some places) but the program isn't stable. When running it with MultiTOS, I have to press ^C during boot (otherwise the AES copyright message stays on screen and blocks the computer) and I get error messages all over. Without MultiTOS (which was why I compiled it myself in the first place!) it's even worse. The GEM screen stays white, and after pressing ^C (nothing else seems to work) I get errors again.

Could someone who did manage to compile a stable MiNT with Pure C please tell me what I'm doing wrong? Or, as an alternative, could some kind GCC-owner uumail me a MiNT kernel compiled with ONLY030 and _without_ FASTTEXT? (Or upload one, as the latter switch prevents MiNT from working stable in a BlowUP-equipped Falcon).
-DMULTITOS should work without GEM.SYS too, right? The swich just enables _trying_ to load GEM.SYS?

I'm getting pretty desperate. I mean, I _had_ a perfect working environment on my old ST (MiNT 0.96 or something, worked great, even with OverScan!) and now on my Falcon, I can't get an ordinary pure MiNT to work! It's driving me crazy!

And please don't say `install GCC' as my HD is filled to the last byte. Gotta get a new one some day.

P.S. How did you get on the MiNT-mailing list again?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1366. **** Ch.A.O.S. ****

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-26 00:00:00 UTC
From: Jeffrey Wood <woodzy@delphi.com>
Message-ID: <RrOjbj1.woodzy@delphi.com>
Source record: 10805

Hi, and welcome to Ch.A.O.S. Country. Welcome to the revolution. The Cheyenne Area Orphaned Systems, or Ch.A.O.S., is a club devoted solely for the preservation of classic non-IBM systems, such as ours, and for the defeat of Microsoft. If we wanted IB
M compatability, we would have abandoned our systems long ago. Those of us who do have IBMs, but still use our classics, only bought them out of necessity, such as for work or school.��This is not a political organization. We do not hold any specific r
ight wing or left wing political views. We do believe in fair competition and Microsoft is NOT fair. We spent all that time and money on our respective systems because the performed the task or tasks we bought them for. Wether it be for gaming, educat
ion, office, or whatever, our classic systems performed upto our expectations, and in some cases, beyond the original design. Why should we abandoned everything we put into our systems?��I have been working on the designs of two programs that I feel wou
ld unite all of our systems, yet retain the sovereignty or flavor of each individual system:��1. A terminal shell with game maker to allow two or more non-compatable systems to play games over the modem or in a mini-network. Of course, standard protoco
ls will have to be set between computers to ensure game play. But, graphics between two different systems wont have to be the same because screen data wont be sent, just tiny info packets. The games would take full advantage of the graphics and sound c
apabilities of each individual system. The games would be played as close to real time as possible.��2. A DEVICE OPERATING SYSTEM (DOS) desgined on a bi-level format: The primary level is a whole new computer that provides cross-platform compatability
between our classic systems. The computer will be based on the PowerPC. This will allow each classic system to be enhanced to that of at least a 486. Without losing much compatability with the existing sytems. Full compatability is not guaranteed be
cause of the new enhancements to each individual operating system. But, at least you wont have to abandon your whole classic system! The secondary level is a whole new disk operating system for the original classic. This will allow direct disk access
communication between ALL systems. Yes, even IBM. Just imagine, a C64 computer operating system with 38k free RAM, can now have as much as 3.75 Meg free RAM on a 4 Meg System! This is directly accessable without bankswitching or even use as a RAMDISK!
Just imagine the fresh, new applications that can be developed that retained the original C64s flavor. No, this is not limited to the C64, but to all classic systems, such as the Atari, Tandy CoCo, VIC20 (YES!), Apple, etc.��All of our classic systems
have their own uniqueness, their own distinctiveness. That is why we refused to follow the industry or marketing trends. This would allow us to preserve our systems and at the same time develop a cross-platform industry standard. Who says we have to
follow the Microsoft standard? Lets follow a standard, sure, but we should also be allowed to keep our systems we have devoted so much time and energy into!���Cheyenne Area Orphaned Systems�c/o Jeffrey Wood�813 Covered Wagon Drive�Cheyenne, Wyoming 820
07-1671�

1367. FS: LEAVING ATARI SALE TTO30 etc.

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-26 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <41o9um$cuq@ccnet3.ccnet.com>
Source record: 10806

SELLING ALL ATARI GEAR...MOVING ON.. buyer pays shipping

TT030 TOS 3.06 4 meg ST ram/ 4 meg TT ram

CATTAMARAN 48mhz accellerator installed

345 meg internal h/d installed

ptc 1426 monitor 14"

1100.00 or best offer
~~~~~~~~~~~~~~~~~~~~~~~~~~~
SOFTWARE FOR SALE

CALAMUS SL latest version
includes modules:MOUNT,
BRIDGE,EXTEND CLIPBOARDS,TOOL BOX,SPEED LINE

also selling COMPUGRAPHIC FONT SETS:
palacio, souvenier
CHERRY FONT SETS
1 THROUGH 6 200.00 for all of above!
~~~~~~~~~~~~~~~~~~~~~~~~
OUTLINE ART VER 3.0 40.00
DYNA CAD VER 2.04 250.00
CALAMUS FONT EDITOR VER 1.0 25.00
WORD PERFECT VER 4.1 40.00
EASY DRAW VER 3.0 40.00

TRUE PAINT VER 1.04 30.00
PAPYRUS VER 3.62 100.00
COMPO SCRIPT VER 1.04 100.00
GENEVA VER 1.02 30.00
SPEEDO GDOS 30.00
NEODESK VER 4.02 30.00
NVDI VER 3 35.00
~~~~~~~~~~~~~~~~~~
COBALT FILE MANAGER VER 2.5 35.00

DIAMOND EDGE VER 2.01 25.00
EXTEND DOS VER 1.1 10.00
IMAGCOPY VER 3.5 35.00
FLASH VER 2.2 25.00
SPEEDO VER 4.2 GDOS WITH ATARI WORKS 50.00

HARDWARE

ICD TAPE BACKUP 155 MEG WITH 5 TAPES 200.00
~~~~~~~~~~~~~~~~~~

--

\\\\\\\\\\\ ^^^^ ^^^^ /////////
\\\\\\\\\\ \=====/ ////////
\..... === ...../
selah @ccnet.com

1368. Dutch newsgroup?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-27 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <41phgc$ig4@wn1.sci.kun.nl>
Source record: 10807

In <303e4852280d4f2@xs4all.nl> maberg@xs4all.nl (Maarten van den Berg) writes:

>On another note, I read in a dutch newsgroup that the former technical
^^^^^
Huh? Are there any dutch Atari newsgroups? Tell me about it!

>You all draw your own conclusions, I do have high hopes.

When's the next ProTOS? If it's not shown there, I'll get me an
Afterburner. Or a Barracuda. _If_ these products _will_ ever exist...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1369. Re: TOS 4.92 programmer sought

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-27 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <41phic$ig6@wn1.sci.kun.nl>
Source record: 10808

In <303e4854280f076@xs4all.nl> maberg@xs4all.nl (Maarten van den Berg) writes:

>Claus Brod (clausb@hpbbn.bbn.hp.com) wrote:

>>Pereira Martins (sm001pe@e45-hrze.uni-duisburg.de) wrote:
>>: C-Lab Digital Media GmbH
>>: (for Mr. Buergerhoff)
>>: Postfach 700 303
>>: 22003 Hamburg
>>: Germany
>>
>>They don't happen to have an e-mail address?

>Claus, are you considering joining them ?
>Rejoice ! Justice after all. There may be hope left for us all !

I hope Julian Reschke, nox, knarf and the like join the TOS 5 team.
We could have a `TOS 95' that beats every other OS then :-)

Oh I _hope_ some of these guys follow Eric Smith's example, quit the
jobs they're doing now and deliver a shiny new TOS next month.

Can't wait.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1370. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-27 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <41p5mi$q0h@ionews.io.org>
Source record: 10809

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.
^^^^^^^^^^^^^^^^^^^^^^^^

Admitting your addiction to Cyber-sex is the first step on the road to
recovery...

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1371. Questions on the FAT (dsdd floppy)

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-27 00:00:00 UTC
From: jonc-w@georgianho.win-uk.net
Message-ID: <33@georgianho.win-uk.net>
Source record: 10810

Hi,
I am in the middle of writing a disk error correction
program and I am trying to find information on the location of the
FAT and how it is formatted.
Does anyone know if there is a HiSoft Power Basic
(smaller version of HiSoft BASIC) command or library function that
may help and how it may be used?

Any help will be greatfully recieved.

Thanks in advance!

Chris.
{using my father's e-mail address :-) [and signature :-(]}

--
Jonathan Croft-White |---------------------------------|
Orchard House Hotel |Stress is the result of the |
Wisbech, Cambs. PE13 1JR |misguided belief that people can |
jonc-w@georgianho.win-uk.net |control things |
http://www.ibmpcug.co.uk/~joncw/ |---------------------------------|

1372. Ann: Mnilu Tranquil

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-27 00:00:00 UTC
From: jib@login
Message-ID: <41qu8j$n54@login.bigblue.no>
Source record: 10811

[No readable article body recovered]

1373. Re: Reading the Falcon joypad?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: gauthe_a@epita.fr
Message-ID: <41uqmf$j00@boson.epita.fr>
Source record: 10812

In article <41udt4$fij@disunms.epfl.ch>, felber@lse.epfl.ch (Pascal FELBER) writes:

-=)> Does anybody know how to read the falcon joypad? I tried to use the routine
-=)> found in falclib but when it tries to write $FFEE at the address $FF9202, a bus
-=)> error always occurs. The code is:
-=)> move.w #$ffee,d0
-=)> move.w d0,$ff9202
-=)> My joypad works correctly with the games that use it (e.g. sbm) so that's not
-=)> the problem. I use Pure C 1.1. I really can't figure where the problem comes
-=)> from.
-=)> Thanks for posting any suggestion.

I've not been using the joypad.
Anyway, I guess youve forgotten to get in Supervisor Mode (to access
"negative" addresses).

-=)> -- Pascal Felber
-=)> (felber@di.epfl.ch)

/--\
| Alain GAUTHEROT EPITA, French Computer Science School |
| To finish first, you first have to finish (Enzo Ferrari) |
|____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\--/

1374. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: shanka@fiber.net
Message-ID: <shanka.15.3043221F@fiber.net>
Source record: 10813

In article <41p5mi$q0h@ionews.io.org> diehl@r-node.io.org (Eric March) writes:
>From: diehl@r-node.io.org (Eric March)
>Subject: Re: I wonder ...
>Date: 27 Aug 1995 07:09:06 GMT

>Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
>: Hello !

>: I wonder why there is only few people to speak about wonderfull aTARI ?
>: Note: I have Amiga 500 and I fuck aTARI *very well*.
> ^^^^^^^^^^^^^^^^^^^^^^^^

>Admitting your addiction to Cyber-sex is the first step on the road to
>recovery...

Yes, this man is obviously a latent appliantologist!! ;->

Steve Hanka
shanka@fiber.net

1375. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DE28wJ.2q3@bri.hp.com>
Source record: 10814

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.

Most people prefer men, women, or evan animals!

I personally have never condisered getting my keyboard sticky, but it
takes alsorts!

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

1376. c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: davidw@rd.bbc.co.uk
Message-ID: <41vcg4$ip8@bbcnews.rd.bbc.co.uk>
Source record: 10815

The title says it all, what c++ platforms are there for ataris and which are best?

-David White

standard disclaimer

1377. Reading the Falcon joypad?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: felber@lse.epfl.ch
Message-ID: <41udt4$fij@disunms.epfl.ch>
Source record: 10816

Does anybody know how to read the falcon joypad? I tried to use the routine found in falclib but when it tries to write $FFEE at the address $FF9202, a bus error always occurs. The code is:

```
move.w #$ffee,d0
move.w d0,$ff9202
```

My joypad works correctly with the games that use it (e.g. sbm) so that's not the problem. I use Pure C 1.1. I really can't figure where the problem comes from.

Thanks for posting any suggestion.

-- Pascal Felber
(felber@di.epfl.ch)

1378. Re: Wanted: Automation Packer Decompression

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-29 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <41vdse$ske@m1.cs.man.ac.uk>
Source record: 10817

The Mega-Depack program will do the job for you no problem.
If it's an auto-depack file then just load it up into MonST
and find the jmp (a6) instruction at the right place, put in
a breakpoint and there you go.
Hell, even if it doesn't have the depack routine in it, just
grab it from another file and use that one instead.

Gaz

1379. FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <420r2d$frc@terrazzo.lm.com>
Source record: 10818
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade. $300.00
1040 ST/F(M?) 1meg memory $175.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
(P) Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00
Mouse Master $20.00
VIDEO:

(P)Monitor Master(toad brand?) $15.00
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $100.00
AUDIO:
Stereo Replay audio digitizer $90.00
ST Sound Digitizer (Hippopotamaus) $25.00
PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield (used) $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $10.00
DMB Backup! (Michtron) $10.00
DMB Balance of Power
1990 edition (SHW) $5.00
DMB Battle Chess $10.00
DMB Battletech -
cresent hawk's inception $10.00
DM BBS Express ST $15.00
DMB Blacklamp $5.00
DMB Bloodwych $10.00
DMB (SOLD) Bureaucracy *******
DMB Club Backgammon $10.00
DM Codehead G+ Plus $10.00
DM Codehead Hotwire $20.00
DM Codehead Lookit & Popit $10.00
DM Codehead Maxifile III $20.00
DM Codehead Multidesk Deluxe $20.00
DM Codehead Utilities $10.00
DM (P) Codehead Warp 9 $15.00
DMB Curse of the Azure Bonds $10.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $10.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $10.00
DMB Deluxe Paint ST $25.00

DM (P) Diamond Back II $15.00
DM (SOLD) Diamond Edge ******
DMB Dragons of Flame $5.00
DMB Dungeon Master $10.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $12.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk, 3.0manual$45.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $10.00
DM Hard Disk Toolkit $10.00
(Beckmeyer Develop.)
DMB Hillsfar $10.00
DM (P)ICD - Advantage ST - $10.00
Harddrive util disk
DM ICD Clean-up ST $20.00
DMB Ikari Warriors $5.00
D (P)Image Art - icons, 2 disks $5.00
D Interlink ST (term) $15.00
DB (SOLD) Jewels of Darkness *****
DB Kis Terminal $5.00
DM Laser C $35.00
DMB Lock-on $5.00
DMB (SOLD) Lurking Horror *****
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Mega Traveller 1: $10.00
Zhodani Conspiracy
DMB Metro Cross $7.00
DMB (P) Michtron BBS 3.0 $15.00
DMB Mindshadow $10.00
DM MVG - Multi Viewer Graphica $10.00
??B Neochrome ???? $5.00
DM (SOLD) Neodesk *****
D PACE Library Disks, $200.00
(Pittsburgh Atari Computer Enthusiasts)
Aprox 350 disks
D PACE UK Disks 200 disk $100.00
D PC Ditto $5.00
DMB Populous $10.00
DMB Primetime $5.00

DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
D Pro Copy 1.22 $5.00
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Shadowgate $10.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $15.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $10.00
DMB (SOLD) STalker 3 term ******
DM (SOLD) STeno $10.00 ******
DMB Temple of Aphsai Trilogy $10.00
DB Temple of Aphsai Trilogy $10.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $15.00
w/cloth map and coin
DM Ultimate Virus Killer $15.00
DM Universal Item Selector3.32 $10.00
DMB Universe II $10.00
DMB Universe III $10.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $10.00
picture cataloger
4DM Wizworks Mugshot $12.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $65.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

1380. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: trek@ihgp2.ih.att.com
Message-ID: <DE3n9o.GAs@ssbunews.ih.att.com>
Source record: 10819

```
In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>,
David White <davidw@rd.bbc.co.uk> wrote:
>The title says it all, what c++ platforms are there for ataris and which are
>best?
>
>-David White

Or maybe you are interested in the only one: GNU C++. Can be run
under Linux, among others. Wayne
```

1381. Re: FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: davidw@rd.bbc.co.uk
Message-ID: <421nam$952@bbcnews.rd.bbc.co.uk>
Source record: 10820
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Please could you put the country you live in on the title of your article
if you're selling stuff because it winds me up to go through all these
articles just to find one in the correct country.

-David White.

1382. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: miked@ittpub.nl
Message-ID: <miked-300895142314@192.42.172.89>
Source record: 10821

In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>, davidw@rd.bbc.co.uk (David White) wrote:

> The title says it all, what c++ platforms are there for ataris and which are
> best?
>
> -David White
>
> *standard disclaimer*

Maybe someone's ported the GNU compiler set for the ST. I know there's a port for DOS machines.

If there is a port it's not a particularly good C++ compiler as it doesn't implement templates correctly (at least the NeXTSTEP version doesn't). The Objective-C compiler seems to be easier to use (and it's faster to compile).

I also remember that Calamus seemed to be written in Turbo C. Maybe Borland produced a C++ version later on?

--
fprintf(stderr, "Hello World\n");
--

1383. Re: DSP Transfers.

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: gauthe_a@epita.fr
Message-ID: <42211o$t8k@boson.epita.fr>
Source record: 10822

In article <DE4KC5.8JH@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:

-=)> When you transfer some data to the dsp (using dspblk_words() or whatever)
-=)> is this taken over by an interupt so your own program can do something else
-=)> until all the data is collected ?
-=)> Or is it the other way around - your program waits until all the data is
-=)> transferred, then carries on ?

Data are written at some address I can't remember, in the mode
"handshaking", that is, the 68030 only writes a data if the buffer is empty (The
DSP has red it). So, the 68030 is busy during the whole transmission.
On the other side, the DSP can be interrupted during its execution (the
$40 1st word of the P-memory contain interrupt vectors).

-=)> Cheers,
-=)> Phil.

/--\
| Alain GAUTHEROT EPITA, French Computer Science School |
| To finish first, you first have to finish (Enzo Ferrari) |
|____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\--/

1384. DSP Transfers.

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DE4KC5.8JH@westminster.ac.uk>
Source record: 10823

When you transfer some data to the dsp (using dspblk_words() or whatever)
is this taken over by an interupt so your own program can do something else
until all the data is collected ?

Or is it the other way around - your program waits until all the data is
transferred, then carries on ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

1385. Re: QUESTION: GEM & GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: alex@avon
Message-ID: <421u7j$bu2@helios.herts.ac.uk>
Source record: 10824

Stephane Boisson (boisson@netpress.fr) wrote:
: Hello,

: Do someone have already experienced GEM programming with
: GNU C++? Could you tell me what I need (libs, include) and
: where can I find it?

Try getting ehanced egem libraries, they make programming under GEM
easier, but unfrotuantely I'm sure I've found a bug in the source somewhere
that make it not work when you don't have speedo installed...

anyway, get the source distribution kitt from somewhere for the complete
gnu package.. (try ftp.cnam.fr)

Alex

1386. QUESTION: GEM & GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: boisson@netpress.fr
Message-ID: <4217cg$laq@sct1.sct.fr>
Source record: 10825

Hello,

Do someone have already experienced GEM programming with
GNU C++? Could you tell me what I need (libs, include) and
where can I find it?

Thanks!

1387. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DE5BFI.33z@cix.compulink.co.uk>
Source record: 10826

In message <miked-300895142314@192.42.172.89>, miked@ittpub.nl said:

> If there is a port it's not a particularly good C++ compiler as it
> doesn't implement templates correctly (at least the NeXTSTEP version

This apparently is quite common with C++ compilers. My brand new copy of
MS VC++ 1.5X doesn't implement them either AFAICT.

This all seems to be due to the C++ standard not being properly defined
yet - as oppsed to any lazyness by compiler writers.

All IMHO and AFAIK.

:-)

Roland.

@CiX

1388. Re: QUESTION: GEM & GNU C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950830185459.15594A-100000@bull.mimuw.edu.pl>
Source record: 10827

On 30 Aug 1995, Stephane Boisson wrote:

> Hello,
>
> Do someone have already experienced GEM programming with
> GNU C++? Could you tell me what I need (libs, include) and
> where can I find it?

Yeah, there is glorious GEM object oriented library called GEM++. The way
you can create your GEM application with this library is unbelively easy.
You can find archive at ftp.cnam.fr://pub/Atari/Programming/gem++19.zoo

> Thanks!

Welcome one more GEM++ programmer!

regards,

Simon.

1389. Re: GEM Programming Questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: and@sun1
Message-ID: <1995Aug30.130454.17032@newsserver.rrzn.uni-hannover.de>
Source record: 10828

```
: return (w * h * p) / 8;

THIS IS A TRAP!

Use
((w+15)>>4)<<4
or similar instead of w !!!

Otherwise you will shoot your memory block.
(Suppose w=7,h=1,p=1)

------------------------
ANDREAS KROMKE
```

1390. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-30 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DE4vsC.13A@dk3uz.hanse.de>
Source record: 10829

davidw@rd.bbc.co.uk (David White) writes:

>The title says it all, what c++ platforms are there for ataris and which are
>best?

I know of only one, that's the GNU C++ compiler.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1391. Re: A man in need of VDI/AES bookies!

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-31 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <424tuu$23h@oban.cc.ic.ac.uk>
Source record: 10830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

in article <1995Aug31.182320.9515@alder.cc.kcl.ac.uk>,
udem148@bay.cc.kcl.ac.uk wrote:
[...]
>would be to use AES/VDI libs with the necessary graphics functions. However,
>within the Sozobon Docs it points, for a complete description of AES/VDI
>functions, to GEM: The Programmers Guide Vol 2: VDI interface + vol 3 for AES.
> Anyone know where I could get my hands on this ?

I don't know of those two books: It may refer to the `Compute' GEM guides,
which are very good (lots of examples), but I think no longer available.

Probably your best bet is `The Atari Compendium' by Sanders, which has
lots of other extremely useful stuff in it, as well as AES & VDI (it's also
up to date on GDOS, etc.). In the UK, it should still be available from
HiSoft.

Both ST Applications and ST Review magazines ran series a while ago which
introduced the basics of GEM programming. You may be able to get back
copies. The ST Applications `Programmer's Forum' pages occasionally print
whole listings of simple GEM programs, which you should be able to pick up
a lot on.

On the net, there is the `Professional GEM' series of articles by Tim Oren.
They are good, but a little dated now. Available on atari.archive in a
number of different formats.

Failing all those, I have an extremely bad book, the Abacus GEM programmers
guide. I would give it away, except that it has so many typos and outright
mistakes in it, I wouldn't want anyone to learn GEM programming that way.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`Like, I don't dig the part-time job thing, Moondoggie.'
`Tough Cahoonies, Babsie!'

1392. Change of email address!

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-31 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <424gck$4i5@mserv1.dl.ac.uk>
Source record: 10831

I'm writing this small announcement that from tommorow 1st September my current email address msh@dl.ac.uk will no longer be vaild and that you should use my new and permanent email address dlms@nessie.mcc.ac.uk. Please also note that I'm going to be off the net for a few weeks until roughly the 25th of September so please be patient if you write to my new address and don't get an answer. I will deal with all mail when I return and and will clear the 40+ backlog I have at the time of writing this.

Whilst I'm away the Atari Web pages will obviously have a bit of a holiday, but believe me it will be under a major set of revisions, improvements and additions when I return as I have tons of updates just waiting to be included and I'm designed graphics to improve it's appearance.

See you all in just over three weeks. Take care!

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+====================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1393. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-31 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DE78D3.5H6@cix.compulink.co.uk>
Source record: 10832

In message <DE5yGM.HD3@bri.hp.com>, bericd@bri.hp.com said:

> It should be pointed out that GNU C++ can be run on any ST with TOS
> and (I think) 2 Meg or more of ram. Earlier versions might run on
> 1 Meg - I have never tried these though (Not a problem as I have 4
> MB)

There are TOS versions I agree - but 2MB memory would be extreamly tight.
I used to have trouble running plain old GCC 1.23 in 2.5Mb with a hard
disk. Somewhere there is a distribution for GCC 1.3X which runs in 2.5Mb
off floppies - however never saw one which could run in 2Mb with a hard disk
or in 1MB at all.

I know the query was about G++, but as thats larger than GCC - the memory
requirements are not going to be any less.

All AFAIK and IMHO,

:-)

Roland.

@CiX

1394. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-31 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DE5yGM.HD3@bri.hp.com>
Source record: 10833

-Booth,W.A. (trek@ihgp2.ih.att.com) wrote:
: In article <41vcg4$ip8@bbcnews.rd.bbc.co.uk>,
: David White <davidw@rd.bbc.co.uk> wrote:
: >The title says it all, what c++ platforms are there for ataris and which are
: >best?
: >
: >-David White

: Or maybe you are interested in the only one: GNU C++. Can be run
: under Linux, among others. Wayne

It should be pointed out that GNU C++ can be run on any ST with TOS
and (I think) 2 Meg or more of ram. Earlier versions might run on 1
Meg - I have never tried these though (Not a problem as I have 4 MB)

Oh - and a hard drive is pretty much essential for later versions. I
see you are in England Dave - try the ST Club - they have a couple of
versions in their catalogue, one of which might run off of floppy.

Beric..

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

1395. Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-08-31 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95243.155529STIRRE31@MAINE.MAINE.EDU>
Source record: 10834

I was just curious if anything came out of the talks of porting Doom
to the Falcon. A monthly update would be very nice, if possible.
I'd really like to see this game happen (and I think the Falcon
is up to doing it).
-scott tirrell

1396. vga-card for megaste? and more than 4mb ram?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <427rfh$cg7@tornix.tornado.be>
Source record: 10740

VME vga card for ATARI MEGA STE???
How am I gonna do that, I allready have a card but it is ISA, are there other ways to fit it into my computer? And what about the software? NVDI et4000 or some shareware? Or is it really necessary that I buy the VME card and NVDI et4000 from ACN in Holland? That would be than about $300... a little expensive, than I'll better wait for the mighty ATARI MICROBOX wich has the best specifications I have ever seen!!!
And my memory, can I put normal 30 pins simms into the sockets or do I need to by simms "specialy" made for that computer. For the moment I have simms 4x1MB but I want to change them with 2x4MB can I just do that?

1397. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <427scc$eqj@sphinx.Gsu.EDU>
Source record: 10741

STIRRE31@MAINE.MAINE.EDU wrote:
: I was just curious if anything came out of the talks of porting Doom
: to the Falcon. A monthly update would be very nice, if possible.
: I'd really like to see this game happen (and I think the Falcon
: is up to doing it).
: -scott tirrell

YES!!!!! Doom is something _so_ exciting, that if anyone has the skills
to make it true, it definitely should be done =-) !

Tommi

1398. Ann: Mnilu Tranquil

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: jib@login
Message-ID: <42800a$dr0@login.bigblue.no>
Source record: 10742
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
S T e c t r e
presents

//// /// /// // // // // //
// // //// //// // // // // //
// // // // // // // // // //
// // // //// // // // //
// // // // // ////// //////

T r a n q u i l

Welocme to Mnilu . .... Now at least Mnilu Tranquil ,GFA BASIC
'Compiler' is here for all you GFA BASIC coders. It's not the
official GFA compiler ,and nor can it replace the official compiler,
but it will enable everyone without a Compiler to turn their .BAS or .GFA
files into stand-alone .PRG files.

Mnilu Tranquil can be considerd the 'second' version of Mnilu.
It is by no mean the 'old' Mnilu with added support for GFA BASIC 3.5E,
but the GFA v2 compiler part has also had a _huge_ face lift.

Fully compitable with most GFA BASIC (v2 or v3.5e) files.

Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
Or email to get back a UUEcoded version.

Please note that Mnilu Tranquil is postcardware.

--
___ __ ___ __ __ ___ _ __ ___________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\\_________________________________ jib@login.bigblue.no ____//
```

1399. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <426n9l$irf@nyheter.chalmers.se>
Source record: 10835

In article <95243.155529STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I was just curious if anything came out of the talks of porting Doom
>to the Falcon. A monthly update would be very nice, if possible.

Well, so far what's been done is mostly very preliminary work.
I've ported DVIEW, an interactive 3D .WAD viewer from the PC (available
by WWW/ftp, see .sig), but AFAIK that's the only code that's been
written. Quite a bit of information has been gathered, though.

For the past few weeks, I haven't had the time to do anything on the
project and I've not heard from the other people involved (I believe
they're on vacation).

>I'd really like to see this game happen (and I think the Falcon

Well, the possibilities for that are perhaps not too bad, since we
intend to make this a free project, likely along the GPL lines. At least
that was the case when I last exchanged email with the others and I'd
not like it to be otherwise. That means that the sources will probably be
freely available, as the DVIEW ones are right now.
(If anyone has any ideas for improvements, I'm all ears.)

>is up to doing it).

That remains to be seen, but I have high hopes that _something_ usable
will at least be possible. The current DVIEW version only reaches around
2 fps on a Falcon, without texture mapping at 320x200, but then it's still
written in C and could hopefully be optimized quite a bit. If the problems
with DVIEW can be sorted out, the DSP would certainly help...
--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1400. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <426nu0$212@vishnu.jussieu.fr>
Source record: 10836

In article <95243.155529STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I was just curious if anything came out of the talks of porting Doom
>to the Falcon. A monthly update would be very nice, if possible.
>I'd really like to see this game happen (and I think the Falcon
>is up to doing it).
It's too early now to give any seriously interesting news about the project.
But the project exists and good wills are still welcome.
And there are legal issues to settle: we'll have to contact iD software
because a program that could read WAD files is theoretically illegal unless
it's a WAD editor or something like that.
But the program will be totally free and anyway it will need iD's registered
DOOM or DOOM 2 WAD. The reason for this is that most WAD files are just
patches of the original WAD.
So people who want to play _legally_ on the falcon will have either to limit
themselves to the shareware version of the DOOM WAD, or to purchase their
registered DOOM from iD.
So this should just enlarge the market of iD and cause them no harm.
I'll give news of the advancement of the project whenever there is a
significant progress.
NB Some other people are working on DOOM like games. Perhaps they could give
some news of the advancement of their project?

Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1401. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <426por$350@banaan.fwi.uva.nl>
Source record: 10837

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:

:That remains to be seen, but I have high hopes that _something_ usable
:will at least be possible. The current DVIEW version only reaches around
:2 fps on a Falcon, without texture mapping at 320x200, but then it's still
:written in C and could hopefully be optimized quite a bit. If the problems
:with DVIEW can be sorted out, the DSP would certainly help...

2 fps? no textures? I guess no dsp? well... This is not very promising.
Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
(IMHO)

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1402. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <4272kc$74j@vishnu.jussieu.fr>
Source record: 10838

```
>2 fps? no textures? I guess no dsp? well... This is not very promising.
>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
>(IMHO)
No no. this 2fps is just due to the fact that this is just a direct conversion
of a C program for the PC. So it can give almost no clue about the speed of
the real program which will be assembly language and will use the DSP.
This is a preliminary work, as Johan pointed out.

+-----------------------------------------------------------+
|Bertrand Le Roy |A Darwinian theory of Gravitation: |
|bleroy@ccr.jussieu.fr|In the beginning, mature apples fell|
|tel. 44.27.72.95 |in all directions. But only the trees|
|fax. 44.27.72.87 |whose apples fell down have survived.|
+-----------------------------------------------------------+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+-----------------------------------------------------------+
```

1403. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <4272uf$3db@banaan.fwi.uva.nl>
Source record: 10839

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:>2 fps? no textures? I guess no dsp? well... This is not very promising.
:>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
:>(IMHO)
:No no. this 2fps is just due to the fact that this is just a direct conversion
:of a C program for the PC. So it can give almost no clue about the speed of
:the real program which will be assembly language and will use the DSP.
:This is a preliminary work, as Johan pointed out.

ok, but please do not over estimate the advantage of assembly over C...

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1404. Re: Reading the Falcon joypad?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-02 00:00:00 UTC
From: "T. Kelsey" <tkelsey>
Message-ID: <429vhn$478@dux.dundee.ac.uk>
Source record: 10743

```
You probably need to be in supervisor mode.
```

1405. Why wont these TTP's not run ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-02 00:00:00 UTC
From: peters@damp.apana.org.au
Message-ID: <428m46$43u@frisbee.damp.apana.org.au>
Source record: 10744
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,frisbee.atari

Greetings fellow Atarians !

I have a problem with a couple of old (circa 1988) ttp programs. The problem being that they wont run.
The two programs are parts of an algorithmic music system called Ravel. When I first tried to run them they would not start. I ran them again under Kaosdesk (gives better feedback on problems) and this told me that the progs were not executable. I then ran Knife st to check the disk etc and then ran the prog again under Knife using the run other program option. Knife then told me that the prog had an invalid program load format.

Now how, apart from data corruption, could this happen ? Is it something to do with old tos versus new tos ? I am running an Ste with tos 1.6. I would have thought that there shouldnt really be any backwards compatibility problems between tos's ? I have tried just about everything to get it to work even dearchived the originals again just incase something went wrong on the download but to no avail. The original archive was a tar.Z but I wouldnt think that would make much difference.

Can anyone help me with this ? I would really like to get it all up and running.

Many thanks in anticipation of excellent replies (by E-mail pref).

Peter Sansom
peters@damp.apana.org.au

1406. reading the falcon joypad?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-02 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <2488phodgkin@nest.demon.co.uk>
Source record: 10745

In a message of <29 Aug 95 17:15:48>, felber@lse.epfl.ch (90:100/106) writes:

f> Does anybody know how to read the falcon joypad? I tried to use the
f> routine found in falclib but when it tries to write $FFEE at the
f> address $FF9202, a bus error always occurs. The code is:

You must access registers from the Supervisor mode.

Phil - phodgkins@cix.compulink.co.uk

~ Small programs are for small minds. ~

--

1407. Re: Cannot open URL

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <42djea$ms9@gti.gti.net>
Source record: 10746
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

David D. Hagood (73437.3162@CompuServe.COM) wrote:

: I suspect that my DNS is set up incorrectly, but have no idea how to set it
: up. I have it pointed to the name server on my Internet host, but it does
: not seem to want to look up the names.

: I REITERATE: WHAT AM I DOING WRONG????

Have you got an /etc/resolv.conf? It looks something like:

```
domain domain.name
nameserver xx.xx.xx.xx
```

You can have more than one nameserver (and it's a good idea), but you can
only belong to one domain. You must put IP addresses in the nameserver,
because to resolve hostnames, you need a nameserver to resolve from!

: SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?

Lighten up, bobo. With an attitude like that, you won't get any answers.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

1408. Sample file formats

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-03 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DEC78u.H8y@crash.cts.com>
Source record: 10747

Could someone please supply me with or direct me to a document that
contains information on Audio Sample File formats such as:

WAV
VOC
AVR
SPL
TRK
AU
SND
IFF
AIF

I would be most appreciative.

Rich

1409. Cannot open URL

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <42dh9g$52c$1@mhafn.production.compuserve.com>
Source record: 10748
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I cannot get Chimera or DUFTP to work!!
First of all, every time I try to move Chimera around on the screen,
it jumps over to the right edge of the display, leaving me looking at
a few pixels of scroll bar. Also, any time I try to link to any document,
Chimera gives me a "cannot open html::<document name>" message.

WHAT AM I DOING WRONG????

I have a good PPP connection to the net, and I can use FTP.TTP to connect
to a site IF I GIVE THE IP ADDRESS, but if I give the name of the site,
no dice.

Also, DUFTP does not want to connect to any site I give it. It cannot locate
the site.

I suspect that my DNS is set up incorrectly, but have no idea how to set it
up. I have it pointed to the name server on my Internet host, but it does
not seem to want to look up the names.

I REITERATE: WHAT AM I DOING WRONG????

I have repeatedly posted these questions to all the pertainant
COMP.SYS.ATARI groups, with no help. COME ON PEOPLE, LET'S STICK TOGETHER!
I have answered other peoples questions to the best of my ability. I
know there are some people out there who are using Chimera successfully.
SO WHY DOESN'T ANYONE HAVE THE GUTS TO RESPOND TO MY QUESTIONS?
Any advice would be appreciated!

I'd really like to get on the Web, and I'd really like to to it on a
machine that does not have to have a personal blessing from Bill Gates
to boot, but with this level of non-support, even a long-time Atarian
like myself gets a little frustrated. And every one of us that leaves
hurts the community.

COME ON, SOMEBODY ANSWER ME!

1410. 256c Sprite Driver

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: pblagay@xmission.xmission.com
Message-ID: <42durq$5e6@news.xmission.com>
Source record: 10749

I am looking to see if anyone has a fast optimised 256 color sprite handler, including masking with the background.

I am currently writing a game, and I dont think I can squeeze the speed out of Truecolor now (a real shame).

If you have some code for this and would be willing to share it with me, Id appreciate it. I could write it myself but I dont have the time or passion for bitplane screen modes..

Thanks for your help

Paul

1411. FS:Atari STuff: New items, prices lowered!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <42fot4$anl@india.lm.com>
Source record: 10750
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 9/4/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 4megs mem., tos2.06 TEC board,
ADspeed 16mhz upgrade. $300.00
1040 ST/F(M?) 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
(P) Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $270.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
(SOLD)Monitor Master(toad) ******
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $100.00

AUDIO:
Stereo Replay audio digitizer $90.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield (used) $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $10.00
DMB Backup! (Michtron) $10.00
DMB (P)(SOLD) Balance of Power
1990 edition (SHW) ******
DMB Battle Chess $10.00
DMB Battletech -
cresent hawk's inception $10.00
DM BBS Express ST $15.00
DMB Blacklamp $5.00
DMB Bloodwych $10.00
DMB (SOLD) Bureaucracy *******
DMB Club Backgammon $10.00
DM Codehead G+ Plus $10.00
DM Codehead Hotwire $20.00
DM Codehead Lookit & Popit $10.00
DM Codehead Maxifile III $20.00
DM Codehead Multidesk Deluxe $20.00
DM Codehead Utilities $10.00
DM (SOLD) Codehead Warp 9 ******
DMB Curse of the Azure Bonds $10.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $10.00
DM DC Utilities $5.00

DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $10.00
DMB Deluxe Paint ST $25.00
DM (SOLD) Diamond Back II ******
DM (SOLD) Diamond Edge ******
DMB Dragons of Flame $5.00
DMB Dungeon Master $10.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $12.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk, 3.0manual$45.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $10.00
DM Hard Disk Toolkit $10.00
(Beckmeyer Develop.)
DMB Hillsfar $10.00
DM (SOLD)ICD - Advantage ST - ******
Harddrive util disk
DM ICD Clean-up ST $20.00
DMB Ikari Warriors $5.00
D (SOLD)Image Art-icons, 2disks******
D Interlink ST (term) $15.00
DB (SOLD) Jewels of Darkness *****
DB Kis Terminal $5.00
DM Laser C $35.00
DMB Lock-on $5.00
DMB (SOLD) Lurking Horror *****
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Mega Traveller 1: $10.00
Zhodani Conspiracy
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $15.00
DMB Mindshadow $10.00
DM MVG - Multi Viewer Graphica $10.00
??B Neochrome ???? $5.00
DM (SOLD) Neodesk *****
D PACE Library Disks, $200.00
(Pittsburgh Atari Computer Enthusiasts)
Aprox 350+ disks

D PACE UK Disks 200 disk $100.00
D PC Ditto $5.00
DMB Populous $10.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
D Pro Copy 1.22 $5.00
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Shadowgate $10.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $15.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $10.00
DMB (SOLD) STalker 3 term ******
DM (SOLD) STeno $10.00 ******
DMB Temple of Aphsai Trilogy $10.00
DB Temple of Aphsai Trilogy $10.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $15.00
w/cloth map and coin
DM Ultimate Virus Killer $15.00
DM Universal Item Selector3.32 $10.00
DMB (P)(SOLD)Universe II ******
DMB Universe III $10.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $10.00
picture cataloger
4DM Wizworks Mugshot $12.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $65.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00

book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

1412. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <42encv$m8u@news.iesd.auc.dk>
Source record: 10751

In article <426por$350@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
> d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>
> :That remains to be seen, but I have high hopes that _something_ usable
> :will at least be possible. The current DVIEW version only reaches around
> :2 fps on a Falcon, without texture mapping at 320x200, but then it's still
> :written in C and could hopefully be optimized quite a bit. If the problems
> :with DVIEW can be sorted out, the DSP would certainly help...
>
> 2 fps? no textures? I guess no dsp? well... This is not very promising.
> Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
> (IMHO)

Well if you look at TOWERS II, which runs at about 13-14 frames/sek., it should
be possible to make a reasonable result.

And Douglas Little from Black Scorpion Software claims that TOWERS II could be optimized
even more!

Keep Cool and Flying...

ChainXOR...

1413. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <42enhp$m8u@news.iesd.auc.dk>
Source record: 10752

In article <4272uf$3db@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
> bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
>
> :>2 fps? no textures? I guess no dsp? well... This is not very promising.
> :>Maybe you'll end up with 5 fps + textures, using dsp. if you are lucky...
> :>(IMHO)
> :No no. this 2fps is just due to the fact that this is just a direct conversion
> :of a C program for the PC. So it can give almost no clue about the speed of
> :the real program which will be assembly language and will use the DSP.
> :This is a preliminary work, as Johan pointed out.
>
> ok, but please do not over estimate the advantage of assembly over C...

Why not? The speed advantage in assembler is brilliant, if one is good at it.

Keep Cool and Flying...

ChainXOR...

1414. Wanted - develop gem software util for vidi-12st digitiser

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DEE6It.n6x@cf.ac.uk>
Source record: 10753

Anyone played around with vidi12st, the colour digi from rombo? I'm looking for a way to digitise in colour without having to resort to ST low rez on my TT. If anyone has the source code, I'd be interested to help get this project off the ground.

Simon

1415. Fix double click bug?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <42fnfm$i2d@wn1.sci.kun.nl>
Source record: 10754

Hello,

Some time ago there was a thread about the double click bug. I
hadn't encountered it, thought it was fixed in my TOS (4.02) and
didn't pay much attention. Alas, as it is always the case, I now _did_
encounter the bug. I'm programming a GEM wordprocessor with the
EnhancedGEM libs, and when I click on an arrow or page down the
slider, the event gets sent twice. I remembered that an empty timer
event (i.e. Event_Timer (0, 0)) _before_ the `real' Event_Multi (NULL)
would solve it, but it doesn't.

I know I can use ArrowFix, but if there's a way to solve it in my
program, that's preferred.

So how was that again?

Thanks in advance,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1416. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <42fjd8$2le@nyheter.chalmers.se>
Source record: 10755

In article <42encv$m8u@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:
>
> Well if you look at TOWERS II, which runs at about 13-14 frames/sek., it
> should be possible to make a reasonable result.

Towers II uses a _very_ much simpler 3D model than DOOM.
IIRC there are no angled walls, everything is on one level, there are no
windows/stairs/platforms and the visibility is very restricted.

>And Douglas Little from Black Scorpion Software claims that TOWERS II could be optimized
even more!

I really hope so or MOOD (a suggested working name that may change) will
not have much chance, at least not with any texturing. We'll very likely
have to cut down the horizontal resolution by half in any case.

And from another article (Martijn Dekker below):
>> ok, but please do not over estimate the advantage of assembly over C...

> Why not? The speed advantage in assembler is brilliant, if one is good at it.

Only if you do specialized stuff like graphics (or something else that
needs bit-fiddling) or if you use a crappy C compiler, which unfortunately
is just about everything but GCC for the Atari computers.
Granted TurboC/PureC can produce decent code, but that requires that you
optimize your C code since the compiler in itself does next to no
optimization. (Lattice is quite good at optimization, but for some reason
it often screws it up. I've had non-optimized code run quicker than
optimized a couple of times...)

In a program such as MOOD a great deal of time is spent trying to figure
out what walls should be drawn and where, which requires a lot of data
structure manipulation. That's something that a good compiler is normally
quite capable of handling.

That said, there might be a factor of two or so of improvement by simply
rewriting everything in assembler.
You're quite welcome to take a shot at it. All the C sources for DVIEW
are in the archive at the site mentioned in my .signature.

I do believe this to be a case where the DSP will really shine, though.
--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1417. Re: Sample file formats

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: dhedberg@tao.kuai.se
Message-ID: <42fqbj$15m@bundy.mdk.se>
Source record: 10756

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Could someone please supply me with or direct me to a document that
: contains information on Audio Sample File formats such as:

: WAV
: VOC
: AVR
: SPL
: TRK
: AU
: SND
: IFF
: AIF

: I would be most appreciative.

I am also interested if there is anyone out there who has access to this
information. Please mail it to me, thank you!

// Take Care, Daniel Hedberg of New Beat Development.

TiME BOMB - The Home of New Beat Development and Addiction Software
Atari Only - 392Mb Online - Call +46-246-60187

1418. ann: mnilu tranquil

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <2509dbrewood@nest.demon.co.uk>
Source record: 10757

In a message of 04 Sep 95 jib@login (90:100/106) wrote to All :

j> Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
j> Or email to get back a UUEcoded version.

Keep us posted on availablility, very interested.

Daron - dbrewood@nest.demon.co.uk

--
I am the end of all your dreams.

--

1419. Programming the Video Master digitizer?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-04 00:00:00 UTC
From: gf@vestkunst.no
Message-ID: <42epn3$dp7@ole.uninett.no>
Source record: 10758

```
Does anybody know how to program Microdeal's Video Master on an STE?
I want to digitize frames, and store as either single pictures or as
animation sequences.
Preferably in GFAbasic or assembler.
```

1420. Re: Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: diehl@pinch.io.org
Message-ID: <42gmrv$7li@ionews.io.org>
Source record: 10759

M. Dekker (mdekker@fwi.uva.nl) wrote:
: the music is IMHO VERY important. I never turn the music off when
: I play doom on my PC. It adds so much to the atmosphere.

With the exception of Tempest 2000, I _always_ turn music off during
gameplay. It's distracting and, IMHO, completely ruins the realism.
(After all, do _you_ hear music as you walk down spooky corridors? :-)

: --
: Martijn Dekker | PFF/Ishido info:
: University of Amsterdam |
: Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
: E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

1421. Re: Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42gtkp$bit@turing.fwi.uva.nl>
Source record: 10760

diehl@pinch.io.org (Eric March) wrote:

:M. Dekker (mdekker@fwi.uva.nl) wrote:
:: the music is IMHO VERY important. I never turn the music off when
:: I play doom on my PC. It adds so much to the atmosphere.
:
:With the exception of Tempest 2000, I _always_ turn music off during
:gameplay. It's distracting and, IMHO, completely ruins the realism.
:(After all, do _you_ hear music as you walk down spooky corridors? :-)

realism? in doom?

I don't care about realism in games, realism enough in real life.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1422. Re: I wonder ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <42gthq$6np@btmpjg.god.bel.alcatel.be>
Source record: 10761

Pawel Minorczuk-Lamerczuk (Miron@sun10.ci.pwr.wroc.pl) wrote:
: Hello !

: I wonder why there is only few people to speak about wonderfull aTARI ?
: Note: I have Amiga 500 and I fuck aTARI *very well*.

Pehaps he uses the same translation agency as ex-president Carter, who
is said to have spoken once of his great carnal desire for the Polish
people ...

(Sometimes I have trouble with the French verb <<baiser>> ...)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

1423. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <42hbla$dnd@vishnu.jussieu.fr>
Source record: 10762

In article <42gts9$bl1@turing.fwi.uva.nl>,
mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>About doom: why not first try a wolfenstein engine that uses the levels of
>the
>pc wolfenstein? iD software has made the sources of wolfenstein public!
true. The sources are available in x2ftp.oulu.fi in something like
/pub/msdos/sources/games. The archive is named wolfsrc.zip. But be careful!
this archive contains a self extracting archive that has to be extracted on a
PC.
If someone want to do this, why not?

>I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
>a wolf port to X Windows...
Very funny!
No, with enough configuration options, it could be done on a ST, by getting
rid of the textures. But a falcon version with all the textures would be great
and EASY to do, since we've got the sources.
But be careful, you would still need iD's authorization, and it would have to
be free. Read the license agreement.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1424. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42hhbe$lr1@turing.fwi.uva.nl>
Source record: 10763

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <42gts9$bl1@turing.fwi.uva.nl>,
: mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:>About doom: why not first try a wolfenstein engine that uses the levels of
:>the
:>pc wolfenstein? iD software has made the sources of wolfenstein public!

:true. The sources are available in x2ftp.oulu.fi in something like
:/pub/msdos/sources/games. The archive is named wolfsrc.zip. But be careful!
:this archive contains a self extracting archive that has to be extracted on a
:PC.
:If someone want to do this, why not?

I thought it may be good start/exercise, before doing doom.
:
:>I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
:>a wolf port to X Windows...

:Very funny!

what is funny? you think I run X on my ST? don't be silly. I meant
that I will not do a port to tos/gem, but may try to do a port to X
(and thus it may run on an atari + linux).

:No, with enough configuration options, it could be done on a ST, by getting
:rid of the textures. But a falcon version with all the textures would be great

no, do not get rid of the textures. There is no game left after that (same
holds for doom).

:and EASY to do, since we've got the sources.
:But be careful, you would still need iD's authorization, and it would have to
:be free. Read the license agreement.

of course it should be free, that is no problem is it?
:
:Bye.
:Bertrand
:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1425. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42gts9$bl1@turing.fwi.uva.nl>
Source record: 10764

About doom: why not first try a wolfenstein engine that uses the levels of the
pc wolfenstein? iD software has made the sources of wolfenstein public!
I only have a 1Mb 1040STfm, mono monitor, but I maybe I will try to make
a wolf port to X Windows...

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1426. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95248.133002STIRRE31@MAINE.MAINE.EDU>
Source record: 10765

I would love to see Wolf 3D for the Falcon. Would someone please
consider doing this? :-) I do think that the Falcon can handle a
Doom-like game but I'd like to see a good, fast-action 1st-person game
come out on the Falcon ASAP.
BTW, Substation is a fun game, IMHO, although my first impression of
it was bad.
-scott tirrell

1427. Re: Doom engine

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-05 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <42ilke$q2m@ionews.io.org>
Source record: 10766

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: realism? in doom?

: I don't care about realism in games, realism enough in real life.

Realism isn't necessarily about immitating real life. It's more about
the game transporting you into its world and making you feel a part of it,
rather than making you feel simply like you're playing a game.

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet/Current Notes .oOo. diehl@io.org

1428. Re: c++ for ataris?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <42jqoi$hm1@cc.tut.fi>
Source record: 10767

Beric Dunn (bericd@bri.hp.com) wrote:

: It should be pointed out that GNU C++ can be run on any ST with TOS

MiNT & minix-fs will help though.

: and (I think) 2 Meg or more of ram. Earlier versions might run on 1
: Meg - I have never tried these though (Not a problem as I have 4 MB)

Heh :). One can run them, but compiling anything bigger than 'hello world' will need much more memory. And if you'll intend to optimize sources including _big_ functions, you'll certainly need more memory (GCC 2.5.8 needed 3.4MB free RAM to compile old XAnim version (one 1000 line function...)). Using G++ with lots of classes needs lots more memory and is IMHO unusably slow on a plain ST.

- Eero

1429. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <42k11k$ej1@nyheter.chalmers.se>
Source record: 10768

In article <42hhbe$lr1@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
>
>:In article <42gts9$bl1@turing.fwi.uva.nl>,
>: mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>:>About doom: why not first try a wolfenstein engine that uses the levels of
>:>the
>:>pc wolfenstein? iD software has made the sources of wolfenstein public!
...
>I thought it may be good start/exercise, before doing doom.

There are almost no similarities between the two, so it would hardly be
worth the effort.

>no, do not get rid of the textures. There is no game left after that (same
>holds for doom).

Why do you say that? Sure the textures makes the games look nicer, but
the _game_ would still be the same without them.
Have you looked at DVIEW (in 'f'/'w' mode)? I think it shows very well
that a DOOM without textures can look quite good. In TC mode with some
light shading it'll look even better.

>of course it should be free, that is no problem is it?

Not for us, but then we won't do it either.
For some reason many (most?) people who spend some serious amount of time
on a programming project do expect others to pay.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1430. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42k1n1$69e@banaan.fwi.uva.nl>
Source record: 10769

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:

:In article <42hhbe$lr1@turing.fwi.uva.nl>,
:Martijn Dekker <mdekker@fwi.uva.nl> wrote:
:>bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:
:>
:>:In article <42gts9$bl1@turing.fwi.uva.nl>,
:>: mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:>:>About doom: why not first try a wolfenstein engine that uses the levels of
:>:>the
:>:>pc wolfenstein? iD software has made the sources of wolfenstein public!
:...
:>I thought it may be good start/exercise, before doing doom.
:
:There are almost no similarities between the two, so it would hardly be
:worth the effort.

It is worth the effort: when wolf (with textures and all bells and whistles)
is slow, forget doom. If it is very fast, maybe doom will work.

:>no, do not get rid of the textures. There is no game left after that (same
:>holds for doom).
:
:Why do you say that? Sure the textures makes the games look nicer, but
:the _game_ would still be the same without them.
:Have you looked at DVIEW (in 'f'/'w' mode)? I think it shows very well
:that a DOOM without textures can look quite good. In TC mode with some
:light shading it'll look even better.

sorry, I don't agree.

:>of course it should be free, that is no problem is it?
:
:Not for us, but then we won't do it either.
:For some reason many (most?) people who spend some serious amount of time
:on a programming project do expect others to pay.

most serious programmers left the atari scene some time ago.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1431. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: bw343@FreeNet.Carleton.CA
Message-ID: <DEHI70.M90@freenet.carleton.ca>
Source record: 10770

Hi, I realize the Atari ST is rather outdated, and that anything programmed in STOS won't have a vast market, however I have never done any programming before and would like to attempt some simple things for myself. I'd like to know how to get started with STOS, which I assume is the easiest programming language. Are there any books for complete beginners?

--
"Winston Churchill dressed in drag, he used to be a British flag..."
(Peter Gabriel, from Suppers Ready by Genesis, on the album 'Foxtrot')

1432. Re: ann: mnilu tranquil

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: jib@login
Message-ID: <42l5mt$56k@login.bigblue.no>
Source record: 10771

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In a message of 04 Sep 95 jib@login (90:100/106) wrote to All :

: j> Mnilu Tranquil will soon be avaliable from the major Atari ftp-sites.
: j> Or email to get back a UUEcoded version.

: Keep us posted on availablility, very interested.

It should now avaliable from a few sites. Try ftp.funet.fi
in programming ,looking for mnlu_trq.zip.

--

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jib@login.bigblue.no ____//

1433. [Q] AES 4.1 and Speedo Fonts with NVDI 3

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42jqog$got@status.gen.nz>
Source record: 10772

I am trying to make an application I am writing use the facility for SpeedoGDOS fonts in dialogues under AES 4.1.

I have set te_font to 0, te_fontid to a valid font id for a outline font, and te_size to 10 (for 10 point.)

However, where the text object is, nothing at all gets drawn after calling objc_draw().

This is under NVDI 3.01. I do not have SpeedoGDOS 4.2 so as to see if it will work like this.

Also, the environmental variables to do with the system font (ae_fonid, and ae_fonsize?) seem to have no effect. It says "Loading GDOS Fonts" as AES 4.1 starts up, but the system font remains just the same.

Any help would be appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

1434. Re: [Q] AES 4.1 and Speedo Fonts with NVDI 3

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42jsbn$66l@banaan.fwi.uva.nl>
Source record: 10773

mbecroft@iconz.co.nz (Mario Becroft) wrote:

:I am trying to make an application I am writing use the facility for
:SpeedoGDOS fonts in dialogues under AES 4.1.
:
:I have set te_font to 0, te_fontid to a valid font id for a outline font,
:and te_size to 10 (for 10 point.)
:
:However, where the text object is, nothing at all gets drawn after
:calling objc_draw().
:
:This is under NVDI 3.01. I do not have SpeedoGDOS 4.2 so as to see if it
:will work like this.
:
:Also, the environmental variables to do with the system font (ae_fonid,
:and ae_fonsize?) seem to have no effect. It says "Loading GDOS Fonts" as
:AES 4.1 starts up, but the system font remains just the same.
:
:Any help would be appreciated.

may be a stupid suggestion, but did you set the colors correctly?

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1435. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DEHrs8.Ezp@world.std.com>
Source record: 10774

In article <DEHI70.M90@freenet.carleton.ca>,
Daniel Pleet <bw343@FreeNet.Carleton.CA> wrote:
>Hi, I realize the Atari ST is rather outdated, and that anything
>programmed in STOS won't have a vast market, however I have never done any
>programming before and would like to attempt some simple things for
>myself. I'd like to know how to get started with STOS, which I assume is
>the easiest programming language. Are there any books for complete
>beginners?

Hi

STOS is indeed a very old package. Last I remember STFORMAT still offers
the set in one way or the other.

The manual of STOS should give you very good startup guide for beginners,
also check out the archives on the net for STOS programs and samples.

Cheers

Yat

1436. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_304d6690_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10775

In a message Johan Klockars wrote to All :
JK> Towers II uses a _very_ much simpler 3D model than DOOM
JK> IIRC there are no angled walls, everything is on one level, there are
JK> no windows/stairs/platforms and the visibility is very restricted.

Towers do have windows but that's it. Of Lasers of Men on the other hand do
have angled walls and different levels but no stairs. DOOMINO have it to.

cheers,
Magnus Kollberg

1437. Re: Fix double click bug?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-06 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Sep6.121012.56@cathy.ijs.si>
Source record: 10776

In article <42fnfm$i2d@wn1.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hello,
>
>slider, the event gets sent twice. I remembered that an empty timer
>event (i.e. Event_Timer (0, 0)) _before_ the `real' Event_Multi (NULL)
>would solve it, but it doesn't.
>
> So how was that again?

As I remember it, you have to wait (once per application) for a doubleclick.
(NOT the negative doubleclick that is used to detect left or right button,
a NORMAL doubleclick). Waiting for a doubleclick ONCE per program is supposed
to get rid of the bug. Of course, you don't want to force the user to
doubleclick something every time the program gets started, so you combine the
wait for a doubleclick with an empty timer event (i.e. you put them together
in an event-multi).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1438. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <42ml7n$4vo@vishnu.jussieu.fr>
Source record: 10777

In article <42k1n1$69e@banaan.fwi.uva.nl>,
mdekker@fwi.uva.nl (Martijn Dekker) wrote:

>most serious programmers left the atari scene some time ago.
Programmers on atari will be delighted to know they're not serious!!!
;) Of course that's not what you meant. And unfortunately you're partly right.
But some people still think that a falcon is a lot more fun to program than a
PC. And they're right. It is. By a long long way.
Anyway, we'll try to show you how serious we are.
Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1439. Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-07 00:00:00 UTC
From: niekerk@prl.philips.nl
Message-ID: <DEJF8z.A22@prl.philips.nl>
Source record: 10778

Hi all,

(Sorry if this is the wrong newsgroup, but the .tech group seems
to be gone here.)

I got a Megafile-30 hard disk (and no atari computer), and I'm
wondering if I can use the disk with some other system, e.g. some
PC, or even my CP/M system (that needs a SASI disk).

Questions:
What is the DMA-bus that connects the disk to the computer?
What protocol runs on this bus?
Does it look like SASI, SCSI, or something else?
If I take the Megafile-30 apart, can I use the drive with a standard RLL
disk controller on a PC?

Thanks.

Paul
--
Paul van Niekerk
Philips Research Laboratories Eindhoven

1440. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-07 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <42n1nk$cnf@vishnu.jussieu.fr>
Source record: 10779

In article <42n151$fje@turing.fwi.uva.nl>,
mdekker@fwi.uva.nl (Martijn Dekker) wrote:
>eh, what OS is that PC running in your comparison?
For the moment, win 3.11 :(
Hope to switch to NT soon.

>so you will make a commercial doom?
Not commercial. No way. Absolutely free project.
>(remember how we started talking about 'serious' programmers....)
Sorry, I don't.

Bye.
Bertrand

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1441. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-07 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42n151$fje@turing.fwi.uva.nl>
Source record: 10780

bleroy@ccr.jussieu.fr (Bertrand Le Roy) wrote:

:In article <42k1n1$69e@banaan.fwi.uva.nl>,
: mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:
:>most serious programmers left the atari scene some time ago.
:Programmers on atari will be delighted to know they're not serious!!!
:;) Of course that's not what you meant. And unfortunately you're partly right.
:But some people still think that a falcon is a lot more fun to program than a
:PC. And they're right. It is. By a long long way.

eh, what OS is that PC running in your comparison?

:Anyway, we'll try to show you how serious we are.

so you will make a commercial doom?
(remember how we started talking about 'serious' programmers....)

:Bye.
:Bertrand
[10 line sig deleted]

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1442. Re: Cannot open URL

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <42q40p$j9t$1@mhadg.production.compuserve.com>
Source record: 10781
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Well, I figured out what I was doing wrong. I had used the environment variable RESOLV_CONF_FILE (I believe that's the name, I'm not at my computer at this time so I cannot look it up) to relocate the resolver config. file from u:/etc/resolv.conf to c:/mintnet/resolv.cnf. Unfortunately, either the resolver wasn't paying attention to the variable or the variable was being set after the drivers were loaded by MiNT. Result: No config. file (as far as the resolver was concerned) and therefor no nameserver.
I put the file in /etc/resolv.conf and all was well.

Thanks for everybodies help.

1443. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <42phmv$2mo@turing.fwi.uva.nl>
Source record: 10782

T.J.Rickard@hist.hull.ac.uk wrote:

:The point of doom is less the angled walls and staircases etc and more
:the mindless violence in a nice textured environment.

nonsense.

--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam |
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
E-mail: mdekker@fwi.uva.nl| Ishido: a game for GEM and X Windows

1444. ACIA lockups

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.950908102038.7098B-100000@student.canberra.edu.au>
Source record: 10783

Hi,

I am having trouble with keyboard interrupts...

I have installed a new interrupt to read the keyboard and joysticks,
which works fine on its own, but when combined with a timer B interrupt
(eg. border removal on an STe & DSP mod-player on a Falcon) the ACIA will
occasionally lock up (ACIA control: $fffc00.b = %10100011).
Can anyone suggest a method for avoiding the overrun error or a method
to reset the ACIA?

Thanks,
Yiannis

1445. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3050ade028004a8@discworld.oche.de>
Source record: 10784

Paul van Niekerk (niekerk@prl.philips.nl) wrote:

PvN>What is the DMA-bus that connects the disk to the computer?
PvN>What protocol runs on this bus?
PvN>Does it look like SASI, SCSI, or something else?

It's ACSI - I think you won't find that outside the atari world.

PvN>If I take the Megafile-30 apart, can I use the drive with a standard RLL
PvN>disk controller on a PC?

Should work.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1446. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: Hub1 <the_cafe@hub.co.uk>
Message-ID: <42ph25$mp2@luggage.rednet.co.uk>
Source record: 10785

Lexicor@world.std.com (ysiu@lexicor.com) wrote:
>In article <DEHI70.M90@freenet.carleton.ca>,
>Daniel Pleet <bw343@FreeNet.Carleton.CA> wrote:
>>Hi, I realize the Atari ST is rather outdated, and that anything
>>programmed in STOS won't have a vast market, however I have never done any
>>programming before and would like to attempt some simple things for
>>myself. I'd like to know how to get started with STOS, which I assume is
>>the easiest programming language. Are there any books for complete
>>beginners?
>
>Hi
>
>STOS is indeed a very old package. Last I remember STFORMAT still offers

But not dead! Extensions allow it to be upgraded, so it can be made to do
STE/Falcon enhanced or only stuff...

>the set in one way or the other.
>
>The manual of STOS should give you very good startup guide for beginners,
>also check out the archives on the net for STOS programs and samples.
>

There is also a book by Stephen Hill (author of original STOS manual),
called 'The Game Makers Manual' which describes how to go about writing
games in STOS, covering lots of different game types. Its not that great,
but covers the basics, and may help to get you started...

The STOS mailing list can be joined by emailing
stos-request@man.ac.uk
with the following line in the body of the mail:
subscribe stos me@some.host
where me@some.host is your email address.

subscription may be a little slow for the next two weeks, as I am not around
to subscribe you (alhough I have limited access from here).

Anthony Jacques

(Anyone interested in GDOS text in STOS?)

email: jacquesa@cs.man.ac.uk
WWW: http://www.cs.man.ac.uk/~jacquesa/

Disclaimer:

The opinions expressed in this article do not necessarily reflect those held by the Hub InterC@fe. We accept no reponsibility for offence caused.

1447. Re: Megafile-30 and DMA port questions

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: rzb20@bilbo.amdahl.com
Message-ID: <NEWTNews.29108.810589774.Postmaster@bilbo.amdahl.com>
Source record: 10786

In article <DEJF8z.A22@prl.philips.nl>, <niekerk@prl.philips.nl> writes:

>
> Hi all,
>
> (Sorry if this is the wrong newsgroup, but the .tech group seems
> to be gone here.)
>
> I got a Megafile-30 hard disk (and no atari computer), and I'm
> wondering if I can use the disk with some other system, e.g. some
> PC, or even my CP/M system (that needs a SASI disk).
>
> Questions:
> What is the DMA-bus that connects the disk to the computer?
It's Atari's own ...
> What protocol runs on this bus?
> Does it look like SASI, SCSI, or something else?
It's somewhat SCSI-like, but not close enough to work with SCSI.
> If I take the Megafile-30 apart, can I use the drive with a standard RLL
> disk controller on a PC?
Yes, it should be a standard 30MB RLL disk.
>
> Thanks.
You're welcome.

Roger Burrows / Anodyne Software

1448. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-08 00:00:00 UTC
From: hiptjr@humus.uucp
Message-ID: <42pdh6$el@wimbledon.dcs.hull.ac.uk>
Source record: 10787

Towers II has vertically angled walls that cut across squares on some of the top levels - the mine area with the dead mages and warriors of the council in it, just below the top couple of levels.

The point of doom is less the angled walls and staircases etc and more the mindless violence in a nice textured environment. Lasers & Men could be adapted to make a fine Doom clone - maybe not up to the original, but still fun. Not having to run two inteligent teams of warriors, just simple targets close to the player should free up some speed as well.

I've seen enough demos and games already on the Falcon to be certain that a Doom clone is very possible. Not that I'd like to try and code one.

John Rickard
(T.J.Rickard@hist.hull.ac.uk)

1449. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-10 00:00:00 UTC
From: stosser@neon
Message-ID: <42ute6$ged@neon.airtime.co.uk>
Source record: 10690

Is there anyone out there on the STOS mailing list, if so please get in touch, Is it live?, whats the latest FAQ etc etc,

Cheers.......!ynoT

tony@stosser.airtime.co.uk

1450. HELP NEEDED

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-10 00:00:00 UTC
From: conibear@dircon.co.uk
Message-ID: <42vkem$att@newsgate.dircon.co.uk>
Source record: 10691

Hello,

I have a friend who has recently changed from an Atari Falcon to a PC. He wanted to use the same file he used on Data Manager Professional on his Falcon to MS Works on his PC but his PC is not playing!!! He did save the file in some kind of format on an IBM diskette and it is possible to see using MS Dos Editor, it is just that is is full of garbage, and is not recognised in any windows programmes. The files have DAT extensions and I would be really grateful if someone could give me some guidance as to what to do about this problem. It would be possible to send you the file if necessary but any form of instructon or help would be greatly appreciated via direct email to conibear@dircon.co.uk

Thankyou

1451. C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-10 00:00:00 UTC
From: sdzubur@dominis.phy.hr
Message-ID: <42tgg4$3j9@nippur.irb.hr>
Source record: 10788

Does anyone here have some C compiler for old ST series (older than STE),
like Laser, Lattice or newer, I don't know, my infos are quite out of date.I
would like to buy it at some reasonable price...

thanx
sead

1452. Re: [Q] AES 4.1 and Speedo Fonts with NVDI 3

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-10 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <42tloi$efi@status.gen.nz>
Source record: 10789

```
Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: mbecroft@iconz.co.nz (Mario Becroft) wrote:
:
: :I am trying to make an application I am writing use the facility for
: :SpeedoGDOS fonts in dialogues under AES 4.1.
: :
: :I have set te_font to 0, te_fontid to a valid font id for a outline font,
: :and te_size to 10 (for 10 point.)
: :
: :However, where the text object is, nothing at all gets drawn after
: :calling objc_draw().
: :
: :This is under NVDI 3.01. I do not have SpeedoGDOS 4.2 so as to see if it
: :will work like this.
: :
: may be a stupid suggestion, but did you set the colors correctly?

The colour is black. The text does come out when I don't bother with the
SpeedoGDOS fonts, so this can't have much to with it, AFAICS :-(

-Mario Becroft (mbecroft@iconz.co.nz)
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/
```

1453. JPEGD API wanted!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: paa@hol.gr
Message-ID: <4316p7$flt@newsflash.hol.gr>
Source record: 10692

If anybody knows the programming interface of JPEGD please post it or email me. Thanks in advance

1454. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <4317pb$519@news.iesd.auc.dk>
Source record: 10693

In article <95248.133002STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> I would love to see Wolf 3D for the Falcon. Would someone please
> consider doing this? :-) I do think that the Falcon can handle a
> Doom-like game but I'd like to see a good, fast-action 1st-person game
> come out on the Falcon ASAP.
> BTW, Substation is a fun game, IMHO, although my first impression of
> it was bad.
> -scott tirrell

Agreed. SubStation is a good game, but the graphics are very dull, due to the
fact that it also runs on a STE.

Wolf3D should indeed be possible on the Falcon, TOWERS II shows it pretty much.

Keep Cool and Flying...

ChainXOR...

1455. Color Icons

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-1109951514230001@macmax.irfmn.mnegri.it>
Source record: 10694

If anybody knows how to display a COLOR ICON in C language, with a little axample, please email me.

Thanks in advance


```
=========================================================
| /|/| |
| / |AX |
| Institute of Pharmacology Research "Mario Negri" |
| E-mail: massimo@irfmn.mnegri.it |
=========================================================
```

1456. DevpacDSP confusion.

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DEqI5A.F4K@westminster.ac.uk>
Source record: 10695

Probably a simple answer, but.....

When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
and when I do "dc 1/2" the value _is_ 0.5

Why is this ? It's bugging the hell out of me.

Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

1457. postmortem problem ...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <431hm9$af7@mars.fb1.fhtw-berlin.de>
Source record: 10696

hello, i once programmed an exception routine and just copied the postmortem
routine from the TOS into my little prg, but however it won't work ...
can somebody tell me how to prg a propper postmortem routine ?

Jo'ogn (:
--------- fone: Germany49/Berlin30/606 91 85
--------- private http://www.fb1.fhtw-berlin.de/people/joogn/
--------- Atari http://www.fb1.fhtw-berlin.de/joogn

1458. Truecolor-Off-Screen-Treiber in NVDI???

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: mdlipper@cip.informatik.uni-erlangen.de
Message-ID: <432edh$99t@rznews.rrze.uni-erlangen.de>
Source record: 10697

Hallo!

Ich hab eine Frage zu den Off-Screen-Treibern in NVDI: Wie bringt man den seit neustem vorhandenen True-Color-Off-Screen-Treiber "OFF16MOV.NOD" zum laufen?? Alle anderen Off-Screen-Treiber funktionieren problemlos (bis 32768 Farben). Ich habs mit allen Kombinationen von Format (Interleaved, Normal, Packed Pixels) und Pixelreihenfolge (Normal, Falcon, Intel) versucht, aber nichts hat geklappt. Als Plane-Anzahl hatte ich jeweils 24 und als Farbanzahl 16777216L angegeben. Was mache ich falsch?

Ueber Antwort wuerde ich mich sehr freuen, am besten bitte ueber e-mail!

- Mani -

"""""
(O O)
+----ooooO---(_)---Ooooo-------------------------------------+
| |
| Manfred Lippert |
| Internet-email: mdlipper@cip.informatik.uni-erlangen.de |
| |
| ooooO |
| ( ) Ooooo |
+------\ (-------( )-------------------------------------+
\ )) /
(/

"""""
(O O)
+----ooooO---(_)---Ooooo-------------------------------------+
| |
| Manfred Lippert |
| Internet-email: mdlipper@cip.informatik.uni-erlangen.de |
| |
| ooooO |
| ( ) Ooooo |
+------\ (-------( )-------------------------------------+
\ )) /
(/

1459. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_3053ff18_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10698

In a message T.J.Rickard wrote to Magnus Kollberg:
TJR> Towers II has vertically angled walls that cut across squares on some
TJR> of the top levels - the mine area with the dead mages and warriors of
TJR> the council in it, just below the top couple of levels.

I havn't got that far.... but I will some day, I hope.... ;)

TJR> The point of doom is less the angled walls and staircases etc and more
TJR> the mindless violence in a nice textured environment. Lasers & Men
TJR> could be adapted to make a fine Doom clone - maybe not up to the
TJR> original, but still fun. Not having to run two inteligent teams of
TJR> warriors, just simple targets close to the player should free up some
TJR> speed as well.

Why don't we ask the author of Lasers & Men to releas the game as freeware with sources, as he don't support the project anymore? I can't think that he still is getting registrations for it, or does he? With some nice graphics and better level design and maybe some other enchantments (better armory etc.) it could be very nice. And maybe also a level designer.

TJR> I've seen enough demos and games already on the Falcon to be certain
TJR> that a Doom clone is very possible. Not that I'd like to try and code
TJR> one.

Why not join the team and do some work?

Cheers,
Magnus Kollberg

1460. Re: C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FILTDAAIUP@data.rhein-main.de>
Source record: 10699

In <42tgg4$3j9@nippur.irb.hr> Sead Dzubur wrote:

>Does anyone here have some C compiler for old ST series (older than STE),
>like Laser, Lattice or newer, I don't know, my infos are quite out of date.I
>would like to buy it at some reasonable price...

PURE C 1.1 by ASH-Heidelberg/Germany

Fast and nice..
regards
Robert

--

* * * robscha@data.rhein-main.de Tel/Fax/Modem: +49 (0)6103-67197
* * * Robert Schaffner@OF2.maus.de
* * * Machines: F030, 2 * 520ST, 64Bit-Jaguar LYNX 1 + 2, PC486
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText

1461. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-12 00:00:00 UTC
From: graham@grasper.demon.co.uk
Message-ID: <307_graham@grasper.demon.co.uk>
Source record: 10700

It was none other than chainxor@kom.auc.dk who did write on 11 Sep 95 that
... >> BTW, Substation is a fun game, IMHO, although my first impression
>> of it was bad.
c> Agreed. SubStation is a good game, but the graphics are very dull,
c> due to the fact that it also runs on a STE.
c> Wolf3D should indeed be possible on the Falcon, TOWERS II shows it
c> pretty much.

I think the fact that there is (or will be) a NES version of DOOM puts a
mockery on the fact that a Falcon version is not possible !!
--

Falcon030/MiNTnet/Net2Net betatest Site.
graham@grasper.demon.co.uk grin@mettav.demon.co.uk
100:1011/8@turbonet.ftn 90:102/145@nest.ftn
2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn

1462. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-13 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <398608178wnr@gingram.demon.co.uk>
Source record: 10701

In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk (Graham Irvine) writes:

> I think the fact that there is (or will be) a NES version of DOOM puts a
> mockery on the fact that a Falcon version is not possible !!
> --
>
> ---
> Falcon030/MiNTnet/Net2Net betatest Site.
> graham@grasper.demon.co.uk grin@mettav.demon.co.uk
> 100:1011/8@turbonet.ftn 90:102/145@nest.ftn
> 2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn
>

AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.

Still good news for the Falcon tho', as this chip is little more than a DSP!

Gary

1463. Turn off RS232 DTR on Falcon?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-13 00:00:00 UTC
From: Jared Addington <innovator@delphi.com>
Message-ID: <BNABtax.innovator@delphi.com>
Source record: 10702

Since every RS232 function except the ring indicator has been rerouted to the SCC on the Falcon, how is it possible to turn off the DTR signal? What little documentation I can find on this doesn't go into enough detail to help me track it down.

1464. Games Programming Encyclodedia?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-13 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <810004967wnr@gingram.demon.co.uk>
Source record: 10703

I have been learning the basics of games programming these last few months and have found free Atari specific information difficult to obtain.

But I also have this P.C. thing and I found a wonderful little program called the P.C. Games Programming Encyclopedia. This is basically a text editor type program with all the files built in and there is a file on just about every aspect of games programming in there. This got me thinking, a nice little version of this program for the Atari, one that could be run stand-alone or as a DA.

I think this could help a lot of people who can program but are scared off by the apparent complexities of games programming. It could hopefully provide many more programmers for the platform, and this can only be a good thing, can't it?

Whadaya think? What it would require is information on the different aspects of games coding from all you wonderful programmers out there (flattery gets you everywhere!). It dosn't have to be in any particular format (I could edit it), and of course every contributor would be credited.

Any thoughts? E-mail me or post to this thread.

--Cheers

Gary Ingram EMail gary@gingram.demon.co.uk
|

1465. Re: Turn off RS232 DTR on Falcon?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-13 00:00:00 UTC
From: jbaumgar@coil.com
Message-ID: <4384mg$bji@bronze.coil.com>
Source record: 10704

```
In article <BNABtax.innovator@delphi.com>,
Jared Addington <innovator@delphi.com> wrote:
>Since every RS232 function except the ring indicator has been rerouted to
>the SCC on the Falcon, how is it possible to turn off the DTR signal? What
>little documentation I can find on this doesn't go into enough detail to
>help me track it down.

Here's a little example for dropping and restoring the DTR on the
Falcon. I used this for my bulletin board for six months without
problems. It's a bit kludgey, I know, but if you have any questions,
respond via e-mail (I posted this publicly, because it has come up before).

For Lattice ASM.TTP. It's not too hard to understand.

scc_bc EQU $ffff8c85
scc_bd EQU $ffff8c87

SECTION TEXT,CODE

pea DTR_low(pc)
move.w #$26,-(sp)
trap #14
addq.l #6,sp
clr.l d0
loop: addq.l #1,d0
cmpi.l #1000000,d0
bne.s loop
pea DTR_high(pc)
move.w #$26,-(sp)
trap #14
addq.l #6,sp
clr.w -(sp)
trap #1

DTR_low: move.b #5,scc_bc
nop
move.b #$62,scc_bc
rts

DTR_high: move.b #5,scc_bc
nop
move.b #$E2,scc_bc
rts

END
--
Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
```

"A big crab, sure, but a man from space? Hah!" - Crow T. Robot

1466. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-13 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95256.101314STIRRE31@MAINE.MAINE.EDU>
Source record: 10705

Graham,
I disagree that a version is not possible. Just because it hasn't been
done doesn't mean that it cannot be. Besides, look at all the money
and programmers that have worked for pushing the SNES to its limits.
You really can't compare that to the resources devoted to Falcon
development. But I think Doom will become a reality for the Falcon.
Does someone want to develop a custom chip for a cartridge version
of Falcon Doom ;-)?
-scott tirrell

1467. Re: DevpacDSP confusion.

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-14 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Sep14.132540.388@genrad.co.uk>
Source record: 10706

In article <DEqI5A.F4K@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
>Probably a simple answer, but.......
>
>When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
>and when I do "dc 1/2" the value _is_ 0.5
>
>Why is this ? It's bugging the hell out of me.

I assume you mean that the value in memory is $3FFFFF which is just
a little under 0.5. (4.999 won't fit in a memory location). The number
concersion part of DevpacDSP does exhibit this little bug. Normally it doesn't
matter but to get round it, use:

dc $400000 ;WhateverItIs = 0.5

That way it will load the right value, and the comment tells you
the value in decimal. Or use 1/2 like you did!

If you have ever tried to code a fraction conversion function
(fraction to hexadecimal and vice versa) you will understand why a bug has
crept in - it is not very easy at all!

Paul

1468. Re: Turn off RS232 DTR on Falcon?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-14 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <305865ea2bff5eb@discworld.oche.de>
Source record: 10707

Jared Addington (innovator@delphi.com) wrote:

JA>Since every RS232 function except the ring indicator has been rerouted to
JA>the SCC on the Falcon, how is it possible to turn off the DTR signal? What
JA>little documentation I can find on this doesn't go into enough detail to
JA>help me track it down.

Use HSMODEM (HSMODA06.lzh) instead of direct hardware access - there is
documentation in the archive.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1469. Re: C compilers

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-14 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DEws5o.2Gv@dk3uz.hanse.de>
Source record: 10708

robscha@data.rhein-main.de (Robert Schaffner) writes:

>In <42tgg4$3j9@nippur.irb.hr> Sead Dzubur wrote:

>>Does anyone here have some C compiler for old ST series (older than STE),
>>like Laser, Lattice or newer, I don't know, my infos are quite out of date.I
>>would like to buy it at some reasonable price...

>PURE C 1.1 by ASH-Heidelberg/Germany

>Fast and nice..

I'd say not so nice. Same ugly parameter passing as Turbo C (not via the
stack but through registers) and the accompanying assembler does not under-
stand forward references, as instead of still using the nice MAS-68K which
came with Turbo C (up to three passes) they went for their own single pass
assembler.

And if it comes to code generation, IMHO there is nothing better than
GCC. The optimizer often produces assembler output I couldn't have written
more efficiently. And what's more, the GCC comes for free. But you need
memory, 4MB is fine, 2MB may work.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1470. atari/portfolio/rs232

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-14 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DEwoyB.FAG@inter.NL.net>
Source record: 10709

I need a program for the atari st, that can send and receive programs
from the portfolio.
My portfolio is connected via a serial interface to the modem port.
If I send with my portfolio a program to the atari, I want to receive it,
but with which program... help me

please email to: geheniau@solair1.inter.NL.net

Thanks
Job Geheniau

1471. Re: Turn off RS232 DTR on Falcon?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-14 00:00:00 UTC
From: Jared Addington <innovator@delphi.com>
Message-ID: <xFDCN63.innovator@delphi.com>
Source record: 10710

Thanks for the help! I will look that over and try it out.

1472. Re: DevpacDSP confusion.

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-15 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <43c1e3$q3q@newsy.ifm.liu.se>
Source record: 10711

In article <DEqI5A.F4K@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
>When I do "dc 0.5" in DevpacDSP the value in memory is 4.9999....
>and when I do "dc 1/2" the value _is_ 0.5

I'm using asm56001 from Motorla, but I think there are other bugs
(not related to this little "feature") in Devpac DSP. Decimal integer
numbers cannot exceed 16 bits of range, and the jmi instruction doesn't
work very good. Perhaps you can test that because I imagine it will
take a while to figure it out.

/Fredrik

1473. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-15 00:00:00 UTC
From: beavis@dnaco.net
Message-ID: <beavis-1509951738220001@uhura-14.dnaco.net>
Source record: 10712

In article <398608178wnr@gingram.demon.co.uk>, Gary@gingram.demon.co.uk wrote:

> In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk
> (Graham Irvine) writes:
>
> > I think the fact that there is (or will be) a NES version of DOOM puts
> a
> > mockery on the fact that a Falcon version is not possible !!
> > --
> >
> > ---
> > Falcon030/MiNTnet/Net2Net betatest Site.
> > graham@grasper.demon.co.uk grin@mettav.demon.co.uk
> > 100:1011/8@turbonet.ftn 90:102/145@nest.ftn
> > 2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn
> >
> AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.
>
> Still good news for the Falcon tho', as this chip is little more than a
> DSP!
>
>
> Gary

Why not just port wolfenstein, the source code is at ID and its only 500k

Get a copy working and then ID might help you port Doom To the Atari.

later
beavis

--

```
=========================================================================
| Windows 95 will have Plug & Play! Been there, Done That. |
| Where Microsoft wants to take you today, |
| the Macintosh has been there since 1987! |
| |
| beavis@dnaco.net(finger me!) http://www.dnaco.net/~beavis |
=========================================================================
```

1474. What does "Scsi error on 3" mean?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-15 00:00:00 UTC
From: Meg Lee Chin O'Leary <egg@yolk.demon.co.uk>
Message-ID: <811207690snz@yolk.demon.co.uk>
Source record: 10713

Hi,
I've been trying to run Cubase Audio on my 4 meg Falcon using a 2 gig Quantum Empire 2100s Scsi3 drive. The drive is recognised by the Falcon and otherwise works just fine until I go to record audio. Then I get this error message:

"Scsi error on 3"

Does anybody know what this means?

Meg Lee Chin O'Leary
egg@yolk.demon.co.uk

1475. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-16 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <43e5jt$h9p@turing.fwi.uva.nl>
Source record: 10714

beavis@dnaco.net (beavis) wrote:

:In article <398608178wnr@gingram.demon.co.uk>, Gary@gingram.demon.co.uk wrote:
:
:> In article: <307_graham@grasper.demon.co.uk> graham@grasper.demon.co.uk
:> (Graham Irvine) writes:
:>
:> > I think the fact that there is (or will be) a NES version of DOOM puts
:> a
:> > mockery on the fact that a Falcon version is not possible !!
:> > --
:> >
:> > ---
:> > Falcon030/MiNTnet/Net2Net betatest Site.
:> > graham@grasper.demon.co.uk grin@mettav.demon.co.uk
:> > 100:1011/8@turbonet.ftn 90:102/145@nest.ftn
:> > 2:254/108.8@fidonet.ftn 51:502/100.8@atarinet.ftn
:> >
:> AFAIK SNES Doom uses a varient of the Super FX chip to run Doom.
:>
:> Still good news for the Falcon tho', as this chip is little more than a
:> DSP!
:>
:>
:> Gary
:
:Why not just port wolfenstein, the source code is at ID and its only 500k
:

this is exactly the suggestion I made 2 weeks ago.

:Get a copy working and then ID might help you port Doom To the Atari.
:
i doubt it. iD is busy with quake.

:
--
Martijn Dekker | PFF/Ishido info:
University of Amsterdam | http://www.fwi.uva.nl/~mdekker/ishido.html
Math department | Ishido: a game for TOS,GEM and X Windows
E-mail: mdekker@fwi.uva.nl| order now, using our webpage!

1476. PROGRAM ANNOUNCEMENT

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-16 00:00:00 UTC
From: mud08@cc.keele.ac.uk
Message-ID: <43fgat$dgc@gabriel.keele.ac.uk>
Source record: 10715

```
****************************** ANNOUNCEMENT ******************************

Coming soon:

**************************************************************************
** SampleC - MIDI sample dump, sample conversion and librarian program **
** for the Atari ST, TT, Falcon series of computers. **
**************************************************************************

List of features:

1) Supported formats:

AVR signed and unsigned, AIFF including Cubase Audio, AIFF-C
(uncompressed), WAVE (.WAV), CDP soundfiles. Stereo and mono, 8-16
bit.

2) Can receive and transmit 9-16 bit samples via the MIDI sample dump
protocol.

3) Supports Atari CDP soundfile system (Soundstreamer etc.).

4) Converts between all supported formats - stereo to mono, bit conversion.

5) Non-modal interface, optimised for MagiC operating system.

6) VA_START and FREEDOM support for multiple file loading. Recursive file
selector allowing every available sample to be loaded in one operation.

7) Intuitive interface - drag and drop samples, enhanced GEM facilities,
'iconification' on all TOS systems.

8) ST-GUIDE on-line manual, KOBOLD support.

9) Active registered user support.

SampleC should be available within the next month, and will probably cost 12
UK pounds for registration within the UK - overseas costs TBA. An
unregistered version, which is fully functional but places an 80K limit on
all sample sizes and does not include the ST-GUIDE manual, will be available.
If you would like to receive the unregistered version, please send me a DSDD
disc with a stamped, self addressed envelope - I cannot return discs with no
postage paid.

Send to: SampleC demonstration,
Richard Evans,
3, Gervis Crescent,
Parkstone,
Poole,
```

Dorset,
UK.
BH14 0LR.

Your details will be stored on computer for reference, they will not be passed on in any manner to any individual or organisation. If you are willing for this to happen, please include a signed statement to this effect. If you do not wish to have your details stored, please state this in writing also.

Richard Evans. All trademarks acknowledged.

--

Richard Evans | JANET | mud08@keele.ac.uk

1477. Problem mit GDOS-Ausgabe

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-16 00:00:00 UTC
From: M_STORCZ@INTERKOM.rhein.de
Message-ID: <7p2lam5B@interkom.rhein.de>
Source record: 10716

Hallo Atarianer!

ich habe hier ein kleines Problem mit der Druckerausgabe ber GDOS,
und suche deshalb eine Doku zur Benutzung der GDOS-Druckertreiber.
Die Ausgabe versuche ich folgenderma en:

1. v_opnwk; (Physikalische Workstation ffnen)
2. vst_font; (Fonts setzten)
3. vst_height; (Fontgr e setzen)
4. Anzahl der Vertikalen Pixel pro Seite geteilt durch Zeichenzellenh he
ergibt die Anzahl der Zeilen pro Seite.
5. Ausgabe einer/mehrerer Textzeilen auf dem Drucker mit
v_gtext(handle, x, y, string);

jetzt passiert folgendes: - nachdem der Rechner ca. 167 Zeilen zum Drucker
geschickt hat, beginnt der Drucker bei Zeile
167 mit der Ausgabe, druckt dann aber alle
Zeilen ab Zeile 48...
... das verwirrt mich total.
Deshalb habe ich folgende Frage: Kann mir jemand eine Beschreibung schicken,
wie ich die Druckerausgabe richtig nutze, oder noch besser: kann mir
jemand einen Beispielquellcode schicken ?

mfg, markus

#Origin: InterKom * Die Mailbox f r INTERnationale KOMmunikation * 02241/590093

1478. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: magnus@control.auc.dk
Message-ID: <43jg0u$368@news.iesd.auc.dk>
Source record: 10717

In article <307_graham@grasper.demon.co.uk>, graham@grasper.demon.co.uk (Graham Irvine) writes:
> It was none other than chainxor@kom.auc.dk who did write on 11 Sep 95 that
> .... >> BTW, Substation is a fun game, IMHO, although my first impression
> >> of it was bad.
> c> Agreed. SubStation is a good game, but the graphics are very dull,
> c> due to the fact that it also runs on a STE.
> c> Wolf3D should indeed be possible on the Falcon, TOWERS II shows it
> c> pretty much.
>
> I think the fact that there is (or will be) a NES version of DOOM puts a
> mockery on the fact that a Falcon version is not possible !!
> --

Mockery ? What does it mean ?

Do it mean, that you agree with me ?

Keep Cool and Flying...

ChainXOR...

1479. Re: Compiling with GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1809952048490001@47.85.0.99>
Source record: 10718

In article <43juge$g3k@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:

> Hi, I have now successfully set up a minix filesystem on my hard drive,
and have
> installed various bits of software onto it. One program that I want to
use is GCC,
> as Prospero C really doesn't stand up to the competition. However, when
I try to
> compile anything that uses library functions, it complains when linking
(see below)
> GCC returns lots of error messages in the form:
>
> textedit.o: Undefined symbol _appl_init referenced from text
>
> I have set GNULIB and GNUINC to point to the appropriate directories.
Any ideas?
>

You don't say which version of GCC you have, or what system you are using.
This make it just guesswork: (I assume you are running MiNT + XFS + a shell).

1. How much RAM do you have in your machine (GCC 2.5.8 & up likes 4 Meg).

2. Did you set the TEMP variable to a valid directory.

3. Did it ever work (ie. did you compile the version of Mint that you use).

I am not an expert, I was in the same position a few years ago.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1480. Re: vq_mouse

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <43kig0$phl@oban.cc.ic.ac.uk>
Source record: 10719

in article <43k85v$nsr@boson.epita.fr>, eric da-cunha (da-cun_e@ion.epita.fr) wrote:
> I'm currently having a strange behaviour with vq_mouse ...
[...program fragment deleted...]
> Everything worked ok. But to speed up the process I decided to use
>vq_mouse instead of graf_mkstate. While I'm in the drawing loop it works
>OK but, when I release the RIGHT_BUTTON the system randomly returns that it's
>still pressed ! I put back graf_mkstate and the program returned to a normal
>behaviour. I'm using TOS4.03 on F030. Did someone already experienced that ?
>And is a cure available ?

You are supposed to use graf_mkstate() rather than vq_mouse() in a program
which uses the AES - supposedly, GEM will get confused otherwise, which
is what you seem to be experiencing.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`Oh har-de-har-har!' [ Babs - `Devil Doggie']

1481. Wanted!!! Educational Software!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: MTL@AMAV.COM
Message-ID: <43k2cg$rdp@cti01.citenet.net>
Source record: 10720

Hello, we are a leading toy distributor in Canada and
are interested in distributing a line of educational
software to our clients. As such, we are looking to buy
the rights to various educational software products for
cash or on a royalty basis.
If you have anything that you think might be of interest
to us, please contact us
by phone: (514) 344-1234
by fax: (514) 344-1235
by e-mail: MTL@AMAV.COM (attn: Yehuda)

Thank-you!

1482. vq_mouse

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: da-cun_e@ion.epita.fr
Message-ID: <43k85v$nsr@boson.epita.fr>
Source record: 10721

I'm currently having a strange behaviour with vq_mouse ...

I've done a little drawing prg in C. It does:

```
do
{
do
{
graf_mkstate(&x,&y,&b,&dummy)
} while (b==0) ; loop while no mouse button is pressed

... ; draw a line to (x,y)

} while (b!=LEFT_BUTTON) ; exit if left button is pressed
```

Everything worked ok. But to speed up the process I decided to use vq_mouse instead of graf_mkstate. While I'm in the drawing loop it works OK but, when I release the RIGHT_BUTTON the system randomly returns that it's still pressed ! I put back graf_mkstate and the program returned to a normal behaviour. I'm using TOS4.03 on F030. Did someone already experienced that ? And is a cure available ?

1483. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-18 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <234705895wnr@gingram.demon.co.uk>
Source record: 10722

In article: <beavis-1509951738220001@uhura-14.dnaco.net>
beavis@dnaco.net (beavis) writes:

> Why not just port wolfenstein, the source code is at ID and its only
500k
>
> Get a copy working and then ID might help you port Doom To the Atari.
>
> later
> beavis
>

At this moment I am looking at the source of Wolf3D. I downloaded this sometime ago and have not had much time to myself lately:-(. But this code is gonna take some porting if speed is an issue.

Sure, a straight C conversion would be reletively simple, but much of the code would be better off DSPing, in order to show off the potential of the Falcon.

Not a job for the faint of heart (or me for that matter!).

Gary
|One day, I >WILL< get a .sig file sorted|

1484. Dial Scripts

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-19 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <811544386_OASIS_@yeadontt.demon.co.uk>
Source record: 10723
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,demon.tech.atari

Hello,

I am writing the code for the dialer for the graphic NOS replacement
(ICE).

I have completed the basic Dialer routine, but at the moment it is Demon
specific. In order to make the dialer as flexible as possible I need to take a
look at as many different NOS dial scripts as possible.

To this end, I would be grateful if people who do bit access the 'net via
demon.co.uk could send me their DIAL.TXT file. Obviously you will want to keep
your password secret, but I need to see where it is entered, so please replace
your password with the releveant number of '*' characters, ie if you password
is rover replace it with *****.

Thank you in advance for youyr help.

--


```
================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

1485. portfolio vt100

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-19 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DF5I6A.92u@inter.NL.net>
Source record: 10724

I am searching for a terminalprogram for the atari portfolio that can emulate vt100 or vt102 terminals.

mail to : geheniau@solair1.inter.NL.net

Thanks Job

1486. GEM window handling

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-19 00:00:00 UTC
From: jib@login
Message-ID: <43nhcb$b6e@login.bigblue.no>
Source record: 10725

Can anyone please explain how to handle the window redrawing if the window moved is the background window ? Which evnt_multi values are then returned back ? I can't seem to find any info on that - and if I follow the 'normal' window updating then the whole window gets redrawed.

--

___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jib@login.bigblue.no ____//

1487. Re: GEM window handling

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-19 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DF6B25.Bz5@novice.uwaterloo.ca>
Source record: 10726

```
In article <43nhcb$b6e@login.bigblue.no>, Jabran Akhtar <jib@login> wrote:
>
>Can anyone please explain how to handle the window redrawing if the
>window moved is the background window ? Which evnt_multi values are then
>returned back ? I can't seem to find any info on that - and if I follow
>the 'normal' window updating then the whole window gets redrawed.

What do you mean by the 'background' window? Do you mean a window which is not
topped?

In any case, the correct procedure for window redrawing is as follows:
1) get rectangle from message pipe (the evnt_multi call)
2) intersect it with the screen rectangle (use wind_get with window handle 0,
and its the work area you want... something like:
wind_get (0, WF_WORKXYWH, &x, &y, &w, &h);
3) walk through window rectangle list and intersect each rectangle with the
above rectangle (from 2). code should look something like:
wind_get (your_window_handle, WF_FIRSTXYWH, &x, &y, &w, &h);
while (w && h)
{
/* do the intersection here */
/* do the drawing here */
wind_get (your_window_handle, WF_NEXTXYWH, &x, &y, &w, &h);
}

Hope this helps...

art
--
Art
atwareck@novice.uwaterloo.ca
```

1488. STOS Falcon Extension v1.1a

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43mhb4$3jm@m1.cs.man.ac.uk>
Source record: 10727
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

****
Announcing the release of the STOS Falcon Extnesion (v1.1a)
****

You want to program your Falcon, yet you dont feel like taking on C or assembler? Well, you want the STOS Falcon Extension. This extension to the STOS programming language allows you to easily create Falcon only games / programs.

Commands include DSP replay of 4 track .MOD files, up to 32 track .DTM modules, Access to the Falcons sampling hardware, true colour sprites (with pixel perfect collision detection) hardware scrolling support and much more.

The extension is shareware, with a registration of 5 uk pounds. An un-registered version can be downloaded from various ftp sites (uploaded to incoming directories on 19/9/95) listed below:

micros.hensa.ac.uk
ftp.cnam.fr
ftp.un-kl.de
ftp.tu-berlin.de
ftp.cs.tu-berlin.de
ftp.stuttgart.de

A version can be downloaded via the WWW at the address given below.
For more information email me (Anthony Jacques) at:

jacquesa@cs.man.ac.uk

http://www.cs.man.ac.uk/~jacquesa/falcextn.html

1489. Re: Color Icons

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-20 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <811585576.24864@saffron.imc.exec.nhs.uk>
Source record: 10728

massimo@irfmn.mnegri.it (Max Farina) wrote:
>If anybody knows how to display a COLOR ICON in C language, with a little
>axample, please email me.

Won't objc_draw() work? Some versions of the AES can handle colour icons. For other AESes you have to write some PROGDEF code which does the same thing.

--Chris

1490. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-20 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <43opn3$5af@news.iesd.auc.dk>
Source record: 10729

In article <234705895wnr@gingram.demon.co.uk>, Gary Ingram <Gary@gingram.demon.co.uk>
writes:
>
> At this moment I am looking at the source of Wolf3D. I downloaded this
> sometime ago and have not had much time to myself lately:-(. But this
> code is gonna take some porting if speed is an issue.
>
> Sure, a straight C conversion would be reletively simple, but much of
> the code would be better off DSPing, in order to show off the potential
> of the Falcon.
>
> Not a job for the faint of heart (or me for that matter!).
>
> Gary
> |One day, I >WILL< get a .sig file sorted|

Are there any energic DSP-coders out there ????? :-)

Keep Cool and Flying...

ChainXOR...

1491. Re: Games Programming Encyclodedia?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-20 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <43p211$9q5@cc.tut.fi>
Source record: 10730

A good thing to check is Warwick Allison's AMS games programming library in C++, if you'd like to do your programming in C (or GNU C++).

- Eero

1492. Re: Color Icons

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-20 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <43q0mf$gnv@lastactionhero.rs.itd.umich.edu>
Source record: 10731

>massimo@irfmn.mnegri.it (Max Farina) wrote:
>>If anybody knows how to display a COLOR ICON in C language, with a little
>>axample, please email me.

>Won't objc_draw() work? Some versions of the AES can handle colour
>icons. For
>other AESes you have to write some PROGDEF code which does the same thing.

>--Chris

If you have a decompiled resource, you can just make a mfdb with
the adress being the cic code of the desired cicon. Sounds confusing
doesn't it. Basically if you have a way to decompile your .rsc file, the
cicon blocks will be split up. Inside the new c file created (the one
that was the rsc file) you will find a litle table that points to cic001
etc. (or something close to that, I'm going from a very dodgy memory
here). In your mfdb set the mfdb.fd_addr equal to this address. ie.
cic001. Then blit it to the screen.

At least thats the way I do it so that older machines can use cicons.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1493. How can I make a video adapter for Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-21 00:00:00 UTC
From: hennacy.1@osu.edu
Message-ID: <hennacy.1.1.000BC602@osu.edu>
Source record: 10732

How can I make a video adapter for the Falcon so I can connect it to the video in of my tv? Is it a simple matter of finding the correct 2 pins and routing them to an RCA plug? If so, do you know the pins? Thanks.

1494. 14400 bps

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-21 00:00:00 UTC
From: thomah@ifi.uio.no
Message-ID: <43ri5q$kg2@delling.ifi.uio.no>
Source record: 10733

The Rsconf() function (xbios 15) configures the serial port, and when it comes to speed, Rsconf() can set the serial port to most speeds between 300 and 19200 bps. There is, however, no parameter for speeds between 9600 and 19200 bps. 14400 modem owners use 19200.

However, CoNnect has an option for 14400 bps in it's configuration. Can anyone tell me how this is done?

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

1495. Re: Games Programming Encyclodedia?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-21 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <43snjp$9ks@news.cc.utah.edu>
Source record: 10734

Magnus H. Svavarsson (magnus@control.auc.dk) wrote:

: ST-related....Hmmmmm.... Beep beep beep... Good old Yamaha........ :-)

It sure beats the PC squeaker. <grin>

1496. please help with C libs!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-21 00:00:00 UTC
From: ibkeegan@tcd.ie
Message-ID: <DF9wKx.Iyt@news.tcd.ie>
Source record: 10735

hi there
i am a desperate man - i would love 2 compile the vi editor for my atari st.
i am new to programming on the st and i have hisoft c compiler.
i need to get the unix-type c libraries for the atari st to do this.
i am sure someone somewhere has had a similar problem - can anyone
point me in the right direction please?
thanks a lot
ian

--
II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II
II "I love the taste of unpredictable licks" II
II Live 4 Love - ibkeegan@tcd.ie II
II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II

1497. Re: Compiling with GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-21 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DF9yM8.2MD@dk3uz.hanse.de>
Source record: 10736

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>Hi, I have now successfully set up a minix filesystem on my hard drive, and have
>installed various bits of software onto it. One program that I want to use is GCC,
>as Prospero C really doesn't stand up to the competition. However, when I try to
>compile anything that uses library functions, it complains when linking (see below)
>GCC returns lots of error messages in the form:

>textedit.o: Undefined symbol _appl_init referenced from text

>I have set GNULIB and GNUINC to point to the appropriate directories. Any ideas?

Any library other than the gnulib has to be included explicitly. If you
want to link functions from the e.g portable math library, you have to tell
the linker with -lpml. The function you quote above looks as if from the GEM
department, with which I have no experience. I suggest you try -lgem and see
what happens. :-)

cu, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1498. Re: Compiling with GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: "David D. Hagood" <73437.3162@CompuServe.COM>
Message-ID: <43utff$6os$1@mhafm.production.compuserve.com>
Source record: 10590

It looks like you are not telling GCC to include the GEM library in your program. GCC will not automatically grab whatever libraries are needed, you have to tell it what libraries to include. Just add them to the command line (I assume you are) invoking GCC to do the compile, assemble, and link in one go. If not, pass the libraries to the linker).

1499. Re: GEM window handling

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: sms@sys.uea.ac.uk
Message-ID: <sms-2209950722380001@cgpq1.sys.uea.ac.uk>
Source record: 10591

In article <43nhcb$b6e@login.bigblue.no>, jib@login (Jabran Akhtar) wrote:

> Can anyone please explain how to handle the window redrawing if the
> window moved is the background window ? Which evnt_multi values are then
> returned back ? I can't seem to find any info on that - and if I follow
> the 'normal' window updating then the whole window gets redrawed.
>

I WOULD HAVE EMAILED THIS BUT jib@login IS HARDLY A VALID ADDRESS :-)

You should handle window redraws in the same way regardless of whether
the window is on top or behind other windows. As long as you use wind_get
with modes WF_FIRSTXYWH and WF_NEXTXYWH to walk the list of visible
rectangles for a given window it should work fine. Don't forget to use
wind_update(BEG_UPDATE) and wind_update(END_UPDATE) wrapped around the code
that walks the rectangle list.

If you need any more help, email me. I'm only too glad to help another
Atari programmer.

Steve.

==
Steve Sowerby, Ph.D. Student, Computational Geometry Project,
School of Information Systems, University of East Anglia, Norwich.
EMAIL : sms@sys.uea.ac.uk
POST:Steve Sowerby, P/G Student, SYS, UEA, Norwich NR4 7TJ, England
==

1500. Re: GEM window handling

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <AC88E58596681026AA@peckham.compulink.co.uk>
Source record: 10592

In article <43nhcb$b6e@login.bigblue.no>,
jib@login (Jabran Akhtar) wrote:

>Can anyone please explain how to handle the window redrawing if the
>window moved is the background window ? Which evnt_multi values are then
>returned back ? I can't seem to find any info on that - and if I follow
>the 'normal' window updating then the whole window gets redrawed.
>

Basically all your routines that draw on the screen especially those that
update windows should walk the rectangle list using a classic routine like
this.

This way only the exposed rectangles get drawn.

```
void do_redraw(short xc,short yc,short wc,short hc,short whand,short vw)
{
short clip[4];
GRECT t1, t2;

graf_mouse(M_OFF,NULL);
wind_update(BEG_MCTRL);
t2.g_x = xc;
t2.g_y = yc;
t2.g_w = wc;
t2.g_h = hc;
wind_get(whand,WF_FIRSTXYWH, &t1.g_x, &t1.g_y, &t1.g_w, &t1.g_h);
while (t1.g_w && t1.g_h )
{
if (rc_intersect(&t2,&t1))
{
clip[0] = t1.g_x;
clip[1] = t1.g_y;
clip[2] = t1.g_x + t1.g_w - 1;
clip[3] = t1.g_y + t1.g_h - 1;
if (whand) my_clip(vw,1,clip);
just_draw(whand,t1.g_x ,t1.g_y ,t1.g_w ,t1.g_h, vw);
}
wind_get(whand,WF_NEXTXYWH, &t1.g_x, &t1.g_y, &t1.g_w,
&t1.g_h);

}
wind_update(END_MCTRL);
graf_mouse(M_ON,NULL);
}
```

1501. Re: Color Icons

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <43uak4$fnn@whitbeck.ncl.ac.uk>
Source record: 10593

Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:
> massimo@irfmn.mnegri.it (Max Farina) wrote:
> >If anybody knows how to display a COLOR ICON in C language, with a little
> >axample, please email me.

> Won't objc_draw() work? Some versions of the AES can handle colour icons. For
> other AESes you have to write some PROGDEF code which does the same thing.

as long as your AES supports CICONS and you have used rsrc_load to load the resource, displaying CICONS is simply a matter of calling objc_draw. If you have an older OS, you should find that Interface comes with a library for using CICONS on older machines (exteneded resource loader, etc) as rsrc_load on older machines will not load resources with CICONS in them....

(I use a similar approach in the new versions of DUftp & CLA, although I have a falcon I thought it would be nice to support colour icons on older machines. I borrowed the code to do it from the guy who wrote the Myriad desktop for MiNT....)

Craig.

1502. Re: STOS Falcon Extension v1.1a

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <43ug4o$30a@m1.cs.man.ac.uk>
Source record: 10737
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

In article <43mhb4$3jm@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
>**
> Announcing the release of the STOS Falcon Extnesion (v1.1a)
>**

>The extension is shareware, with a registration of 5 uk pounds. An
>un-registered version can be downloaded from various ftp sites (uploaded
>to incoming directories on 19/9/95) listed below:
>
>micros.hensa.ac.uk
>ftp.cnam.fr
>ftp.un-kl.de
>ftp.tu-berlin.de
>ftp.cs.tu-berlin.de
>ftp.stuttgart.de
>
>A version can be downloaded via the WWW at the address given below.
>For more information email me (Anthony Jacques) at:
>
>jacquesa@cs.man.ac.uk
>
>http://www.cs.man.ac.uk/~jacquesa/falcextn.html

Unfortunately, the uploads seem to be corrupted. However, the version
at my WWW page seems to be corrupted. For anyone who wants a copy,
I'll UUE you a copy...

Sorry about that.

Anthony

1503. MyDials 3D

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-2209951511560001@macmax.irfmn.mnegri.it>
Source record: 10738

Does anyone know where I can find the wonderful C library "MyDials" ?
I know that it handles the 3D look too... It's very very nice!
Thanks


```
-------------------------------------------------------
| /|/| |
| / |AX |
| Institute of Pharmacology Research "Mario Negri" |
| E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------
| TT030 4+8Mb RAM/HD 250Mb Quantum (internal)/HD 120Mb |
|Quantum (external)/GeSoft FastRAM card/CrazyDots graphic|
| card/Philips Brilliance 17"/HP DeskJet 510/Megafile 44 |
| (removable) + HD 48Mb SCSI inside/Modem Trust 14.400 |
-------------------------------------------------------
```

1504. Re: Color Icons

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-22 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <811757682.447@saffron.imc.exec.nhs.uk>
Source record: 10739

baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) wrote:
> If you have a decompiled resource, you can just make a mfdb with
>the adress being the cic code of the desired cicon. Sounds confusing

You'd need a bit of logic to select the icon of the correct colour depth,
but that would basically do the trick.

The only resource editor I know that can handle CICONs is Interface, which is
commercial.

--Chris

1505. Proposed State & Federal Regulations for the INTERNET!

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-23 00:00:00 UTC
From: Politics@usa.com
Message-ID: <440b16$6e0@newsie.wis.com>
Source record: 10594

My name is Scott Glasrud, and I am running for the New Mexico State Senate during the 1996 elections. One of the reasons I have chosen to run is to combat the proposed state and federal regulations of the Internet. As you know, the Internet was never designed to be regulated! It was designed to allow communications in the event of anuclear war or a major catastrophe. I OPPOSE REGULATION, and if elected will fight to preserve your constitutional rights. HOWEVER, I NEED YOUR HELP!

I am asking each person who reeives this message to send $5.00 to the Scott Glasrud Campaign Committee. If we pull together, we CAN protect our first amendment rights! HELP ME show the politicians the POWER behind this important NETWORK. Please send contributions to:

The Scott Glasrud Campaign Committee
11024 Montgomery Blvd. NE, Suite 179
Albuquerque, New Mexico 87111

Thank you!

1506. New mailing list for Jaguar hackers

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-24 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FIYRDCAFUP@zumdick.rhein-main.de>
Source record: 10595
Cross-posted to: rec.games.programmer,rec.games.video.ata.ri,comp.sys.atari.programmer

```
<< The Atari Jaguar underground hackers' mailing list >>

U G D - J A G

ANNOUNCEMENT:

This is a new mailing list started for free discussions and
the information exchange about _programming_ the Atari Jaguar. #1#

The intention of this mailing list is to have a forum for people,
who hack the Jaguar (for fun, not neccessarily for profit).
This list will probably be mostly comprised of - but not
restricted to - people using Roine Stenberg's "Jaguar Server".

* The intended audience for the list is people who really *
* do some work/hacks on the Jaguar and are interested in *
* communication about it. (No hack too small!) *

The mailing list is both unmoderated and closed at the same time,
which means that you are free to post anything on the mailing
list without approval by a moderator, but that access to the list
is restricted. You need to be approved in order to get on the
list. Troublemakers can be kicked off the list.

HOW TO SUBSCRIBE:

1. Send a mail to

majordomo@rhein-main.de

with the message

subscribe ugd-jag
end

2. Then send a mail, stating your interest in the list, to

nat@zumdick.rhein-main.de

Please give a little bit of your background in this second mailing
so that approval will be quick and painless. You will not be
approved to the list, before your statement is received.

FOR YOUR INFORMATION:

Apart from the 'regular' Atari Jaguar developers, there is a small
base of people writing software for the Jaguar.
There is the "Jaguar Server" by Roine Stenberg, which allows
```

downloading programs from an Atari Computer to the Jaguar using a hardware modification. Development software is partly written, partly on the way, partly waiting for you to be written.

For more information about the "Jaguar Server" please contact Roine Stenberg directly by writing to: "roine@stacken.ct.se".

This mailing list is setup in coordination with Roine by the way, so you can consider it the "offical Jaguar Server mailing list".

Looking forward to meet you on the ugd-jag list soon!

Nat!

#1# If your interest is _playing_ the Atari Jaguar, you will be far better served with the regular Jaguar mailing list (listserv@bucknell.edu).

------------------"Bang that bit that doesn't bang"---------------

"I think the two most difficult things to deal with in life are failure and success" David Lee Roth

1507. [Q] What C compiler available ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-24 00:00:00 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <4438dj$sjf@apopi.u-strasbg.fr>
Source record: 10596

```
Hi,
I'de like to buy a C compiler which can produce 020 code what's
available ?
Where ? How Much ?
Please Reply by Mail.
Tsk
```

1508. Is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1995Sep25.012125@vax1.tcd.ie>
Source record: 10597

I assume, without any actual evidence, that the information for a window is encoded in a structure, but I haven't been able to find this in my sources - Lattice C manual, !Compute Aes and Abacus Gem Programming.
Can anyone refute my belief or supply the structure?
I'm trying (purely for entertainment) to transfer ST 'look and feel' to the PC using djgpp and the information would clarify some of my thinking.
Brian O'Donnell
TCD Library
odonnllb@tcd.ie

1509. Re: Doom on the Falcon update?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <812034378.11507@sf_pc.itl.co.uk>
Source record: 10598

beavis@dnaco.net (beavis) wrote:

>Why not just port wolfenstein, the source code is at ID and its only 500k

>Get a copy working and then ID might help you port Doom To the Atari.

>later
>beavis

If anyone is interested, I have the Wolf 3D source code.

Just give me an email address and I'll mail it to you.

Cheers,

Steve Found

1510. Re: How can I make a video adapter for Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <446gql$7t8@btmpjg.god.bel.alcatel.be>
Source record: 10599

If your TV has a SCART video input then you just buy a cable from [shrug]
wherever you buy Atari cables from. Toad or Best Electronic I guess.

If your TV only has a co-ax input then um, buy another telly.
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

1511. Re: MyDials 3D

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30671c5a637852b@discworld.oche.de>
Source record: 10600

Max Farina (massimo@irfmn.mnegri.it) wrote:

MF>Does anyone know where I can find the wonderful C library "MyDials" ?
MF>I know that it handles the 3D look too... It's very very nice!

MyDials (from Olaf Meisiek (?)) are available together with the
'Interface' Ressource Construction Set - that program is worth the money!

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1512. Re: MyDials 3D

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <812019878.24313@saffron.imc.exec.nhs.uk>
Source record: 10601

massimo@irfmn.mnegri.it (Max Farina) wrote:
>Does anyone know where I can find the wonderful C library "MyDials" ?

MyDials comes with the Interface RSC editor as a library for Pure C.

--Chris

1513. re: is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-25 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2807rcain@nest.demon.co.uk>
Source record: 10602

On 25 Sep 95 From: wrote:
Fo> I assume, without any actual evidence, that the information for a
Fo> window is encoded in a structure, but I haven't been able to find
Fo> this in my sources - Lattice C manual, !Compute Aes and Abacus Gem
Fo> Programming. Can anyone refute my belief or supply the structure?
Fo> I'm trying (purely for entertainment) to transfer ST 'look and feel'
Fo> to the PC using djgpp and the information would clarify some of my
Fo> thinking. Brian O'Donnell
Fo> TCD Library

Any internal AES structure supporting windows has never been made public so you must assume this is intentional on the part of the coders/designers. By doing this they preserve the right to change implementation without causing user programs to fail.

However, I agree that the neatest way for a user to implement a window application is by the use of structures. You would need to be quite crazy to ignore the obvious relationship between sets of data.

In the (limited) experience I have had all I can say is that you should avoid the temptation to include in your own structures that data which is directly accessible by window_get etc. If the AES is keeping these properties securely you do not need to keep them yourself - in fact it could lead to great trouble if your data and the AES data manage to get out of step.

Roger
rcain@nest.demon.co.uk

--

1514. Conversion Signum 2 -> DOS/Unix

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: jtl@tkmhp12.physik.uni-karlsruhe.de
Message-ID: <tdka6vpx7p.fsf@tkmhp12.physik.uni-karlsruhe.de>
Source record: 10603
Cross-posted to: comp.sys.atari.st.tech,maus.sys.atari.desktop,maus.sys.atari.software,comp.sys.atari.programmer

Hello!

Can anybody tell me if there is any tool to convert documents from
Signum 2 to e.g. ASCII or any standard DOS or UNIX format.

This tool has to work under DOS or Unix of course, as if my friend's
ATARI would still work, we wouldn't need this anyway...

(Maybe any 68k/Linux people know some possibility?)

Please answer by email, as I don't follow this group regulary.
With best regards,

=jens=

1515. Re: re: is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <812105357.11911@saffron.imc.exec.nhs.uk>
Source record: 10604

rcain@nest.demon.co.uk (Roger Cain) wrote:
>In the (limited) experience I have had all I can say is that you should
>avoid the temptation to include in your own structures that data which is
>directly accessible by window_get etc. If the AES is keeping these
>properties securely you do not need to keep them yourself - in fact it
>could lead to great trouble if your data and the AES data manage to get out
>of step.

Agreed. The only time you need to keep the state yourself is when you
iconify *all* the windows into one icon. You are supposed to close and delete
all the windows; I can't see a way of restoring the previous positions etc
just using the AES. Obviously, you'd only need to do this when you got the
ALLICONIFY message...

--Chris

1516. Re: is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.812114243@news.cwi.nl>
Source record: 10605

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>Agreed. The only time you need to keep the state yourself is when you
>iconify *all* the windows into one icon. You are supposed to close and delete
>all the windows; I can't see a way of restoring the previous positions etc
>just using the AES. Obviously, you'd only need to do this when you got the
>ALLICONIFY message...

By the way: you can't afford to ignore the ALLICONIFY message, even
though many programmers find it too much of a fuss, including those
at Atari.

Atari, atari. Many applications ask for a SMALLER button in their
windows, but only react to single iconify requests. However, the AES
is so friendly as to reserve a slot for an icon anyway, which is never
freed, resulting in a gap between the icons aligned at the bottom of
the screen.

(not to mention that it is impossible to allocate an icon slot if your
application wants to support iconification by keyboard shortcut---the
slots get allocated if and only if the user clicks on the SMALLER button.)

(not to mention the absence of parameters for icon placement)

(not to mention the absence of a `pack icons' function)

Some protocol! Absolutely beautiful. Too bad it doesn't work.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1517. Re: Compiling with GCC...

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <44965f$1qc@m1.cs.man.ac.uk>
Source record: 10606

In article <gigxr01-18099520484900001@47.85.0.99>, gigxr01@nt.com (Gerry O'Rourke) writes:
>In article <43juge$g3k@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>
>> Hi, I have now successfully set up a minix filesystem on my hard drive, and have
>> installed various bits of software onto it. One program that I want to use is GCC,
>> as Prospero C really doesn't stand up to the competition. However, when I try to
>> compile anything that uses library functions, it complains when linking (see below)
>> GCC returns lots of error messages in the form:
>>
>> textedit.o: Undefined symbol _appl_init referenced from text
>>
>> I have set GNULIB and GNUINC to point to the appropriate directories. Any ideas?
>>
>
>You don't say which version of GCC you have, or what system you are using.
>This make it just guesswork: (I assume you are running MiNT + XFS + a shell).

Mint 1.12, MinixFS 6.0 (?) and GCC 2.6.3 (I think)

>1. How much RAM do you have in your machine (GCC 2.5.8 & up likes 4 Meg).

4mb.

>2. Did you set the TEMP variable to a valid directory.

Yep, to root of the minix drive.

>3. Did it ever work (ie. did you compile the version of Mint that you use).

Not for any 'real' program - Simple 'hello world' programs work, but give it
a useful program, and it moans about library routines...

Part of the problem was that I was not specifying GEM libs when linking,
(ie -lgem on the command line) but some functions (menu_create, menu_title,
objc_state, objc_newstate and a couple of others) still give error messages
in the form described above...

Cheers

Anthony

1518. Re: Is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <449e15$40k@c4.hrz.uni-giessen.de>
Source record: 10607

Hi *

In <1995Sep25.012125@vax1.tcd.ie>, odonnllb@vax1.tcd.ie wrote:
: I assume, without any actual evidence, that the information for a window is
: encoded in a structure, but I haven't been able to find this in my sources -
: Lattice C manual, !Compute Aes and Abacus Gem Programming.
: Can anyone refute my belief or supply the structure?
: I'm trying (purely for entertainment) to transfer ST 'look and feel' to the
: PC using djgpp and the information would clarify some of my thinking.
if you mean the window information for size/border elements/title etc. here
is how it works:
Normarly you first create you window before you open (=display) it. For this
you tell the AES the window properties. When creating the window you have to
deceide what elements your window should have (f.ex. Title bar/
Info bar/Closer etc.). You do this using:

```
window_handle = wind_create ( something );
```

You will receive a handle as an identification for your window. For the
window you have to set set all elements have have asked for (f.ex. set the
title of the window). For setting _all_ these elements there exist one
AES-call: wind_set (window_handle, what_to_set, ...). For example:

```
wind_set ( window_handle, WM_TITLE, window_title_string_adress, ... );
```

You do this for all your window elements. If you wish, you can internally
keep these information in a structure. If you don't, you can ask the AES for
the information using wind_get (window_handle, what_do_you_want_to_know, ...).

All the used #define's are defined in AES.H
For a complete introduction to VDI and AES you should read
"Professionell GEM" by Tim O..... (oh, what was his name??)
An older, but still usefull lecture on GEM. It can be foud on many
FTP servers with atari software an documents.

If you cannot find one, just ask me for a copy.

Hope it helps,

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105

"Very strange people these physicists. In my experience, those who are not yet dead are, somehow, quite ill."
Douglas Adams

1519. Re: Is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-26 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <AC8E0ACC96681B476@peckham.compulink.co.uk>
Source record: 10608

In article <1995Sep25.012125@vax1.tcd.ie>,
odonnllb@vax1.tcd.ie wrote:

>I assume, without any actual evidence, that the information for a window is
>encoded in a structure, but I haven't been able to find this in my sources -
>Lattice C manual, !Compute Aes and Abacus Gem Programming.
>Can anyone refute my belief or supply the structure?
>I'm trying (purely for entertainment) to transfer ST 'look and feel' to the
>PC using djgpp and the information would clarify some of my thinking.
>Brian O'Donnell
>TCD Library
>odonnllb@tcd.ie
>

If you using C to get the look and feel a structure would be the obvious
choice. On the ST the programmers never engages directly with the window
data rather they ask the OS via wind_get() etc. But if you want the look
and feel of the ST on the PC what about DR GEM for the PC or you can by
Gemulator and run your 68K ST/TT/Falcon Progs.

Matthew

1520. Re: re: is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-27 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <44a9ni$nkr@dns.plano.net>
Source record: 10609

rcain@nest.demon.co.uk (Roger Cain) wrote:
>On 25 Sep 95 From: wrote:
> Fo> I assume, without any actual evidence, that the information for a
> Fo> window is encoded in a structure, but I haven't been able to find
> Fo> this in my sources
>
>Any internal AES structure supporting windows has never been made > > >public so

On the contrary, I believe that these structures are known to the general public (if I understand what is being discussed). Check a =
book entitled _Programmer's Guide to GEM_, by Phillip Balma and William Fitler (ISBN 0-89588-297-3). These two guys worked on the GE=
M project for Digital Research--they helped design the system. About the first one hundred pages discusses the structures and links =
that are intrepreted by GEM as windows, dialog boxes, etc.

1521. gcc installation problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-27 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <44b440$prf@sun4.bham.ac.uk>
Source record: 10610

I've just installed gcc 2.6.3 for MiNT, but nothing will compile. All I get is a 'gcc: installation problem, cannot exec as: file not found' message after a long pause and a fair bit of disk activity.

My MiNT setup is as follows:

STFM - Tos 1.2, 4m Ram, 170m HD, two 16m MinixFS partitions (/l and /m)
TAF Chimera diskset - calling tcsh instead of xinit (runs OK, but slooooooow!)
FreeMiNT 1.12.4

I untarred the .tgz from root, so that the executables dropped directly into my path, and placed the libs/includes (PL 46) thus:

Libs: /usr/local/lib
Incs: /usr/local/lib/gcc-lib/m68000-mint/2.6.3/include

My question is therefore: what's missing? I've not set GCCINC, etc. yet, as the docs stated that it looks for these in a number of places, and I assumed that these locations were obvious candidates, and I'm not getting 'cannot find xxxx.h' messages as I did before I installed the libs/incs.

Anyone got any ideas?

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

1522. HELP on MIDI programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-28 00:00:00 UTC
From: David Crossen <dc@scms.rgu.ac.uk>
Message-ID: <44e2or$4ll@roadkill.scms.rgu.ac.uk>
Source record: 10611

Hi Folks,

Does anyone know of a site where I can find source code
(preferably C) showing examples of using the MIDI ports on
the Atari ST.

I started writing (what I thought would be) an easy program
to Dump/Load programs between the ST and a synth module. I have
difficuty reading stuff coming from the MIDI In port.
Large parts of these messages seem to go missing. I'm currently
using the BIOS calls to put/get characters to/from the MIDI ports.

Info on any sources of such information would be gratefully
received.

Thanks,

Dave Crossen (dc@scms.rgu.ac.uk)

1523. DMA read/write

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <44gtgq$1ec@m1.cs.man.ac.uk>
Source record: 10612
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

As part of my STOS Falcon Extension, I want to have Direct to Disk replay/record routines. I have an idea as to how this works, but do not have any details on how to actually implement the DMA reading from disk...

I guess that you set up a buffer, and set up the sound sub-system to play and to loop back to the beginning when it reaches the end. This part I can do. However, I assume that there is a system call to read /write memory directly to/from a file. How?

Thanks in advance

Anthony
((*** STOS Falcon Extension v1.1b avaialable from WWW page***))
((***UUE'd on request***))

http://www.cs.man.ac.uk/~jacquesa/

1524. Good Pascal compiler on st ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-29 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <44gbhk$gej@news.univ-angers.fr>
Source record: 10613

Is someone who know where are aviable good pascal compilator on
st in public domaine ?

Thanks.

Rimka: alafia@xiii.univ-angers.fr

1525. 6502 language

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-29 00:00:00 UTC
From: Herman <eddy2878@rad.net.id>
Message-ID: <44hip1$6sn@news1.rad.net.id>
Source record: 10614

Hi,everybody
I want to asking you something about the eprom ,I have a PCB something like a poker games that using 6502 processor ,and there are many of eprom ,I thing they are programed with 6502 assembler language and after they compiled it they write it into the eproms ,Do you Know or How if we want to convert back the compiled program from eprom into the source program of 6502 assembler language ,By the way i have try to read it from the eprom writer but i can't modify it because it was the machines language ,do you know with what software or what machines we can convert it or uncompiled that program ? as i know it ,we have to own a 6502 cpu or ???.emulator ,to read it ,do any body have this machines ? because that machines is old enough so i can't find it any more

Thanks & Regards

Herman

1526. Re: gcc installation problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-29 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4W04BRP@moacs.indiv.nl.net>
Source record: 10615

Giovanni Ciampa (gio@wcl-rs.bham.ac.uk) wrote:

> I've just installed gcc 2.6.3 for MiNT, but nothing will compile. All I get
> is a 'gcc: installation problem, cannot exec as: file not found' message
> after a long pause and a fair bit of disk activity.

It looks like you forgot to install the assembler (aka `as'). Get some
recent version of gas (GNU assembler) and drop it in /usr/bin.

Gcc is just a small front-end program which starts other programs to do
the real work. For example, if you type `gcc -c foo.c', gcc passes the
the file foo.c to the C preprocessor (cpp). The output of cpp (written
to a temporary file in /tmp or /var/tmp) is passed to the C compiler
(cc1). The output of cc1 is passed to the assembler (as), which creates
the object file foo.o.

BTW you'll also need a linker (aka `ld'), if it's not already in /usr/bin.
The linker needs a start-up stub (crt0.o) and most likely the standard C
library (libc.a).

G'luck,
Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1527. Re: is the window a structure?

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-29 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_306c38cf_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10616

```
In a message Annius Groenink wrote to All :
AG> Atari, atari. Many applications ask for a SMALLER button in their
AG> windows, but only react to single iconify requests. However, the AES
AG> is so friendly as to reserve a slot for an icon anyway, which is never
AG> freed, resulting in a gap between the icons aligned at the bottom of
AG> the screen.
AG>
AG> (not to mention that it is impossible to allocate an icon slot if your
AG> application wants to support iconification by keyboard shortcut---the
AG> slots get allocated if and only if the user clicks on the SMALLER
AG> button.)
AG> (not to mention the absence of parameters for icon placement)
AG>
AG> (not to mention the absence of a `pack icons' function)
AG>
AG> Some protocol! Absolutely beautiful. Too bad it doesn't work.

What about MiNA then? :=)

cheers,
Magnus Kollberg
```

1528. Q:Software 8086 emulation

Newsgroup: comp.sys.atari.programmer
Date: 1995-09-30 00:00:00 UTC
From: MR K P SCHUPKE <ma2@ic.ac.uk>
Message-ID: <44jnhl$2tr@oban.cc.ic.ac.uk>
Source record: 10617

```
X-URL: news:comp.sys.atari.programmer
Content-Transfer-Encoding: 7bit
Content-Type: text/plain; charset=us-ascii

Hiya ;
I was wondering if anyone knows where i can get a software
8086 emulator or PC Ditto . I need to learn basic 8086 code and
don't intend to run anything but an assembler so i would not mind
if it is slow.
Any help/hints/info etc... most welcome

Regards
Marcos Agra

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"The past constantly knocks at the door,trying to break into today.
We will see the past but we cannot influence it."-The Books Of Magic

Imperial College (Elec Eng year III) m.agra@ic.ac.uk
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1529. Re: 6502 language

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-01 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <44kt4i$dfr@news.cc.utah.edu>
Source record: 10618

Herman (eddy2878@rad.net.id) wrote:
: Hi,everybody
: I want to asking you something about the eprom ,I have a PCB something
: like a poker games that using 6502 processor ,and there are many of
: eprom ,I thing they are programed with 6502 assembler language and
: after they compiled it they write it into the eproms ,Do you Know or
: How if we want to convert back the compiled program from eprom into the
: source program of 6502 assembler language ,By the way i have try to
: read it from the eprom writer but i can't modify it because it was the
: machines language ,do you know with what software or what machines we
: can convert it or uncompiled that program ? as i know it ,we have to
: own a 6502 cpu or ???.emulator ,to read it ,do any body have this
: machines ? because that machines is old enough so i can't find it any
: more

Sounds like what you need is a 6502 disassembler. Something like that could be available for just about any computer, though it might be really hard to find. I've seen a disassembler like that for the Atari ST systems, but I think you'd be hard-pressed to find one for IBM-compatible or other computers. (The debugger included with the Atari 2600 Action Pack for the PC might do the trick, though.)

1530. Re: HELP on MIDI programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-02 00:00:00 UTC
From: eker@ponder.csl.sri.com
Message-ID: <44pi4b$3jl@ponder.csl.sri.com>
Source record: 10619

In article <44e2or$4ll@roadkill.scms.rgu.ac.uk>, David Crossen <dc@scms.rgu.ac.uk> writes:
|> Hi Folks,
|>
|> Does anyone know of a site where I can find source code
|> (preferably C) showing examples of using the MIDI ports on
|> the Atari ST.
|>

If you get a copy of my M1 editor (/Music/eked-m1.zoo in atari.archive)
the file midi_com.c has source to load and dump banks. The basic idea
is to bypass the system calls and read data out of the MIDI buffer
directly - the BIOS calls are _far_ to slow for reliable operation
on a stock ST.

Steven

1531. Re: HELP on MIDI programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-02 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <MGD5BWO@moacs.indiv.nl.net>
Source record: 10620

David Crossen (dc@scms.rgu.ac.uk) wrote:

> I started writing (what I thought would be) an easy program
> to Dump/Load programs between the ST and a synth module. I have
> difficuty reading stuff coming from the MIDI In port.
> Large parts of these messages seem to go missing. I'm currently
> using the BIOS calls to put/get characters to/from the MIDI ports.

Don't use the BIOS calls, use open()/read()/write() instead.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1532. Re: [Q] What C compiler available ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <44r07r$mo9@whitbeck.ncl.ac.uk>
Source record: 10621

Charles Hirlimann (ch@valholl.u-strasbg.fr) wrote:
> I'de like to buy a C compiler which can produce 020 code what's
> available ?

Best enviroment: Lattice C
Best debugger / fastest compiler / fastest code : Pure C (borland turbo)
Most techie : Gnu C

1533. Re: Good Pascal compiler on st ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <44r0bm$mo9@whitbeck.ncl.ac.uk>
Source record: 10622

e (you@somehost.somedomain) wrote:
> Is someone who know where are aviable good pascal compilator on
> st in public domaine ?

The demo version of Pure Pascal is great - includes the source debugger
(well integrated) and the Turbo Pascal BGI stuff.

Doesn't compile to disc though...you have to buy the full version for that.

Craig

1534. Re: memory acces under MiNT?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <812732868.12929@saffron.imc.exec.nhs.uk>
Source record: 10623

Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>So the question is: How I can do that under MiNT? Can I switch to
>Supervisor under MiNT?

Yes, just use Supexec() like you would do in TOS. Supexec() is recommended instead of Super() but I don't know why. Keep your supervisor routines short and sweet, as Mint cannot multitask whilst a process is in a supervisor section.

--Chris

1535. Pure C assembler: MODULE question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <44rjtv$7et@wn1.sci.kun.nl>
Source record: 10624

```
Hello,

I've been trying to link assembler subprograms into my C code.
The Pure C manual says it should look like this:

TEXT
MODULE refresh
move d0,d0
rts
ENDMOD

(The example is, of course, `:-)'. )

But I get a linker error about `refresh: undefined symbol'.
When I do

TEXT
EXPORT refresh
refresh: move d0,d0
rts

all works well, but this is aesthetically much less pleasing. What am
I doing wrong?

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1536. Blitter on F030, please HELP.

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951003131228.4376F-100000@bull.mimuw.edu.pl>
Source record: 10625

There is posibility to swich Blitter to half speed of clock. Is there any Xbios call responsible for that? I want to set Blitter to half speed and to be able to check if someone switch the full speed again.

THX for help,

Simon.

1537. memory acces under MiNT?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951003131819.4376G-100000@bull.mimuw.edu.pl>
Source record: 10626

I'd like to read/write to a 'non standard' memory location --- AdSpeed + 1
(I have installed something under this address)
(ref. Hardware.txt). On a pure TOS I can do that by switching to
Supervisor mode, lurking the address and switching back to User mode.
So the question is: How I can do that under MiNT? Can I switch to
Supervisor under MiNT?

any help will be appreciated,

Simon.

1538. re: pure c assembler: module question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-03 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <2968rcain@nest.demon.co.uk>
Source record: 10627

On 03 Oct 95 sanders@sci.kun.nl wrote:
s> all works well, but this is aesthetically much less pleasing. What
s> am I doing wrong?

You're doing NOTHING wrong! And, as for aesthetics, it is better that you have to explicitly nominate external references rather than assume that ALL internal labels are accessible. Thumbs up to your assembler/linker for being hygenic about this :)

Roger
rcain@nest.demon.co.uk

--

1539. Re: Pure C assembler: MODULE question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-04 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <INF5BHG@moacs.indiv.nl.net>
Source record: 10628

Sander Stoks (sanders@sci.kun.nl) wrote:

> I've been trying to link assembler subprograms into my C code.
> The Pure C manual says it should look like this:
>
> TEXT
> MODULE refresh
> move d0,d0
> rts
> ENDMOD
>
> (The example is, of course, `:-)'.)
>
> But I get a linker error about `refresh: undefined symbol'.

The assembler manual clearly states that the label following the
MODULE directive is visible in the source file where it is defined.
The label is *not* visible in other source files. You have to
explicitly export the label to make it visible in other source
files.

In my manual this is explained on page 111: "Nach MODULE folgt der
Name des Moduls. Er ist auch ausserhalb des Moduls sichtbar. Soll
er jedoch aus anderen Quelltexten heraus angesprochen werden, muss
er wie jedes andere Label exportiert werden."

```
.EXPORT refresh

.TEXT
.MODULE refresh
move d0,d0
rts
.ENDMOD
```

In addition, the scope of any label defined between .MODULE and
.ENDMOD will be limited to the module (unless explicitly exported).

> When I do
>
> TEXT
> EXPORT refresh
> refresh: move d0,d0
> rts
>
> all works well, but this is aesthetically much less pleasing.

This is very different from using modules, which are treated as
a unit by the linker (i.e. if there are several modules in the
same source file, the linker only pulls in the modules which are
actually used). The MODULE directive is mainly provided to easily
build libraries whith many small subroutines (the alternative is
to put each subroutine in its own source file).

> What am I doing wrong?

Not reading the fine manual. :-)

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1540. Re: pure c assembler: module question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <44u6b1$itj@wn1.sci.kun.nl>
Source record: 10629

In <2968rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>On 03 Oct 95 sanders@sci.kun.nl wrote:
> s> all works well, but this is aesthetically much less pleasing. What
> s> am I doing wrong?

>You're doing NOTHING wrong! And, as for aesthetics, it is better that you
>have to explicitly nominate external references rather than assume that ALL
>internal labels are accessible. Thumbs up to your assembler/linker for
>being hygenic about this :)

Not all labels are accessible. MODULE is supposed to export its name
and place the label at the first code generating statement. That way
you can have multiple MODULES in one .S-file, whose internals are
invisible for the others. (So no more loop237864 labels :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1541. Importing Color Images from a Mac to print on Epson Stylus Color II

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-04 00:00:00 UTC
From: hennacy.1@osu.edu
Message-ID: <hennacy.1.3.009D48F5@osu.edu>
Source record: 10630

I have an Atari falcon which I use mostly for music and a Mac which I use for graphics. I also have an Epson Sylus Color II which seems to work incredibly slow on the Mac. I was thinking about trying it out on the Falcon, but I don't know if there are any drivers that support the 720 dpi resolution mode on the printer, or what I else I would need to import a color image, view it on the Atari, and hopefully, print it.

If I can't print it, it still would be nice to at least view it on the Falcon, since it has a video out, something that costs a few hundred bucks to add to the Mac.

1542. Announcement: BAD MOOD mailing list

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <44ub9s$46q@nyheter.chalmers.se>
Source record: 10631

```
--
In case you haven't heard of 'BAD MOOD' before, it's the current name of
the project to create a DOOM(TM) .WAD compatible game for the Falcon030.
--

The BAD MOOD project has had a mailing list running for a few weeks.
From the start we intended this to be available to anyone, but we thought
it would be best to do some kind of digest of our previous conversations
first. We still think so, but there never seems to be any time to do it
properly...

So, the mailing list is hereby announced. Join by sending email to
bad_mood-request@rand.thn.htu.se with the word 'subscribe' as subject.

The list is intended for 'serious' discussions related to the BAD MOOD
project. Participants who can't deal with this run the risk of having
their post access removed. Unless you're someone like Peter Sinclair
(far too often seen on rec.games.video.atari), I don't think you'll have
to worry about that, though. ;-)

It's recommended that you check out the previous discussions before
posting questions since a lot of things have been covered earlier.
All the email exchanged so far can be fetched by WWW/ftp.
Take a look via WWW or fetch the 'readme.1st' file by ftp to find out
more. The WWW/ftp site is mentioned below.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)
```

1543. Re: Pure C assembler: MODULE question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-04 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <DFxHwr.Hvt@rz.uni-hildesheim.de>
Source record: 10632

Hi there!

In article <44rjtv$7et@wn1.sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> I've been trying to link assembler subprograms into my C code.
> The Pure C manual says it should look like this:
>
> TEXT
> MODULE refresh
> move d0,d0
> rts
> ENDMOD
>
> (The example is, of course, `:-)'.)
>
> But I get a linker error about `refresh: undefined symbol'.
> When I do
>
> TEXT
> EXPORT refresh
> refresh: move d0,d0
> rts
>
> all works well, but this is aesthetically much less pleasing. What am
> I doing wrong?
Well, just add EXPORT refresh to the first example, and all works well.
Using MODULE/ENDMOD does not automatically export the symbols (the routines
may be static), it only makes it possible for the linker to decide which
parts of the code it must use and which not.

Ciao

Thomas

--
/---\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein / Germany	ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de	fear walk hand in hand."
PGP-key available on request!	Rush
\---/

1544. EX X

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: bj624@FreeNet.Carleton.CA
Message-ID: <DFyL53.4sL@freenet.carleton.ca>
Source record: 10633

Now that I have a WWW browser that doesn't require mint and X
windows I'd as soon do away with the unix like partition on my hard drive
without reformating the HD, anyone know of a program or method to do this,
any ideas would be appreciated.

gary

1545. FS:Atari STuff: H/S, prices lowered!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <4512hi$j56@tusk.lm.com>
Source record: 10634
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/05/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Populous $8.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $9.00
picture cataloger
4DM Wizworks Mugshot $10.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

1546. Re: DSP chunky-planar converter

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: bleroy@ccr.jussieu.fr
Message-ID: <450ghb$120@vishnu.jussieu.fr>
Source record: 10635

In article <1995Oct5.101929.17625@ludens>,
szoli@ludens.elte.hu (Sebestyen Zoltan) wrote:
>the chunky is a "logical" one byte per pixel display, the planar one is the
>Falcons 8-bitplane-bitacrobatic video mode with 320x200 resolution.)
Why don't you use true color? In most cases, it is a loooot easier and faster.
And it's prettier, too.

+---+
Bertrand Le Roy	A Darwinian theory of Gravitation:
bleroy@ccr.jussieu.fr	In the beginning, mature apples fell
tel. 44.27.72.95	in all directions. But only the trees
fax. 44.27.72.87	whose apples fell down have survived.
+---+
|Laboratoire de Gravitation et Cosmologie Relativistes |
|Universite Pierre et Marie Curie, tour 22-12, 4e etage |
|4, place Jussieu, 75252 Paris Cedex 05 |
+---+

1547. DSP chunky-planar converter

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: szoli@ludens.elte.hu
Message-ID: <1995Oct5.101929.17625@ludens>
Source record: 10636

HI there,

I'm searching for a so-called chunky-planar converter DSP code, because the one I've got is far too slow.(I mean the dislay's got 8 bitplans(256 colors), the chunky is a "logical" one byte per pixel display, the planar one is the Falcons 8-bitplane-bitacrobatic video mode with 320x200 resolution.)

Thanks in advance,

Zoltan Sebestyen

1548. Re: pure c assembler: module question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <YCG5BCW@moacs.indiv.nl.net>
Source record: 10637

Sander Stoks (sanders@sci.kun.nl) wrote:

> Not all labels are accessible. MODULE is supposed to export its name
> and place the label at the first code generating statement. That way
> you can have multiple MODULES in one .S-file, whose internals are
> invisible for the others. (So no more loop237864 labels :-)

You never need ,,loop237864 labels''. The Pure C assembler supports
local labels (described in section `Lokale Labels'). The advantage
of a Pure C module is that it is treated as a unit by the linker.

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1549. gcc installation problem (revisited)

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <450bi5$i3l@sun4.bham.ac.uk>
Source record: 10638

Firstly... thanks to those people who pointed out that I was missing 'as' (and 'ld' too, as it turned out) in response to my original query:

What I'm getting now is one or other of the following:

1) 'ld: cannot find file for: gnu.olb'
2) 'ld: cannot find file for: crt0.o'

The two files in question were originally in the directory:

/usr/local/lib/gcc-lib/m68000-mint/2.6.3/ (which resulted in message 1)

so I moved *.olb and *.o to /usr/local/lib (resulted in message 2)

so put simply: where should these files go?

Thanks (again) in advance...

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

1550. Re: Pure C assembler: MODULE question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-05 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <450s18$23r@wn1.sci.kun.nl>
Source record: 10639

In <INF5BHG@moacs.indiv.nl.net> waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

>Sander Stoks (sanders@sci.kun.nl) wrote:

>> I've been trying to link assembler subprograms into my C code.
>> The Pure C manual says it should look like this:
>>
>> TEXT
>> MODULE refresh
>> move d0,d0
>> rts
>> ENDMOD
>>
>> (The example is, of course, `:-)'.)
>>
>> But I get a linker error about `refresh: undefined symbol'.

>The assembler manual clearly states that the label following the
>MODULE directive is visible in the source file where it is defined.
>The label is *not* visible in other source files. You have to
>explicitly export the label to make it visible in other source
>files.

>In my manual this is explained on page 111: "Nach MODULE folgt der
>Name des Moduls. Er ist auch ausserhalb des Moduls sichtbar. Soll
>er jedoch aus anderen Quelltexten heraus angesprochen werden, muss
>er wie jedes andere Label exportiert werden."

>.EXPORT refresh

>.TEXT
>.MODULE refresh
> move d0,d0
> rts
>.ENDMOD

So why wasn't the EXPORT in the fine manual? :-)

The example just quoted a C source with an assembler source below,
without the EXPORT IIRC.

Anyway, I'll try this.

Thanks,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
/K%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";

```
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1551. Problem with using GDOS to print.

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-06 00:00:00 UTC
From: M_STORCZ@INTERKOM.rhein.de
Message-ID: <7qO0mf4U@interkom.rhein.de>
Source record: 10540

Hi !

I have a problem with using Gdos in my own programs. I don't really know how to get the number of lines which I can print on a single Letter-Size page. I used to divide the maximum vertical pixel position through the character height. Is this the right way ? It would be very nice if you could mail some sort of Pascal or C listings from which I can learn how to correctly use the Gdos-calls.

Thank you very much and please excuse my bad english,

markus.

#Origin: InterKom * Die Mailbox f�r INTERnationale KOMmunikation * 02241/590093

1552. Re: Pure C assembler: MODULE question

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-06 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <BWG5BWK@moacs.indiv.nl.net>
Source record: 10541

Sander Stoks (sanders@sci.kun.nl) wrote:

> So why wasn't the EXPORT in the fine manual? :-)
>
> The example just quoted a C source with an assembler source below,
> _without_ the EXPORT IIRC.

Probably because this example assumes that one file contains all
source code. In real life that's unlikely to happen, unless you
write some trivial software, in which case you would hardly be
using the MODULE directive at all. :-)

Waldi
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1553. Re: EX X

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-06 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <HWG5BXM@moacs.indiv.nl.net>
Source record: 10542

Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:

> Now that I have a WWW browser that doesn't require mint and X
> windows I'd as soon do away with the unix like partition on my hard drive
> without reformating the HD, anyone know of a program or method to do this,
> any ideas would be appreciated.

SCSI-tools.
--
How many Pine programmers does it take to change a lightbulb?
None, Mark Crispin declares dark to be the internet standard.

1554. Re: EX X

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-06 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0610950954290001@47.85.0.99>
Source record: 10543

In article <HWG5BXM@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net (Waldi Ravens) wrote:

> Gary Clinton (bj624@FreeNet.Carleton.CA) wrote:
>
> > Now that I have a WWW browser that doesn't require mint and X
> > windows I'd as soon do away with the unix like partition on my hard drive
> > without reformating the HD, anyone know of a program or method to do this,
> > any ideas would be appreciated.
>
> SCSI-tools.
> --

I amssume you used mfsconf to make the partition.

There should be an option to revert a Minix partition to TOS in there.

Read the docs in the source distribution for more information.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1555. Re: HELP on MIDI programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-06 00:00:00 UTC
From: Jim Hronchek <jahronch>
Message-ID: <4541vt$mbm@kocrsv08.delcoelect.com>
Source record: 10544

Are you using an ST? If so, you are probably experiencing buffer overrun when reading from the MIDI port. There have been articles written about installing a larger buffer (through iovect I think.) to prevent this from happening.

I have written several programs that use this approach and have not had any more problems.

Would you like some example code?

1556. How to Get Free Cable Premium TV .. LEGIT

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-07 00:00:00 UTC
From: md@goodnet.com
Message-ID: <DG2x1s.A0s@goodnet.com>
Source record: 10545

First I want to say I am sorry that this has nothing
to do with the topic of this group. You may see this
message in other newsgroups, the reason is I am subscribed
to those too so please don't flame me. I have been posting
and reading to this group for a while. I just wanted to
let you people out know there is a way to get Cable TV for
FREE. I recieve this letter in the mail from a friend
that had told me it works. I gave this to one of my friends
and he had free cable in his house within 20 mins. I have not
tried this method yet but may soon try if my cable goes up in
price. If anyone would like a copy send the following to the
address below.

Address Envelope to:

FreeStuff
9393 N. 90th St.
Suite 102-289
Scottsdale, AZ 85258

Enclose in the envelope:

Send...

$1.00 U.S MONEY *** NO COINS *** NO CHECKS ***
inside a sheet of carbon paper or construction paper,
and send a *self-addressed*,*stamped* envelope to the
address above.

Thanxs,
Just think if you pay 30$ + a month. 1$ will save
you 359 + dollars a year.

1557. Atari 1040 ST and 130XL

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-08 00:00:00 UTC
From: jonvance@unix.asb.com
Message-ID: <DG53sD.9EC@news2.new-york.net>
Source record: 10546
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

```
ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI,
Supra 30 mb HD,
SF 314 external drive,
mouse,
Hybrid Arts grey box, ]
2400 baud Supra modem,
SC1224 color monitor and many extras (see below). . . . $ 525
ATARI 130XE 128K-8 BIT COMPUTER
Great starter computer....
Incl: Happy 1050 Disk Drive,
P:R Connection Interface,
1010 Data Drive,
1030 300 baud modem,
Koala Pad,
Cart Clone, plus many extras (see below)! . . . $ 150

Both ATARI systems include:
TONS of Software: GAMES, UTILITIES, WORD PROC., APPLICATIONS progs,
DB, EDUCTIONAL AND CHILDREN PROGS.
also MUSIC /MIDI (ST only) software..
[Take both systems for $ 600]
Epson RX 80 9 pin printer ...........$ 30

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.
```

1558. A $99 Software Product Guarantee to Double Your Income!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-08 00:00:00 UTC
From: Guy Richard <tradex@fla.net>
Message-ID: <4577fh$eaj@ipof.fla.net>
Source record: 10547

PowerBuilder, PowerTOOL, software is now available without restriction.
Includes sourcecode. Only $99 US! Ideal for learning. Move up to
Client/Server technology and double your income.

Please see our home page url: http://www.gate.net/~tradex/sale.htm

1559. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-09 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.813243829@gen-off-3>
Source record: 10548

ethami@duna.ericsson.se (Attila Mezei) writes:

>I am developing a quite complex and huge program in Lattice C v5.6
>and I call malloc() and free() a lot. The program crashes
I think that the problem is probably in your code and not in Lattice'
malloc. I use the standard malloc/free a lot, sometimes with a "wrapper"
that does extra checking, and have not found such problems.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1560. Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-09 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <45b1ts$6bl@erinews.ericsson.se>
Source record: 10549

Hi,

Perhaps someone can help me with this problem:

I am developing a quite complex and huge program in Lattice C v5.6
and I call malloc() and free() a lot. The program crashes
randomly (sometimes the machine reboots in the middle of the ROM,
as I debugged) and these crashes are difficult to reproduce.

Yesterday I realized (during debugging) that the malloc() returned
an address which was ALREADY allocated and was not supposed to be freed.
So the program used the SAME memory location for storing 2 things
at the same time!

My questions are:
- have you ever had problems with memory allocation in Lattice C?
- is it possible to "steal" a malloc and free from other libraries,
and which one is the most stable?
- can I find some usable sources of malloc anywhere?

Any comments or suggestions are welcome.
/Attila

Attila Mezei (ethami@duna.ericsson.se)
Author of ObjectDesk - object oriented desktop for the Atari
and JV1080ed - patch editor for the Roland JV-1080 (Atari)
Atari Falcon030/PowerMac 7100/JV-1080/Cubase Audio for Falcon

---

1561. Re: 14400 bps

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-09 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <388_kfoley@cnserv.dungeon.com>
Source record: 10550

Sometime on 25 Sep 95, dancer@gateway1.brisnet.org.au wisely (or not)
wrote...
d> So far as I am aware (I recall asking this question before), they just
d> set 19200, which on an 8Mhz ST yields approximately 17600 of actual
d> throughput (DTE).
How do you calculate this? I've got an 8Mhz STe with a 38400bps mod and can
quite happily exceed 3000 CPS on a 14K4 connect (uncompressed text such as
Fido netmail).
.. If at first you don't succeed, forget it.
--

ATB,
Karl.

Computer Network Services, Suite 110, +----------------------------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210 +----------------------------+

1562. Re: Memory management problems in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-10 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <45dcvl$r5f@erinews.ericsson.se>
Source record: 10551

Thanks guys for the ideas, so I don't give it up after 3 years work. ;)

/Attila

1563. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-10 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <Y9L5BBZ@moacs.indiv.nl.net>
Source record: 10552

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

> I'd look in the source for MiNTLIBs for GCC. Actually thinking about it
> - there is a port of MiNTLIBs for LC somewhere so you could just use the
> whole of this instead.

The mintlib sources can be compiled with gcc, pure-c and lattice-c.
No need to go looking for a `port', the #ifdef's are already part
of the original beast.

Waldi
--
"How many AOL users do you need to change a light bulb?"
"Only one..." - "Add me!" - "Me too!" - "Me either!"...

1564. Re: Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <813327698_OASIS_@swampdog.demon.co.uk>
Source record: 10553

In article <45g5t8$hdd@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>What are the dumbest things you have done whilst programming the Atari?
>Something that takes ten seconds to fix, but you took four hours to work
>out what that ten second fix was?
>
>In my case, I have just spent three-quarters of an hour wondering why my
>round radio buttons like the Mac and PeeWee (which used a user-defined
>drawing routine ie it was of type G_PROGDEF) in a windowed dialog box
>would not select and deselect properly.
>
> ...
>
>And then on a hunch I noticed that it wasn't SELECTABLE. That ten second
>fix was all that I needed to do. Now it works properly.
>
>Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

PBS or Persistent Bug Syndrome
==============================

Take one tired programmer, one large application, lots of source files, lots
of header files, a resource file, a touch utility, and a makefile:

1) Make minor change to a header file.
2) Fix bug in one source.
3) Add a bit more code to another source.
4) Use touch to "save time recompiling everything".
5) Spend rest of day messing with (1) and (2) having forgotten about (3).
6) Realise finally that bug in (2) was fixed but new one exists in (3)
which of course only got compiled the once.
7) Make solumn promise to self never to use touch again.

--

Guy Harrison

guy@swampdog.demon.co.uk

1565. memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-10 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3100phodgkin@nest.demon.co.uk>
Source record: 10554

In a message of <09 Oct 95 17:33:42>, ethami@duna.ericsson.se (90:100/106) writes:

e> I am developing a quite complex and huge program in Lattice C v5.6
e> and I call malloc() and free() a lot. The program crashes
e> randomly (sometimes the machine reboots in the middle of the ROM,
e> as I debugged) and these crashes are difficult to reproduce.

I have a program that called Mxalloc alot and problems occured which seem to be related to the 40 folder bug, the same message appears (use FOLDRXXX.PRG, etc and actually increasing the slots for folders does get rid of the problem). I reduced the number of Mxalloc calls by a big factor (at least 10 times less), in the program and the problem has not reappeared since.

e> Yesterday I realized (during debugging) that the malloc() returned
e> an address which was ALREADY allocated and was not supposed to be
e> freed. So the program used the SAME memory location for storing 2
e> things at the same time!

Nasty

e> My questions are:
e> - have you ever had problems with memory allocation in Lattice C?
e> - is it possible to "steal" a malloc and free from other libraries,
e> and which one is the most stable?
e> - can I find some usable sources of malloc anywhere?

Sorry I can't help.

Phil.

~ Women like the simple things in life: Men.
~

--

1566. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-11 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <45fd3l$f8q@dns.plano.net>
Source record: 10555

ethami@duna.ericsson.se (Attila Mezei) wrote:
>I am developing a quite complex and huge program in Lattice C v5.6
>and I call malloc() and free() a lot. The program crashes
>randomly (sometimes the machine reboots in the middle of the ROM,
>as I debugged) and these crashes are difficult to reproduce.
>
Alan Holub had an article in Dr. Dobb's Journal a few years back talking about problems with malloc() and free(). Basically, suggestion was to write encapsulating routines for malloc() and free() and keep track of the pointers that go in and out. Let me explain in more detail:

Write a function called tst_malloc() that calls malloc() to get the memory block you need, and before it returns it stores the pointer in a global array used to retain such pointers. Write another routine called tst_free() that removes the pointer from the global array and then calls free() to free the memory. Additionally, your tst_malloc() routine can check the global array for the existence of the pointer and write a diagnostic if there is a problem. Also, your tst_free() can make sure that the pointer you are freeing is *in* the global array before freeing it

The only thing I might add is *never* try to free a the same block (poiinter) twice--and *never* free anything that you did *not* allocate with malloc(). Also *never* use a block from a pointer *after* you have already freed the block with a call to free(). The above test routines will detect these and you can write out a diagnostic.

1567. Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45g5t8$hdd@inca01.inca.co.nz>
Source record: 10556

What are the dumbest things you have done whilst programming the Atari? Something that takes ten seconds to fix, but you took four hours to work out what that ten second fix was?

In my case, I have just spent three-quarters of an hour wondering why my round radio buttons like the Mac and PeeWee (which used a user-defined drawing routine ie it was of type G_PROGDEF) in a windowed dialog box would not select and deselect properly.

I searched through the source code. My program was recieving the mouse-button "click", I was responding to it by inverting the SELECTED status of the "button". The code to draw the "button" looked at whether it was selected or not and acted correctly.

My code was doing everything right. Except it just didn't work right.

And then on a hunch I noticed that it wasn't SELECTABLE. That ten second fix was all that I needed to do. Now it works properly.

Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

--

1568. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <45g3rk$hdd@inca01.inca.co.nz>
Source record: 10557

Matthew Carey (mcareyb@cix.complink.co.uk) wrote:
> In article <45b1ts$6bl@erinews.ericsson.se>,
> ethami@duna.ericsson.se (Attila Mezei) wrote:

> >I am developing a quite complex and huge program in Lattice C v5.6
> >and I call malloc() and free() a lot. The program crashes
> (Chunk deleted)
> >My questions are:
> >- have you ever had problems with memory allocation in Lattice C?

> The only problem I have had is if I allocate an enormous (several 1000s of
> objects) linked list of smallish data objects (6 - 10 WORDS) and then free
> quite a lot of the members of the list (10-20%) here and there, joining up
> the links the performance of subsequent memory allocation is VERY seriously
> degraded by the ensuring fragmentation.

> Matthew

The fix for this is to alter the _MSTEP global variable. Simply include a
line like "unsigned long _MSTEP = 262144" in one of your source files as
a global variable. This value should be an initialised global variable,
and treated as a "const" variable (ie not altered from within the program)

Each time a malloc() call is made, and enough memory is not available,
malloc() will gazump another 256k (262144 bytes) from the computer.

(I do not have the 5.6 manual to hand, but the 5.0 manual describes this
on page 212).

--

1569. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-11 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <ACA0C52B966824A8@peckham.compulink.co.uk>
Source record: 10558

In article <45b1ts$6bl@erinews.ericsson.se>,
ethami@duna.ericsson.se (Attila Mezei) wrote:

>I am developing a quite complex and huge program in Lattice C v5.6
>and I call malloc() and free() a lot. The program crashes
(Chunk deleted)
>My questions are:
>- have you ever had problems with memory allocation in Lattice C?

The only problem I have had is if I allocate an enormous (several 1000s of objects) linked list of smallish data objects (6 - 10 WORDS) and then free quite a lot of the members of the list (10-20%) here and there, joining up the links the performance of subsequent memory allocation is VERY seriously degraded by the ensuring fragmentation.

Matthew

1570. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <813396664_OASIS_@swampdog.demon.co.uk>
Source record: 10559

In article <0EN5BG@moacs.indiv.nl.net>
waldi@moacs.indiv.nl.net (Waldi Ravens) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>> p = realloc(NULL,10);
>> realloc(p,20);
>>
>> Assuming the first line returns non NULL what is the state of the block if
>>the
>> second line fails - is the original block still available or has it been
>> released?

>If the request cannot be satisfied, a null pointer is returned and
>the old region is not disturbed.
>If the first argument is not a null pointer and the second argument
>is zero, realloc() returns a null pointer and the old region is
>deallocated.

Thanks, I have been using a custom routine which allocates a whole new block
before it releases the old one, *just in case*. I'm more than happy to be
able to trash it!

--

Guy Harrison

guy@swampdog.demon.co.uk

1571. PowerUp2 + Linux on F030

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: psherwoo@jpmorgan.com
Message-ID: <45ipcj$qcg@hardcopy.ny.jpmorgan.com>
Source record: 10560
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everyone,

I have just had PowerUp2 (32MHz accelerator) installed in my Falcon by System Solutions in England. I am very happy with it - GemBench shows a CPU increase of 40% with an overall increase of around 16%.

However, I have one problem - when I start Linux PowerUp is switched off. I got two little TOS programs to switch it on and off but I need something to do this when Linux is running.

Does anyone know of any Linux binaries to do this? Alternatively I could knock something up myself if somebody could point me towards how to access the keyboard controller - apparently a spare switch is used for PowerUp.

Thanks in advance,
Piers

+--+
| Piers Sherwood |
| email: piers@spuddy.mew.co.uk |
| or barnes-sherwo_piers@jpmorgan.com |
+--+

1572. Re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <813494348.18465@saffron.imc.exec.nhs.uk>
Source record: 10561

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>I have a program that called Mxalloc alot and problems occured which seem

The problem was with *malloc* and not *Malloc* (or Mxalloc)! As you rightly surmised, doing lots of M[x]allocs is a risky thing... Lots of mallocs are however, quite OK.

--Chris

1573. Re: Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <45ilcq$sm3@m1.cs.man.ac.uk>
Source record: 10562

In article <45g5t8$hdd@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>What are the dumbest things you have done whilst programming the Atari?
>Something that takes ten seconds to fix, but you took four hours to work
>out what that ten second fix was?
>
>Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

Oh yes....

One last week was that in my STOS Falcon extension, I could not work out
why my bitplane graphics routines came out wrong every time... I spent
ages looking at the code, trying to figure out why it just displayed a
load of garbage...

eventually, I gave up, and went to fix another bug in the Set FV command,
which sets the screenmode. At this point, I discovered that I had not
set my internal variable PLANES which stored the number of bitplanes...

Argh....

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.1b available from WWW page... UUE'd on request...

1574. MWC Manual, GST, Dr T

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: vlvtgntlmn@aol.com
Message-ID: <45iq78$pkq@newsbf02.news.aol.com>
Source record: 10563

I am looking for a copy of the manual for Mark Williams C. I purchased the software several years ago but have since misplaced it. I also have the GST Macro Assembler but both the my original and backup disk is damaged. It has been a while since I have done any programming on the Atari ST and want to write some MPE modules for Dr. T's KCS Omega System. Can anybody help me? I am willing to by the software...

Kurtis
VlvtGntlmn@aol.com

1575. Re: Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <45ivkk$sil@ionews.io.org>
Source record: 10564

Gaven Miller (gmiller@inca.co.nz) wrote:
: Has anyone had any other "four hour" ten-seconds-to-fix errors like this?

I can think of one major screwup I've made, and one of the aforementioned "four-hour-ten-second" bugfixes...

The major screwup happened over a year ago. I was set to release a program of mine, and it was to be debuted to the viewing audience at a local usergroup meeting. WEll, all was going well -- save for a few last-minute changes and bugfixes which cropped up right up until the day of the debut -- in fact, right up until an hour before I left, where it suffered several recompilations and reconstitutions into an install disk. Several days after its release at the meeting, a beta tester informed me that whilst playing around with it, trying to get it to crash (I instruct all my beta testers to try and crash the thing as best they can aso as to flush out unwanted bugs), he informed me that pressing one key brought up a dialog box that gave registration code to register the program. DOH! It seems that though I removed all _visible_ traces of this development hook, which was there for my own testing purposes, the code was still there (I thought I had commented it out for the first release) and still accessable if you knew where to do it. I quickly had to release a quick bugfix -- which did fix some legitemate bugs, but also removed this rather fatal (to me, anyway :-) development hook. That's what I get for doing last minute rush jobs...

Then there was the time I spent absolutely hours trying to hunt down an errant bug in the program which, in the final analysis, turned out to be a misappointed variable. (Those subtle mistakes are always the most difficult to find, and the easiest to fix) Fun, fun, fun...

: --

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

1576. re: dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-12 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3116rcain@nest.demon.co.uk>
Source record: 10565

On 11 Oct 95 gmiller@inca.co.nz wrote:

g> Has anyone had any other "four hour" ten-seconds-to-fix errors
like
g>
this?

More than I care to mention
:)

Roger
rcain@nest.demon.co.uk

--

1577. Re: Memory management problems in Lattice C?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-13 00:00:00 UTC
From: ajalkane@lk-hp-27.hut.fi
Message-ID: <45lp19$bbj@nntp.hut.fi>
Source record: 10566

In article <45b1ts$6bl@erinews.ericsson.se>,
Attila Mezei <ethami@duna.ericsson.se> wrote:
>- have you ever had problems with memory allocation in Lattice C?

Yes, my program kept once crashing when entering malloc or
free calls (seemed quite random, but later I was able to reproduce
a series what to do to make it crash). The problem was that the
program ran out of stack. I had disabled stack checking so
it didn't say anything, just crashed. I increased the stack
size and it worked fine again... hope this helps.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

1578. re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-13 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3170phodgkin@nest.demon.co.uk>
Source record: 10567

In a message of <12 Oct 95 17:31:34>, C.Ridd@imc.exec.nhs.uk (90:100/106) writes:

C> The problem was with *malloc* and not *Malloc* (or Mxalloc)! As you
C> rightly surmised, doing lots of M[x]allocs is a risky thing... Lots of
C> mallocs are however, quite OK.

I still want to use Mxalloc, if an Atari has FastRAM I want my progs to use it.

Has anyone got any safe routines, preferably in C?

Phil.

~ Money is the root of all evil, and man needs roots.
~

--

1579. Shareware Author List

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-14 00:00:00 UTC
From: herschberg@gnn.com
Message-ID: <45o8ci$1ob@news-e1a.megaweb.com>
Source record: 10568

I am attempting to create a freeware listing of shareware authors and how to contact them. If you are a shareware author and would like to be included in this document, please reply via e-mail (no sense cluttering up the newsgroups more than necesssary) with the following information:

Author name:
Company:
Products:
E-Mail address:
Mailing address:
Business Phone:
Types of payment accepted:
Web Page:
Where to find your programs:
A BRIEF description of your products: (Try to keep it under 256 characters)

Thank you.

Todd F. Herschberg
herschberg@gnn.com

1580. TEST

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-14 00:00:00 UTC
From: markt@cemoc.demon.co.uk
Message-ID: <813704473.4628@cemoc.demon.co.uk>
Source record: 10569

TEST

1581. FS:Atari STuff: H/S, prices lowered!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-15 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <45rcg9$r42@india.lm.com>
Source record: 10570
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/15/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $110.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
Epyx The Grip joystick (9-pin) $10.00
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Populous $8.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB Wanderer, w/2 3d glasses $5.00
DM Wizworks Image Cat $9.00
picture cataloger
4DM Wizworks Mugshot $10.00
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

1582. Falcon video registers...

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <45to6m$9r5@m1.cs.man.ac.uk>
Source record: 10571
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, does anyone know how you find out how many planes there are
in the current resolution?? I have looked through the hardware
docs that are all over the place, but this only gives true-colour
256 and mono....

I cannot use x=Vsetmode(-1); as the screenmode is not being set
this way... (Its using .FV files, which contain a dump of the
video registers, so that custom resolutions can be used...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

1583. Quality Electronic Manual Writing

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-16 00:00:00 UTC
From: ahorvath@deltanet.com
Message-ID: <45uq8a$jl1@news1.deltanet.com>
Source record: 10572

EPUBLISHER: your manual writer

Advanced Control Data introduces EPUBLISHER, your electronic manual writer
for Windows.

The idea:
EPUBLISHER, a professional editor/drawer/painter program for Windows
(like CorelDRAW,Pagemaker, Ventura Publisher, QuarkXPRESS), allows you
to create documents with fonts, drawings, colors, but unlike conventional
desktop publishing packages, Epublisher generates a very special output:
a very short ASCII command set. The length of a full color screen
is less than 1000 Bytes, so a full 1000 screen size manual with jumps,
graphics, and fonts is less than 1MByte.
On the client side, (WWW browsers, or your program manual on disk, etc.)
users use a free viewer, EPUBVIEW, to execute the commands generated by
EPUBLISHER.
In programming terms: EPUBVIEW is a graphical interpreter.

This unique technology allows you to generate many documents with full
desktop publishing features and allows you to send them over the wires within
seconds or if you write a manual, it occupies only a few kilobytes on your
floppy disk that you distribute.

The screen oriented output offers you new features:
* inserting buttons and icons into your document where readers can click and
jump,just like in an online service
Your manual is practically a small BBS engine on a floppy disk.
* using colors for coding text in your document is a new feature that has
just been introduced and that has never been possible before.
Example for color coding: you can build up your document in red color
for main text, blue for comments to go along with the document, and green for
headings and titles. users can extract text of any color from your document
and save it in a new file.

Please visit our WWW site for more information:

http://www.restonline.com/acd/info.html

Information specific to manual-writing:

http://www.restonline.com/acd/epbmanl.html

Sincerely:
Laslo Chaki
Advanced Control Data
Voice: (714)8379659
EMAIL: lchaki@deltanet.com

PS: We introduced EPUBLISHER for the NET a couple days ago.
Here are a couple of EMAIL we received:

From: an America Online engineer

Hi, Laslo:

I just took a look at your Web site . . . very interesting!

Your best next step to be considered....
Thanks,

From: a print publisher consultant

Hi Laslo,
I think you are on the right track. My company works with many print publishers who want to move to web publishing.
Good luck,

1584. JDEB_OK.LZH

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-16 00:00:00 UTC
From: Doug.Byfield@miratel.uniserve.com
Message-ID: <6f3_9510170010@miratel.uniserve.com>
Source record: 10573

About one month ago, Jan-Olof Granlund posted a software announcement for the JDEB High Level(Source) debugger for Lattice C. When trying to obtain the file from ftp. uni-regensburg.de, the file jdeb_ok.lzh still shows up as being in the incoming directory and does not allow downloading.

Has anyone downloaded the debugger? If so from where? What is the debugger like to use? Any help would be greatly appreciated as could really use a source level debugger for Lattice C 5.6. Thanks.

--
|Fidonet: Doug Byfield 1:153/7091
|Internet UUCP: Doug.Byfield@miratel.uniserve.com
|
|Internet PPP: Gating Coordinator, dpoon@miratel.com
|
| PPP access for 24hrs/day News and Send Mail gating with USR V.34.
| UUCP access for incoming mail only with ZyXEL V.34.
|
|Standard disclaimer: The views of this user are strictly his or her own.
|
| [Miramax BBS, Vancouver BC, Canada. 1-604-323-9698. (Atari Support).
| [Vantari BBS (Vancouver Atari Support) is now part of Miramax BBS]

1585. Wanted programm !!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-17 00:00:00 UTC
From: mariusz@lwm-nv.immt.pwr.wroc.pl
Message-ID: <460an9$90g@sun1000.ci.pwr.wroc.pl>
Source record: 10574

Hi !

I desperately need progamm which to make conversion from files from
text editor SIGNUM-2 (extension *.sdo) to *.txt files.

PLEASE HELP ME !!!!

If you know name programms which can do it write! On which FTP
I can get it?

Mariusz

1586. How to communicate with the dsp ???

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-17 00:00:00 UTC
From: Christof Ahrendt <ahrendt>
Message-ID: <460lng$150m@hrz-ws11.hrz.uni-kassel.de>
Source record: 10575

```
Dear Atari-programmers,

I'm working on a piece of software that should, in it's final stage,
end up as an electo-acoustic measurement-workbench for the FALCON030.
(And give me something to write about in my Diploma-Paper)

Currently i'm trying to implement a variable Sinegenerator on the
56K. Well the generation of the sinewave is already working. What
still gives me a bad time is that the falcon hangs it self up
during the parameter-passing.

To pass the parameters, I use the known way via Trigger_HC(13) and
Dsp_BlkUnpacked() (my source follows). Frequency changes require
to change two parameters, hence this mechanism is called twice.

On the second round (faktor_2), that means the third call of Dsp_BlkUnpacked(),
the busy bee shows me that the FALCON is on its way to eternal
nirvana. BUT WHY ?

Now here is what i do :

#define INT16 int
#define PAR_1 0x0L
#define PAR_2 0x01L

long cvt_2_dsp_fractional(double fractional); /* converts floats into 56k-format */

main()
{
static long faktor_1[2] = {PAR_1, 0L}, faktor_2[2] = {PAR_1, 0L};

faktor_1[1] = faktor_2[1] = cvt_2_dsp_fractional((double)0.5);
/* converts floats into 56k-format */

dsp_downld_para( 2, faktor_1); /* sic! */
dsp_downld_para( 2, faktor_2); /* sic! */

}
/*********************************************/
void
dsp_downld_para(INT16 n, long* array)
/*
* n == number of parameters to be passed.
* array == adress of paramter array
*
* schickt die neuen parameter an den dsp, und ist noch universell verwendbar.
* Benutzt Hostvektor $13 f�r Dsp_TriggerHC. Das DSP-Proogramm muss das unterst�tzen
```

```
* tut es das nicht bleibt das Hostprg. im Dsp_BlkUnpacked h�ngen und daaas wollen
* wir ja nicht oder ?
*/
{ INT16 i;
long* p;

p = array;

Dsp_TriggerHC( 13 ); /* das ist der Interruptvektor der die Daten reinholt */

for (i=1;i<=n;i++)
{
Dsp_BlkUnpacked ( p, (long) 1L, 0L,0L ); /* Die Steuerwerte r�berschicken */
p++;
}
}
/*********************************************/

Now on the DSP-side :

;-----------------------------------------------

HTX EQU $FFEB ; Host Transmit Data Register
HSR EQU $ffe9 ; Host status register

org p:$0026
jsr do_hostin ; neue Steuerdaten vom Host abholen, �ber
; DSP_TriggerHC($13) ausgel�st.

org y:10
faktor_r dc 0.5
faktor_l dc 0.5
host_in_par_nr dc 0

;------------- weiter unten ------------------

do_hostin
MOVE X0,X:<temp ; Move inhalt von X0 nach temp usw.
MOVE X1,X:<temp1 ; Register retten / save register
loop1
jclr #0,X:HSR,loop1 ; wait for data from host
movep X:<<HTX,X0 ; move data to x0
move X0,Y:host_in_par_nr ; move X0 to memory adress
loop2
jclr #0,X:HSR,loop2 ; wait for data from host
movep X:<<HTX,X0

jset #0,Y:host_in_par_nr,par_1 ; welcher is es denn
jsclr #0,Y:host_in_par_nr,par_0 ; who is it ?
restore
MOVE X:<temp,X0 ; temp wieder zur�ckschreiben
MOVE X:<temp1,X1
rti
```

```
par_0
move X0,Y:<faktor_l ; move to memory
jmp restore
par_1
move X0,Y:<faktor_r ; datum nach "faktor_r" schreiben
jmp restore

;---------------------------------------------------
```

I use PureC 1.1, ACS 2.17 for the GEM Stuff and the Motorola Assembler.

What am i doing wrong ?
I would be greatful for some hints! Do you have some working sources
and would share them with me ?

Thanks!
yours Christof 15.Oct.95

EMail: ahrendt@hrz.uni-kassel.de

1587. Re: Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-17 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <45vo0m$hrk@banaan.fwi.uva.nl>
Source record: 10576

t150315@proffa.cc.tut.fi (Tamminen Eero) wrote:

:Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
:
:: >What are the dumbest things you have done whilst programming the Atari?
:: >Something that takes ten seconds to fix, but you took four hours to work
:: >out what that ten second fix was?
:
:Dangling / non-initialized pointers sometimes produce hard to find
:errors. Initializing all the pointers to zero will point out the
:latter ones...

a mistake I often make: declare a pointer to a structure, and then
forgetting to allocate memory for the structure itself.
difficult to debug, because *reading* a value in the structure
seems to work, while writing to the structure often results in 2 bombs.
or vice versa (depends on your compiler/system).

--
--------------------------- Martijn Dekker ----------------------------------
Math department | PFF Software Group
University of Amsterdam | latest product: Ishido for X Window System
mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

1588. Memory management proble

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-17 00:00:00 UTC
From: John.Kormylo@f7861.n106.z1.fidonet.org
Message-ID: <788_9510180111@tagenda.sccsi.com>
Source record: 10577

AM> Yesterday I realized (during debugging) that the malloc()
AM> returned an address which was ALREADY allocated and was not
AM> supposed to be freed. So the program used the SAME memory
AM> location for storing 2 things at the same time!

It's possible that malloc(0) will return a pointer to the start of free RAM without allocating the space. It's known that Malloc(0L) will do that for early versions of TOS.

I have my own memory management system which I developed for ELFBACK (which can allocate thousands of blocks and up to 32 Meg RAM). It also can allocate front-to-back and back-to-front at the same time to cut down on fragmentation. I could send you a copy (Pure C source).

P.S. Are you using RAMLEAK to check for RAM leakage? If not, you should.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

1589. Line A $A006 - Polyfill

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-17 00:00:00 UTC
From: sshifter@ophelia.waterloo.net
Message-ID: <461p3e$pjf@ophelia.waterloo.net>
Source record: 10578
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Would someone mind posting a C snippet which demonstrates the Line A filled polygon routine? The Atari Compendium isn't exactly as helpful here as it is elsewhere.

Hmm...

1590. re: re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-18 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3211phodgkin@nest.demon.co.uk>
Source record: 10579

In a message of <17 Oct 95 22:38:08>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

>> I still want to use Mxalloc, if an Atari has FastRAM I want my
progs
>> to use
it.
C>

C> Just set the program header
flags.

Now why didn't I think of that? Too highly skilled - probably
:)

Phil.

~ You are genuinely happy, if you don't know why.
~

--

1591. jdeb_ok.lzh

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-18 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3212phodgkin@nest.demon.co.uk>
Source record: 10580

In a message of <17 Oct 95 22:38:06>, Doug.Byfield@miratel.uniserve.com
(90:100/106)
writes:

D> Has anyone downloaded the debugger? If so from where? What
is
D> the debugger like to use? Any help would be greatly
appreciated
D> as could really use a source level debugger for Lattice C
5.6.
D>
Thanks.

Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I
think!)

Phil.

~ God made the integers; all else is the work of Man.
~

--

1592. Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <4657io$2b8@news.tuwien.ac.at>
Source record: 10581
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I have problems connecting an Iomega Zip drive to my atari TT. I think the problem is, that the Zip drive only can use SCSI address 5 or 6. The atari hard disk driver only seeks for address 0 to 3. With general SCSI programs like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it cannot be used from desktop or tos. Is there a driver which can access drives at address 5 or 6.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

1593. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <465iou$ggr@due.unit.no>
Source record: 10582
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs
: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

ICD Pro, SCSI-Tools and HD-Driver should have no problems with this.

***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

1594. Re: JDEB_OK.LZH

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <46550o$dmu@news.iesd.auc.dk>
Source record: 10583

In article <460aq0$5h2@rrzs3.uni-regensburg.de>, Rainer.Riedl@edi.ngate.Uni-Regensburg.de (Rainer Riedl) writes:

> --
> bye, Rainer
> *** Falcon030FX/4/420, 68882, SQ3270S, BlowUP030i ***
> ^^

Hey Cool! :-)

Do you have a FX-card in your Falcon ?

Do you have FX-Ram installed ?

How does it work ?

Keep Cool and Flying...

ChainXOR...

1595. Re: JDEB_OK.LZH

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <814099454.6851@sf_pc.itl.co.uk>
Source record: 10584

Doug.Byfield@miratel.uniserve.com (Doug Byfield) wrote:

>About one month ago, Jan-Olof Granlund posted a software
>announcement for the JDEB High Level(Source) debugger for
>Lattice C. When trying to obtain the file from
>ftp. uni-regensburg.de, the file jdeb_ok.lzh still shows up as
>being in the incoming directory and does not allow downloading.

>Has anyone downloaded the debugger? If so from where? What is
>the debugger like to use? Any help would be greatly appreciated
>as could really use a source level debugger for Lattice C 5.6.
>Thanks.

There is a version of it at the hensa site. I downloaded it for use
with Lattice 5.52 but have not really played with it much.

1596. Re: Help with F030 blitter.

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <465lpp$n6o@m1.cs.man.ac.uk>
Source record: 10585

In article <DGnLpt.C8o.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>, sjsc@dcs.ed.ac.uk (Stuart Corrin) writes:

> Hi. I'm starting to program a game on my Falcon030 and would like some help regarding
> blitter sprites. I think my problem is I have inefficient blitter routines, eg:
> I am in 256 cols, 320x200 and can only write 50 pre-shifted 32x32 blocks (ie., just
> moving not masking) each frame, with the blitter. Is this poor / good / O.K? Because
> I have routs that can do 45 pre-shifted 32x32 blocks without the blitter (in each
> frame).
>
> Thanks for the help in advance.
>
> --
> C Ya.
>
> Stuart Corrin
> sjsc@dcs.ed.ac.uk

I don't code on the Falcon, but on the good 'ol 520STFM. Posting your sourcecode
would probably be an invaluable help in deciding whether your routines could be optimised.

gaz

1597. Re: JDEB_OK.LZH

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de
Message-ID: <465h5h$sej@rrzs3.uni-regensburg.de>
Source record: 10586

>Hey Cool! :-)

It is:-))

>Do you have a FX-card in your Falcon ?

Yup!

>Do you have FX-Ram installed ?

Not at the moment (as you can see: 4/420:-). Iï¿½m still searching for cheap
used SIMMs. Any offers;-)

>How does it work ?

With my Rev. D/C Falcon there are problems with the 40Mhz mode. :-(
Iï¿½ll have to try a view things mentioned in the manual.
Sometimes it runs without problems for hours and somtimes it crashes all 5
minutes in the 40MHz mode. (and I donï¿½t wanna switch back to 32 or 36)
Great card! Hope I get my memory soon!
An software update for faster RAM-access will be out soon.

--
bye, Rainer
*** Falcon030FX/4/420, 68882, SQ3270S, BlowUP030i ***

1598. Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: I.Clarke@sms.ed.ac.uk
Message-ID: <DGpFpM.5JE.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 10587

Has anyone seen/heard about Lexicon V1.0, it is an accessory which allows you to simulate keyboard input by drawing shapes with the mouse. It received a reasonably good review in the P.D. section of Atari World, I think it was Issue 6.
The accessory was written in GFA Basic. Not long after I wrote the accessory I noticed that it was causing 'mouse-droppings' to be left behind on the screen. I used my Falcon FacTT File connections to tackle the problem and discovered that the MOUSEK command, which I was using as part of an EVNT_TIMER repeat/until loop. I was advised to use the MKSTATE command, but this did not solve the problem. All I want to do is detect a right mouse-key press and call a procedure, does anyone know how I can do this without interfering with the screen updates?

1599. Programming Docs

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814063692_OASIS_@swampdog.demon.co.uk>
Source record: 10588

Could anybody point me in the right direction concerning any of the following documentation:

ARGV protocol

all new AES messages since TOS 1.2, especially the AV_PROTOCOL.

multitasking extentions. I have some documentation that came with MagiC but I need to know more, and I need to know about Geneva and MultiTOS. For instance, how do I enable background window operations under Geneva and MultiTOS.

C source examples of any of the above.

What new stuff is covered in the Atari Compendium?

--

Guy Harrison

guy@swampdog.demon.co.uk

1600. ST--->CDRom ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-19 00:00:00 UTC
From: fp270@fim.uni-erlangen.de
Message-ID: <4667duFf48@uni-erlangen.de>
Source record: 10589

Hallo Leute.

Ein Freund hat ein Problem.

Er hat an seinem MEGAST einen AT-Bus frei (IDE) und

moechte dort ein CD-Rom Laufwerk anschliessen.

Seine Probleme:

1. Ist das ueberhaaupt moeglich?

2. Gibt es CD-Rom Laufwerke, die er sowohl an seinem

ATARI als auch an einem PC anschliessen kann (nicht

gleichzeitig sonderd prinzipiell)?

3. Welche Treiber-Software gibt es da fuer den ATARI?

Hilfen und Anregungen bitte per PM (siehe footer).

Danke

Klaus.

--
/\
\ ZEFF THE GREAT /
/ fp270@fim.uni-erlangen.de | klseyfer@freenet.hut.fi \
\/\

1601. Re: Falcon video registers...

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <467srh$c93@m1.cs.man.ac.uk>
Source record: 10640
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <45u516$dss@newdelph.rtsg.mot.com>, whitema@vance.cig.mot.com (Michael A. White) writes:
>In article <45to6m$9r5@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk writes:
>>
>>Hi, does anyone know how you find out how many planes there are
>>in the current resolution?? I have looked through the hardware
>>docs that are all over the place, but this only gives true-colour
>>256 and mono....
>>
>
>This information is returned to you when you open a virtual workstation.
>Refer to the Atari Compendium (or any Atari specific compiler manual)
>for detailed information.

Sorry, I dont seem to have been specific enough. I cannot use the VDI, as it is within a STOS extension. I cannot use the XBIOS, as there are problems on TOS 4.01/2 when changing from an ST mode (ie from STOS!!)

The mode is being changed by directly copying a register dump into the hardware video registers. It appears as if they dont actually hold a bitpattern which tells you the number of colours (16,8 and 1 bpp are covered, but not 4 and 2) Yet a 16-colour register dump WILL switch to 16 colour mode....

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

1602. Re: re: re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-20 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <814199125.1927@saffron.imc.exec.nhs.uk>
Source record: 10641

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>In a message of <17 Oct 95 22:38:08>, C.Ridd@imc.exec.nhs.uk (90:100/106)
>writes:
> C> Just set the program header flags.
>
>Now why didn't I think of that? Too highly skilled - probably
>:)

:-)

I'm in the midst of finishing a little CPX that lets you set the program flags. Just drag programs onto the CPX window...

--Chris

1603. Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-20 00:00:00 UTC
From: herschberg@gnn.com
Message-ID: <468etm$bui@news-e1a.megaweb.com>
Source record: 10642
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

I am attempting to create a freeware listing of
shareware authors and how to contact them. If you are
a shareware author and would like to be included in
this document, please reply via e-mail (no sense
cluttering up the newsgroups more than necesssary)
with the following information:

Author name:
Company:
Products:
E-Mail address:
Mailing address:
Business Phone:
Types of payment accepted:
Web Page:
Where to find your programs:
Platform:
A BRIEF description of your products: (Try to keep it
under 256 characters)

Thank you.

Todd F. Herschberg
herschberg@gnn.com

P.S.- Due to popular demand, I will also be including Freeware and PD
Authors

1604. re: atari & iomega zip100

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-20 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <3225rcain@nest.demon.co.uk>
Source record: 10643

On 19 Oct 95 andi@complang.tuwien.ac.at wrote:

a> I have problems connecting an Iomega Zip drive to my atari TT. I
think
a> the problem is, that the Zip drive only can use SCSI address 5 or
6.
a> The atari hard disk driver only seeks for address 0 to 3. With
general
a> SCSI programs like HDX and HDRATE (862KB/s and 31ms seek) I can
access
a> the drive, but it cannot be used from desktop or tos. Is there
a
a> driver which can access drives at address 5 or
6.

Are you sure the driver is configured correctly? Use AHDICONF to check that
the driver knows to look at IDs 5 and
6.

Roger
rcain@nest.demon.co.uk

--

1605. Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-20 00:00:00 UTC
From: ajalkane@lk-hp-15.hut.fi
Message-ID: <4688qd$fd5@nntp.hut.fi>
Source record: 10644
Body handling: HTML body converted to readable text

In article ,
Ian Clarke wrote:
>Has anyone seen/heard about Lexicon V1.0, it is an accessory which allows you to
>simulate keyboard input by drawing shapes with the mouse. It received a reasonably

Yes, it sounded quite interesting! Haven't tried it though.

>used my Falcon FacTT File connections to tackle the problem and discovered that the
>MOUSEK command, which I was using as part of an EVNT_TIMER repeat/until loop. I was
>advised to use the MKSTATE command, but this did not solve the problem. All I want
>to do is detect a right mouse-key press and call a procedure, does anyone know how I
>can do this without interfering with the screen updates?

This is a problem with GFA basic, and I have no idea how it can be
cured (if it can). This was one of the most frustrating things I
discovered when I was still programming with GFA Basic. This same
droppings happen even with evnt_multi when using low values on
timer. The droppings won't happen if you just wait for the
mouse input in evnt_multi (or evnt_button, if you don't have anything
else to check).

I don't know how your program is built, but it sounded to me
like you was waiting for the right mouse button in busy loop
similar to this:
DO
EVNT_TIMER(something low I guess)
WHILE (MOUSEK <> 2)

If this is the case, mouse droppings will happen while being in this
loop. You should make this call using AES functions instead.
Like evnt_button(I can't remember the parameters).

This call returns immediately when the button state is like you
want it to be.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

1606. Re: Help with F030 blitter.

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <46ahin$t45@news3.cts.com>
Source record: 10645

I realize this may be a stupid question, but are you setting the Blitter
at 16MHz? Just curious...

Rich

****

Stuart Corrin (sjsc@dcs.ed.ac.uk) wrote:
: Hi. I'm starting to program a game on my Falcon030 and would like some help regarding
: blitter sprites. I think my problem is I have inefficient blitter routines, eg:
: I am in 256 cols, 320x200 and can only write 50 pre-shifted 32x32 blocks (ie., just
: moving not masking) each frame, with the blitter. Is this poor / good / O.K? Because
: I have routs that can do 45 pre-shifted 32x32 blocks without the blitter (in each
: frame).

: Thanks for the help in advance.

: --
: C Ya.

: Stuart Corrin sjsc@dcs.ed.ac.uk

1607. Re: jdeb_ok.lzh

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DGsuwz.lsp@westminster.ac.uk>
Source record: 10646

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:
: In a message of <17 Oct 95 22:38:06>, Doug.Byfield@miratel.uniserve.com
: (90:100/106)
: writes:

: D> Has anyone downloaded the debugger? If so from where? What

: Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I
: think!)

I just helped Doug out with this.
If anyone else is having trouble getting it from hensa, I have put on my ftp
access. Get it from 'ftp.cranfield.ac.uk/public/me/ev942703/jdeb.lzh'.

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

1608. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: katzlbt@vuse.vanderbilt.edu
Message-ID: <46b1u9$m26@news.vanderbilt.edu>
Source record: 10647
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

Todd F. Herschberg (herschberg@gnn.com) wrote:
: I am attempting to create a freeware listing of
: shareware authors and how to contact them. If you are
: a shareware author and would like to be included in
: this document, please reply via e-mail (no sense
: cluttering up the newsgroups more than necesssary)
: with the following information:

For everyone who doesn't want to wait for that try:

http://www.leo.org/

LEO (Link Everything Online)
Software for Unix, NeXT, PC, Amiga, Atari, Macintosh, OS/2,
Linux, FreeBSD, NetBSD, BSDI, X11, ...

Cat.
--
_/_/_/

1609. Re: JDEB_OK.LZH

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <FJVRFFAIUP@data.rhein-main.de>
Source record: 10648

In <465h5h$sej@rrzs3.uni-regensburg.de> Rainer Riedl wrote:

Hallo,

>With my Rev. D/C Falcon there are problems with the 40Mhz mode. :-(
>Iï¿½ll have to try a view things mentioned in the manual.
>Sometimes it runs without problems for hours and somtimes it crashes all 5
>minutes in the 40MHz mode. (and I donï¿½t wanna switch back to 32 or 36)
>Great card! Hope I get my memory soon!
>An software update for faster RAM-access will be out soon.

Dann kein die CPU, der Bus leider nicht mehr verkraften.
Hast Du einen Kï¿½hlkï¿½rper auf die CPU geklebt?
Am sichersten ist wirklich Wï¿½rmeleitpaste, viele Kï¿½hlkï¿½rper
sind nicht unbedingt 100% Plan, es kann sich ein winziger
Spalt zwischen CPu-Oberflï¿½che und der Kï¿½hlkï¿½rperunterseite
bilden, das Wï¿½rmeproblem ist dann schlimmer als ohne Kï¿½hlkï¿½rper.

Lï¿½uft er stabiler wenn Du die hohe Bildschirmauflï¿½sung runternimmst?
(Z.b Monochromemode?)

Ich betreibe einen in einem F030 Rev.A da laufen die 40Mhz sehr stabil.

Gruï¿½, Robert

--

* * * Robert Schaffner @OF2.maus.de ** Home of DOITF030 **
* * * Tel/Fax/Modem: +49 (0)6103-67197 == CoMa-Voice ==
* * * Machines: F030, 520ST, 64Bit-Jaguar, LYNX I/II
* * * Betatest: CrazySoundsII, Papyrus, Twilight, Pixart3
* * * GSZRZ, CoNnect, VideoText, FtpMail

1610. re: re: re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3253phodgkin@nest.demon.co.uk>
Source record: 10649

In a message of <20 Oct 95 16:18:02>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

>> C> Just set the program header
flags.
>>

>> Now why didn't I think of that? Too highly skilled -
probably
>>
:)
C>

C>
:-)
C>

C> I'm in the midst of finishing a little CPX that lets you set
the
C> program flags. Just drag programs onto the CPX
window...

Sounds nice and complicated - are you using Thing (AV server) or the plain
desktop?

I'm going to have to get into inter-program communication
soon.

Phil.

~ When you get there, there's no there there.
~

--

1611. atari Connector info ???

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-21 00:00:00 UTC
From: arnol@stack.urc.tue.nl
Message-ID: <46blaj$qor@tuegate.tue.nl>
Source record: 10650

Has anyone got some info about the pins of the ports of the Atari 600xl. I want to for example light up some leds when I send a code to a port (I don't know which one is the easiest ? the cassette one or the larger one ??)
Thanks in advance for replying !

Arno van Loenen

1612. pin info of 600xl ???

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-22 00:00:00 UTC
From: arnol@stack.urc.tue.nl
Message-ID: <46dq61$hhq@tuegate.tue.nl>
Source record: 10651

I want to build an interface to use with my 600xl, but I haven't got a description of the pins ?? Who can help me out, it would really be appreciated...

Arno van Loenen

1613. Q:Mouse sprites in GFA, How?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-22 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3089778636eb61@sci.fi>
Source record: 10652

```
I want to use my own mousepointer, sprite type,
in my program but,
if I use HIDEM there is still old mousepointer,
especially if I use screen flipping.
How can I avoid it?
This listing shows method I've tried.
It works quite good because my new mousepointer is
far away from original(hidden one).
But I want it to be exactly in mousecoordinates x and y.
And I don't want to redraw whole screen again if it
is possible avoid.
Also I want to use diffrent shapes in different part of
screen, but I think I can hadle that.
All comments,helps etc. Yuo can give to me are welcome
to my E-Mail address (miqco@sci.fi).

HIDEM
x=MOUSEX
y=MOUSEY
old_x=x
old_y=y
GET x,y+30,x+15,y+45,background$ ! Get Background-String
PUT x,y+30,mask$,4 ! Put mask (NOT s) AND d mode
PUT x,y+30,arrow$,6 ! Put sprite XOR mode
VSYNC
WHILE MOUSEK<>2
x=MOUSEX
y=MOUSEY
IF x<>old_x OR y<>old_y
PUT old_x,old_y+30,background$ ! Put Background (only)if moved
old_x=x
old_y=y
GET x,y+30,x+15,y+45,background$ ! Get Background-String
PUT x,y+30,mask$,4 ! Put mask (NOT s) AND d mode
PUT x,y+30,arrow$,6 ! Put sprite XOR mode
VSYNC
ENDIF
WEND

--
\ /
,--------------------------------------------- \,O,/
( Snail Mail: Veikko Vanamo, Lahtomaenkatu 3 B 38, )^(
) 33580 Tampere, Finland ( v )
( InterNet E-Mail: miqco@sci.fi \|/
```

```
'-------------------------------------------------'-
```

1614. FLH file format

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <46fvte$ni2@m1.cs.man.ac.uk>
Source record: 10653
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi, having now got working FLI/C player code (displaying in true-colour)
I now want to extend it to support FLH files (as created by Apex). So...

Does anyone know where I can get the Fileformat (or even better, code)
for FLH files....

Someone must know... (doug ;)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2 available from WWW page... UUE'd on request...

1615. Re: FLH file format

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: da-cun_e@neon.epita.fr
Message-ID: <46ga0u$b6d@boson.epita.fr>
Source record: 10654
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <46fvte$ni2@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
|> Hi, having now got working FLI/C player code (displaying in true-colour)
|> I now want to extend it to support FLH files (as created by Apex). So...

I had the same problem. Such a file as an unknown magic,
the header says 16b bitmap, and the data chunk id is 27. This means nothing if we
refer to the documentation. It is neither byte nor word-packed nor uncompressed...
How can we display such a format ?

1616. Re: FLH file format

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: "Dr Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <DGwuyv.K6o@cf.ac.uk>
Source record: 10655
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

FLH, is that the same as FLX format produced by Lexicor's phase-4 stuff or PC's tempra's turbo animator? These are 15-bit animations, 32K colour but I can't play them on my 16-bit (65K colour) card.

Simon

1617. Re: re: re: re: memory management problems in lattice c?!

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <814440377.17673@saffron.imc.exec.nhs.uk>
Source record: 10656

phodgkin@nest.demon.co.uk (Phil Hodgkins) wrote:
>Sounds nice and complicated - are you using Thing (AV server) or the plain
>desktop?

It uses the Atari Drag'n'Drop protocol as well as the AV Protocol. It reacts to anything it gets sent, basically.

I can also drag files from Freedom onto it, and it works OK!

--Chris

1618. Re: jdeb_ok.lzh

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.814450147@gen-off-3>
Source record: 10657

phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:
> D> Has anyone downloaded the debugger? If so from where? What
>Try Hensa (micros.hensa.ac.uk) in micros/atari/tos/q/q135 (I think!)

Sadly it does not work under MagiCMac.

Has anyone got _any_ Atari debugger to work with MagiCMac?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1619. Pure C assembler: MOD

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: John.Kormylo@f7861.n106.z1.fidonet.org
Message-ID: <99f_9510231221@tagenda.sccsi.com>
Source record: 10658

> BTW, this is all explained in my English version of the Pure C
> Help Files.

SS> English version? Where can I get that?

Send $50 US to E.L.F. Software, 9614 Oregano Circle, Houston, TX
77036.

Add $5 for foreign postal orders (bank service charge).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

1620. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: adamnet@ix.netcom.com
Message-ID: <46gal4$63n@ixnews5.ix.netcom.com>
Source record: 10659
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

In <46b1u9$m26@news.vanderbilt.edu> katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger) writes:
>
>Todd F. Herschberg (herschberg@gnn.com) wrote:
>: I am attempting to create a freeware listing of
>: shareware authors and how to contact them. If you are
>: a shareware author and would like to be included in
>: this document, please reply via e-mail (no sense
>: cluttering up the newsgroups more than necesssary)
>: with the following information:
>
>For everyone who doesn't want to wait for that try:
>
>http://www.leo.org/
>
>LEO (Link Everything Online)
> Software for Unix, NeXT, PC, Amiga, Atari, Macintosh, OS/2,
> Linux, FreeBSD, NetBSD, BSDI, X11, ...

<snipped Thomas' sig>

Thank you, Thomas! Here is another site for shareware, but the search engine was broken, and I'm not sure if it is working yet:

http://www.jumbo.com
--
Dale Smith, Ph.D. Phone: 800-753-2326
Quantitative Analyst Email: adamnet@ix.netcom.com
ADAM Investment Services (Put my name in the Subject field!)
Atlanta GA Home Email: dtsmith@mindspring.com
Opinions I express here are my own and not my employer's.

1621. AV protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-2310950028140001@trh-ppp6.interlink.no>
Source record: 10660

I am trying to find *english* documentation for the AV protocol. Can anybody help?

Vegard Hofsoy <vegard@interlink.no>

1622. Re: Programming Docs

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814470296_OASIS_@swampdog.demon.co.uk>
Source record: 10661

In article <46iodl$728@cc.tut.fi>
t150315@proffa.cc.tut.fi (Tamminen Eero) said:-

>: all new AES messages since TOS 1.2, especially the AV_PROTOCOL.
>
>: multitasking extentions. I have some documentation that came with MagiC but
>: I need to know more, and I need to know about Geneva and MultiTOS. For
>: instance, how do I enable background window operations under Geneva and
>: MultiTOS.
>
>If you know german, you could use the E-GEM library which AFAIK
>(I don't understand german) does most of the window processing
>work for you. It offers windowed dialogs, drag & drop, etc.

Unfortunately, I don't know German :-(

>Or, if you don't intend to do apps, just output some windowed
>graphics stuff, you could try my own lib. It's currently works
>with xgemfast (SozobonX C), but I'll intend to fix it for gemlib
>some time this year. Currently it only supports black and white
>colors as I'm unable to debug color output on my monochrome monitor.
>However, it should work on every resolution as it uses VDI/AES for
>output.

Sounds like we are doing similar stuff.

I've written an easy to program GEM interface for writing applications. It can put dialogues into windows and handles all the messages etc. I've got it to the stage where I'll soon be after people to test it but it seems a shame to not have it able to run in the background under MultiTOS and Geneva just because I don't have the docs to enable their equivilent of MagiC's WM_BOTTOM message.

Guy

--

Guy Harrison

guy@swampdog.demon.co.uk

1623. Re: AV protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: bosem@delphi.com
Message-ID: <BXKIl7m.bosem@delphi.com>
Source record: 10662

You'll find documentation for the AV protocol in the Thing.59E Desktop archive (available at any Atari FTP site). The docs are in ST-Guide Hypertext format, but they are in english.

Bob

1624. CR/LF mapping with fgets

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: donaldp@srvwingb
Message-ID: <46id0g$rq6@hobbes.sco.COM>
Source record: 10663

Hi everyone,

I'm currently developing some code which will talk to a pop server and download my mailbox - I couldn't find one in any of the archives which would do this. Anyway, I've got it working under MiNT either talking directly to /dev/modem1 or using sockets, but I have come across a bug or maybe its a feature ;-)

All POP messages are terminated with CRLF pairs, but the fgets() call always seems to translate these into LFLF pairs. Any insight would be appreciated - I don't want to special case this code, as the same code works on my Unix box without any problems.

Donald

--
Donald Page donaldp@sco.com
SCO, Hatters Lane, Watford, WD1 8YN, UK +44(0)1923 813563

1625. Re: Programming Docs

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <46iodl$728@cc.tut.fi>
Source record: 10664

```
: ARGV protocol

: all new AES messages since TOS 1.2, especially the AV_PROTOCOL.

: multitasking extentions. I have some documentation that came with MagiC but I
: need to know more, and I need to know about Geneva and MultiTOS. For instance,
: how do I enable background window operations under Geneva and MultiTOS.

If you know german, you could use the E-GEM library which AFAIK
(I don't understand german) does most of the window processing
work for you. It offers windowed dialogs, drag & drop, etc.

Or, if you don't intend to do apps, just output some windowed
graphics stuff, you could try my own lib. It's currently works
with xgemfast (SozobonX C), but I'll intend to fix it for gemlib
some time this year. Currently it only supports black and white
colors as I'm unable to debug color output on my monochrome monitor.
However, it should work on every resolution as it uses VDI/AES for
output.

The library will need NVDI 2.5/newer or Enhancer TSR for off-screen
bitmaps that are needed for window backups (all window output is
buffered for redraws and speed reasons). I have done a couple of simple
graphics examples and games with it. A test version is available
through my WWW page:

http://www.modeemi.cs.tut.fi/~puujalka

- Eero
```

1626. Re: CR/LF mapping with fgets

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <308CF70B.105B@imc.exec.nhs.uk>
Source record: 10665

Ben Price wrote:
> All POP messages are terminated with CRLF pairs, but the fgets() call
> always seems to translate these into LFLF pairs. Any insight would be
> appreciated - I don't want to special case this code, as the same
> code works on my Unix box without any problems.

Did you open the 'whatever' as binary, or as text? The core of fgets is:

```
while((--limit > 0) && ((c = getc(fp)) != EOF))
if((*p++ = c) == '\n')
break;
*p = '\0';
```

That shouldn't mangle CRs into LFs!

--Chris

1627. Re: AV protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <46il9l$1dp@bambam.soi.city.ac.uk>
Source record: 10666

vegard@interlink.no (Vegard Hofsoy) writes:

>I am trying to find *english* documentation for the AV protocol. Can
>anybody help?

Look in either the ST-Guide English version docs or the English version
of Gemini, that should have the info you need.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1628. Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: John.Kormylo@f7861.n106.z1.fidonet.org
Message-ID: <3b6_9510241641@tagenda.sccsi.com>
Source record: 10667

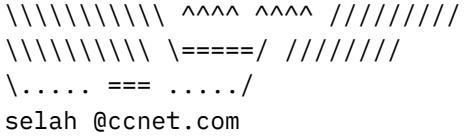
```
AJ> Hi, does anyone know how you find out how many planes there
AJ> are in the current resolution??

There is always vq_extnd(), but you have to open a VDI virtual
workstation first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.
```

1629. NEED MIDI FILE CONVERSION SOFTWARE shareware?

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-24 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <46k3o9$pnk@ccnet3.ccnet.com>
Source record: 10668

please let me know of any program or accessory to convert midi file types
1 to 2 and vice versa?

--



selah @ccnet.com

1630. Re: CR/LF mapping with fgets

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-25 00:00:00 UTC
From: jmf@informatik.uni-koblenz.de
Message-ID: <46l6c4$d25@newshost.uni-koblenz.de>
Source record: 10669

In article <46id0g$rq6@hobbes.sco.com>,
donaldp@srvwingb (Ben Price) writes:

[...]
>All POP messages are terminated with CRLF pairs, but the fgets() call
>always seems to translate these into LFLF pairs. Any insight would be
>appreciated - I don't want to special case this code, as the same
>code works on my Unix box without any problems.

Hi Ben!

It's a matter of how you open the file. On the Atari the default
behavior for fgets() is to convert the CRLF pairs to LF (or NL in Unix
parlance) on input and vice versa on output.

If you want to disable this conversion you have to append a "b" for
binary to the type string, i.e. the 2d argument to the fopen() call.

E.g.:

```
fp = fopen("foo.bar", "rb");
/* ... */
while (fgets(buf,BUFLEN,fp) != EOF)
/* process unconverted buffer contents here */;
```

The "b"-type-modifier also applies to the freopen() and fdopen()
functions and will be ignored by most Unix f*open() implementations.

Tschuess

Jens

1631. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-25 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <308E0955.5366@imc.exec.nhs.uk>
Source record: 10670

John Kormylo wrote:
>
> AJ> Hi, does anyone know how you find out how many planes there
> AJ> are in the current resolution??
>
> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

You could also use the AES's screen handle, the one you get back
from graf_handle().

--Chris

1632. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-25 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FJZUDJAIUP@zumdick.rhein-main.de>
Source record: 10671

In <3b6_9510241641@tagenda.sccsi.com> John Kormylo wrote:

>AJ> Hi, does anyone know how you find out how many planes there
>AJ> are in the current resolution??
>
```
$FFFF8266 [R/W] _____210 ........................... FALCON-SHIFT-MODE HI
|||
||+--True-Color [ 0:Aus / 1:Ein ]
|+---Overlay-Modus [ 0:Aus / 1:Ein ]
+----2-Farben [ 0:Aus / 1:Ein ]
$FFFF8267 [R/W] 76543210 ........................... FALCON-SHIFT-MODE LO
||||||||
||||++++--16-Farbenbank im Falcon-Mode
|||| 0-15: Farbbankauswahl der 256-Farbentabelle
|||| im 16-Farben-Modus
|||+------8 Bitplanes [ 0:Aus / 1:Ein ]
||+-------Vertikal-Sync [ 0:intern / 1:extern ]
|+--------Horizontal-Sync [ 0:intern / 1:extern ]
+---------??Unbenutzt??
[ Schreibzugriff schaltet in den FALCON-Mode,
Falcon-Palette wird eingeschaltet. Sind die
Bits 10/8/4=0 so ist der 16-Farben-Modus aktiv ]
```

Nat!

----------"Bang that bit that doesn't bang"----------

"I think the two most difficult things to deal with in life are
failure and success" David Lee Roth

1633. FS:Atari STuff: H/S, prices lowered!.

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <46o6cg$d3r@india.lm.com>
Source record: 10672
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 10/26/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $120.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
(SOLD)Epyx The Grip joystick (9-pin) ******
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Hotwire $14.00
DM Codehead Lookit & Popit $9.00
DM Codehead Maxifile III $14.00
DM Codehead Multidesk Deluxe $14.00
DM Codehead Utilities $9.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Data Diet $10.00
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00

DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00
Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DM MVG - Multi Viewer Graphica $10.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB (SOLD)Populous ******
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00

D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00
DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00
DB (SOLD)Wanderer, w/2 3d glasses******
DM Wizworks Image Cat $9.00
picture cataloger
4DM (SOLD)Wizworks Mugshot ******
w/data disks 1-3

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

Article Unavailable

1634. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DH294H.G7F@comp.lancs.ac.uk>
Source record: 10673

In article <46nmho$2ft@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:

```
>John Kormylo (John.Kormylo@f7861.n106.z1.fidonet.org) wrote:
>> AJ> Hi, does anyone know how you find out how many planes there
>> AJ> are in the current resolution??
>
[snip - vq_extnd code]

>OR one could interrogate the line-A vars (not really recommended, though)
>In Lattice C 5.06 and 5.60 it goes like this...
>
>#include <linea.h>
>
>int main( void )
>{
> struct la_data *ladptr;
>
> ladptr = linea0();
> return ladptr -> li_a0 -> la_vplanes;
>}
>
>
>In both cases the return value from main is the number of planes. the
>former is more portable up and down the range, the latter is not
>necessarily so.
```

The LineA variables are present in TOS 4.xx for compatibility only, and may well not be supported in Future versions of the operating system [quoted from memory from Atari docs] - still as there's unlikely to be a future version from Atari themselves, your best bet would be to see what other developers are thinking of doing about continuing LineA support...

Neil
(nab@comp.lancs.ac.uk)

1635. SozobonX Math library bug

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Oct26.191943.15835@atlas.tntech.edu>
Source record: 10674

I've found a bug in the math library for SozobonX. I just pulled down the latest version from the German site. The file was sozlib14.lzh. It appears that the library is missing the exp and log functions, and it won't compile anything using an of the functions in that portion of library. The following program was written as a test:

```
/* Test for pow() function */
#include <stdio.h>
#include <math.h>

int main(void)
{
printf("2 ^ 4 = %f\n", pow(2,4));

return(0);
}
```

When I try to compile this with:

```
cc power.c -o power.tos -lm
```

I get the following error (or something close) from the linker:

```
Undefined _exp in pow.o (libm.a)
Undefined _log in pow.o (libm.a)
```

I didn't see any address to send bug reports to. Does any one know how to get in touch with the authors?

BTW, I tried this with c68, and it compiled and ran fine, but I'd rather use SozobonX unless I need the ansi stuff in c68 since c68's code is usually about twice the size for small programs (no optimization yet).

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1636. A pic...

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3389phodgkin@nest.demon.co.uk>
Source record: 10675

In a message of <23 Oct 95 19:52:40>, C.Ridd@imc.exec.nhs.uk (90:100/106) writes:

>> Sounds nice and complicated - are you using Thing (AV server) or the
>> plain desktop?
C>

C> It uses the Atari Drag'n'Drop protocol as well as the AV Protocol. It
C> reacts to anything it gets sent, basically.
C>

C> I can also drag files from Freedom onto it, and it works OK!

Can AV Protocol be used to call other programs to edit objects in another program (ala OLE 2 on the peecee)?

Phil

~ Real Ale - reaches the parts Heineken daren't mention.
~

--

1637. To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: gooseman@goosie_u.on-luebeck.de
Message-ID: <FJ1VDEAIUP@goosie_u.on-luebeck.de>
Source record: 10676

Hi !

I have got a falcon with a VGA monitor connected to it. I have no access to a rgb monitor.
Ok, you are producing most of the demos for rgb monitors. But what do you think about putting a small text-file to the archive, which tells me (and all the others) that I cannot use it.

OR: programm more demos for VGA monitors.

Bye,

Michael Guse

1638. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <46nmho$2ft@inca01.inca.co.nz>
Source record: 10677

John Kormylo (John.Kormylo@f7861.n106.z1.fidonet.org) wrote:
> AJ> Hi, does anyone know how you find out how many planes there
> AJ> are in the current resolution??

> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

nope. You can use the AES workstation returned from graf_handle

Try this...
I use lattice C 5.60, so you may need to alter this for other compilers

```
#include <aes.h>
#include <vdi.h>

int main( void )
{
short wo[57];
short dummy;
short handle;

appl_init();
handle = graf_handle( &dummy, &dummy, &dummy, &dummy );
vq_extnd( handle, 1, wo );
appl_exit();

return wo[4];
}
```

OR one could interrogate the line-A vars (not really recommended, though)
In Lattice C 5.06 and 5.60 it goes like this...

```
#include <linea.h>

int main( void )
{
struct la_data *ladptr;

ladptr = linea0();
return ladptr -> li_a0 -> la_vplanes;
}
```

In both cases the return value from main is the number of planes. the
former is more portable up and down the range, the latter is not
necessarily so.

1639. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-27 00:00:00 UTC
From: elias@omicron.se
Message-ID: <46qeol$vk@sargas.omicron.se>
Source record: 10678

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>John Kormylo wrote:
>>
>> AJ> Hi, does anyone know how you find out how many planes there
>> AJ> are in the current resolution??
>>
>> There is always vq_extnd(), but you have to open a VDI virtual
>> workstation first.

>You could also use the AES's screen handle, the one you get back
>from graf_handle().

If you want to do it low-level you can always check the hardware-registers.
Unfortunately I can't remember the address right now. But go to IRC #atari
and ask some one there.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1640. Re: SozobonX Math library bug

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-27 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Oct27.165521.15876@atlas.tntech.edu>
Source record: 10679

In article <1995Oct26.191943.15835@atlas.tntech.edu>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
> I've found a bug in the math library for SozobonX. I just pulled down the
> latest version from the German site. The file was sozlib14.lzh. It appears
> that the library is missing the exp and log functions, and it won't compile
> anything using an of the functions in that portion of library. The following
> program was written as a test:

...

> I get the following error (or something close) from the linker:
>
> Undefined _exp in pow.o (libm.a)
> Undefined _log in pow.o (libm.a)

Well, I got it to compile finally, but there is still a problem. Since it was linking under c68, I decided to compare the libm.a's from c68 and sox. The order was different, and the exp.o and log.o came AFTER pow.o in c68's while they were before in sox's.

This gave me the idea to try libsort on sox's libm.a. Well, when I sorted it, it no longer gave me the _exp and _log errors, but 2 other undefined symbols popped up in libm.a! ARGH. Anyway, I got to looking at the man pages for ld, and found an option of -p that causes it to make as many passes through the library as are needed to define all symbols. It turns out that when I use this option, it links and runs fine.

There still is a problem with the math libraries, and I would like to let the author's know, even though I have a work-around.

> BTW, I tried this with c68, and it compiled and ran fine, but I'd rather use
> SozobonX unless I need the ansi stuff in c68 since c68's code is usually about
> twice the size for small programs (no optimization yet).

Actually, it DIDN'T run fine. It looks like C68 has a problem with malloc. The code I was trying to compile before my little simple program malloc'd some space for a structure, and it was crashing everytime it tried to assign something to the structure. I put in some code to check what malloc was returning, and it was returning something like $FFFF8A80! I don't have THAT much memory, and besides in the 68000, that is an invalid address. Maybe that explains the 2 bombs... :)

With the same debugging code in place, and the workaround mentioned above for sozobon's math lib, the same code returned a much more reasonable value, and compiled and ran fine. Phew...

Any help getting these bugs fixed would be appreciated. Thanks.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1641. PUG

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <814785098_OASIS_@swampdog.demon.co.uk>
Source record: 10680

Over the last year or so I've been developing an easy to program front end for GEM which I've called 'Programming Utility for Gem'. I am now looking for people who are prepared to test it by writing GEM programs of their own using it. Helpful testers will get a free copy when it's released.

Brief Description of PUG
========================

Dialogue trees presented in windows with enhanced functions, such as a capability to size down a window and scroll around a dialogue without the need to write any code for it.

Keyboard shortcuts are invisible to source code by virtue of being translated into the mouse operation they represent.

CHECKABLE, CROSSABLE, OUTLINEABLE features handled automatically in the same way as the SELECTABLE attribute - also works in conjunction with RADIO buttons.

No wired in window limit. The number of open windows is restricted by the operating system used, not by PUG.

All mundane window messages handled automatically by default - ie moving, sizing, redraws, etc. Any message for any window can be trapped, without affecting the others, by user code to perform custom operations.

Custom redraw routines can be installed without the need to take full control over the redraw process.

Automatic detection of MagiC whereupon windows will work in the background and automatic conversion of the PUG keyboard shortcut convention to the new underscore convention. Future versions will make provision for other multitasking systems (lack of docs problem).

Limited VT52 terminal emulation in a window (again due to lack of docs) - again, automatic handling of messages.

PUG is wired into each program you write. It does not suffer from the disadvantage of requiring an AUTO folder program or some other operating system patch. It will run anywhere a GEM program will run.

Goal
====

I invisage PUG to be of use to all GEM programmers.

Novices will find it easy to use because it does most of the work, leaving them free to concentrate on one problem at a time.

Experts can use the (by default ignored) vectors to install custom code leaving PUG to deal with the mundane stuff that does not need special attention.

PUG allows small utilities to be written for GEM. Previously, too much overhead made this a daunting task. A window containing a dialogue loaded from a resource file can be produced and handled using less than 2 pages of source code.

PUG is presently linked as an object archive in Mark Williams C but I will be looking at the feasibility of producing it as an overlay so that it can be used with different languages.

Requirements
============

Good knowledge of C.

Knowledge of GEM. There's no need to be an expert because it's supposed to be easy to program!

Ability to keep good records of problems, especially on the 'lack of documentation' front on my part.

Carrot
======

Testers will get a free registered copy when it is released. Equally important is that if PUG takes off you will have gained a good head start on others. PUG will be shareware. The unregistered version will be fully functional with the additional 'bonus' of an annoying delay as each window opens.

REPLY
=====

guy@swampdog.demon.co.uk

with "PUG Test" as the subject line.

Thankyou!

--

Guy Harrison

guy@swampdog.demon.co.uk

1642. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-28 00:00:00 UTC
From: slimer@pi.net
Message-ID: <NEWTNews.19977.814930202.slimer@pi-user.pi.net>
Source record: 10681

>
> Hi !
>
> I have got a falcon with a VGA monitor connected to it. I have no access to
a
> rgb monitor.
> Ok, you are producing most of the demos for rgb monitors. But what do you
think
> about putting a small text-file to the archive, which tells me (and all the
> others) that I cannot use it.
>
> OR: programm more demos for VGA monitors.
>
> Bye,
>
> Michael Guse
>
Hi Michael

I think that about 90% of all demos are RGB only. The problem is that the Falcon is a bit slow. The high refresh rate of VGA monitors cause a lot of problems and that's why most demos are coded for RGB. The technical details are not that interesting.

Most democoders include readme files with their productions. Some demos can be run on Multisync monitors. I think that there will be no change in the future!

Slimer DBA

1643. Re: PUG

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-28 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <46u68q$7q3@turing.fwi.uva.nl>
Source record: 10682

PUG sounds really interesting. although I have almost left the GEM scene
(concentrating on X Window now) I would like to take a look at it.

--
---------------------------- Martijn Dekker ----------------------------------
Math department | PFF Software Group
University of Amsterdam | latest product: Ishido for X Window System
mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

1644. Re: A pic...

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-29 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <470avm$7nc@mercury.dur.ac.uk>
Source record: 10683

Phil Hodgkins (phodgkin@nest.demon.co.uk) wrote:

: C> I can also drag files from Freedom onto it, and it works
: OK!
: Can AV Protocol be used to call other programs to edit objects in another
: program (ala OLE 2 on the
: peecee)?

I don't think so, but there is a protocol called (IIRC) MiniOLE that
allows you to do this.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1645. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <47276f$5eu@news.tuwien.ac.at>
Source record: 10684
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4657io$2b8@news.tuwien.ac.at>,
andi@complang.tuwien.ac.at (Andreas Krall) writes:
>I have problems connecting an Iomega Zip drive to my atari TT. I think the
>problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
>hard disk driver only seeks for address 0 to 3. With general SCSI programs
>like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
>cannot be used from desktop or tos. Is there a driver which can access
>drives at address 5 or 6.
>
Thanks to everybody who suggested a solution for the problem. The correct
answer was quite simple. There is a program HDPATCH or AHDICONF included in
the atari harddisk drivers where you can configure the driver. I just
configured the driver to scan SCSI unit 5 and everything works fine. The
iomega is a very nice backup system. It can be used as a replacement for
a slow harddisk too.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

1646. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: elias@omicron.se
Message-ID: <472d7l$gff@sargas.omicron.se>
Source record: 10685

slimer@pi.net writes:

>I think that about 90% of all demos are RGB only. The problem is that the
>Falcon is a bit slow. The high refresh rate of VGA monitors cause a lot of
>problems and that's why most demos are coded for RGB. The technical details
>are not that interesting.

You can set up the VGA monitor to use 320*200 (or 320*100 used in many
true-colour productions) with 50hz refresh rate (this requires SVGA or
MultiSync of course). In this mode you only loose very little system time
and is also very good when developing, so you don't have to sit and code
on a RGB TV.

Loke / Dead Hackers Society
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1647. Re: SozobonX Math library bug

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <472jhq$pa9@cc.tut.fi>
Source record: 10686

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:

: I've found a bug in the math library for SozobonX. I just pulled down the
: latest version from the German site. The file was sozlib14.lzh. It appears
: that the library is missing the exp and log functions, and it won't compile
: anything using an of the functions in that portion of library.

With 'ar' you can check whether the object file is in the library.
If it is, the problem is that 'ld' should be directed to make multiple
passes on the library when checking for objects (there's a switch
for it I just don't remember it at the moment). I think it rather
unlikely that a math library would miss those functions.

- Eero

1648. BasePage and HISOFT Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: mvfkb@alf.uib.no
Message-ID: <472hiq$luj@ugress.uib.no>
Source record: 10687

How can I obtain the BasePage address from a program
written in HISoft Basic ?

Answers are appreciated

mvfkb@alf.uib.no

1649. Me Server's Buggered???

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: bd@st-and.ac.uk
Message-ID: <473id6$9a1@calvin.st-and.ac.uk>
Source record: 10688

Are there no messages, or is my nntphost buggered??

NNgg.

Brian

--
|> Brian Duff - University Of St. Andrews |\
|> http://www.st-and.ac.uk/~www_sa/personal/bd/ |/
Mail: bd@st-and.ac.uk

1650. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-30 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <PU85BLZ@moacs.indiv.nl.net>
Source record: 10689

Mr N A Barnes (nab@comp.lancs.ac.uk) wrote:

> The LineA variables are present in TOS 4.xx for compatibility only, and

Same for NVDI.

> may well not be supported in Future versions of the operating system

NVDI has an option to disable lineA support. This increases performance
and is also interesting to discover that many programmers still ignore
Atari's guidelines.

Waldi
--
"If you think you're busy today, just wait till next week."

1651. Problems with fputc in TURBO-C

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-31 00:00:00 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <4766n3$rn0@nyheter.chalmers.se>
Source record: 10490

I'm having problems with fputc and fgetc in TURBO-C.

The problem is that when I try to write a LF with fputc I get both a
CR and a LF. When I try to read a CR with fgetc I get nothing.
I tried to get around the problem by direct use of fwrite and fread but
that did not seem to do the trick. Does anyone know if this is a problem
with the routines in TURBO-C or if it is a more general problem with the
atari ST?

/Patrick.

1652. Programming Docs

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-31 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <474mc4emr1@mhadg.production.compuserve.com>
Source record: 10491

RE: ARGV PROTOCOL

ARGV protocol is an extension of the 'old' basepage method of passing
arguments to functions. It originated in MWC and was adopted by ATARI
with a minor change from the MWC implimentation. [Terminating the
environment after ARGV found]

to use check the size byte 128 bytes into the basepage. If it is
NOT 127 then the protocol was not used.
walk the environement strings [pointer to them is in the basepage]
until ARGV is found.
replace the 'A' with '\0' and skip to past next '\0'.
the program name,followed by the preparsed C strings stored
sequentially ending in a double \0.
ex: ARGV....\0prog name\0arg1\0arg2\0arg3\0\0
See compendium. or argvspec.arc from umich, etc.
The first 125 bytes of the command are stored in the basepage so that
programs not using ARGV protocol can attempt to recover some of the
arguments.
sed 's/[\t]+/white space/g' aa.txt ab.txt ac.txt has extended
portion of environment
ARGV...\0sed\0s/[\t]+/white space/g\0aa.txt\0ab.txt\0ac.txt\0\0
This aids programs that are 'symbolic' links, [gzip,zcat ungzip]
or programs with a multitude of arguments like
ld ... *.o [shell expanded]
See Compendium for details. This is from memory....
see also argvspec.{arc,zoo} [forget which] on umich mirrors...

1653. ATARI MIDI-NET !

Newsgroup: comp.sys.atari.programmer
Date: 1995-10-31 00:00:00 UTC
From: SUNIP073@KISPAN.RZ.UNI-KIEL.DE
Message-ID: <475n9c$ajg@infosrv.rz.uni-kiel.de>
Source record: 10492

Hi there !

I was wondering what programs there are for MIDI-connected Atari STs.
Could u PLEASE help me !
Of course I know MIDIMaze (2 and beta-version of 3), but there must be more
than that ! or not ?
BTW, I'm about to write a few programs that make use of the MIDI-net myself
!
(right after my exams now ...)

* Are there still people, who write MIDI-net-games, or at least WANT some
new ones ?

* What the hell is available anyway ???
(I would like to make a list of all "Midi-net-workable" stuff ...)

* And is there still somebody wroking on MIDIMaze 3 or was that project
given up ?

! please folks ! I need some answers !
(best per EMail -> <NIP73@rz.Uni-Kiel.d400.de>
... I'll send a follow-up myself if it's worth it ;)
Yours ,
SEGRATIS

-=-
Andreas ,,SEGRATIS'' Bunten -=-=- <NIP73@rz.Uni-Kiel.d400.de>

"Pride is all very well, but a sausage is a sausage."
(Terry Pratchett, Men At Arms)
-=-

1654. 8 bit programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: derek fern <derek@dfern.demon.co.uk>
Message-ID: <815241879snz@dfern.demon.co.uk>
Source record: 10493

Hi to any 8 bit programmers, I need help to transfer 8 bit Atari boot Disks
to .com files can any body help. Please Call.
--
derek fern

1655. Atari Portfolio info

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: jens@mailbox.calypso.net
Message-ID: <478dmj$i9b@news.calypso.net>
Source record: 10494

Hello!

I'm writing this on behalf of a friend of mine, and I'm not perfectly sure whether my choice of group is appropriate.

Anyway, he's looking for info about the Atari Portfolio, especially concerning low-level programming of it and its hardware. Thus, all information such as interrupt lists, ports, screen access etc is greatly appreciated.

Mail reply to jens@mailbox.calypso.net is preferred.

Regards,

Jens Larsson

1656. Re: Falcon video registers..

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.951101114844.9200A-100000@[130.225.56.243]>
Source record: 10495

On 24 Oct 1995, John Kormylo wrote:

> There is always vq_extnd(), but you have to open a VDI virtual
> workstation first.

Well I think he could use the get monitor (XBios) function..

Jakob :)

1657. Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <478s4v$3hb@whitbeck.ncl.ac.uk>
Source record: 10496

```
Arto Jalkanen (ajalkane@lk-hp-15.hut.fi) wrote:
> I don't know how your program is built, but it sounded to me
> like you was waiting for the right mouse button in busy loop
> similar to this:
> DO
> EVNT_TIMER(something low I guess)
> WHILE (MOUSEK <> 2)

> If this is the case, mouse droppings will happen while being in this
> loop. You should make this call using AES functions instead.
> Like evnt_button(I can't remember the parameters).

Alternatively you could take a lower level approach by using vex_motv()and vex_butv()
to hook the vdi's mouse handling routines directly. This is what I do in XaAES
(but then, I had to, as XaAES runs from MINT.CNF, before the GEM AES has been
initialised).

A better idea is to stop using GFA and rewrite in C (or C++ / Objective C if you are
feeling adventurous).

Craig.
```

1658. Re: Problems with fputc in TURBO-C

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30973C9B.2AAC@imc.exec.nhs.uk>
Source record: 10497

Patrick Forsberg wrote:
> The problem is that when I try to write a LF with fputc I get both a
> CR and a LF. When I try to read a CR with fgetc I get nothing.
> I tried to get around the problem by direct use of fwrite and fread but
> that did not seem to do the trick. Does anyone know if this is a problem
> with the routines in TURBO-C or if it is a more general problem with the
> atari ST?

You'll get the same with DOS. '\n' is a single ASCII character, however under
TOS and DOS, lines in a text file are ended with *two* characters. If you
open the file as a text file (fopen("filename", "w")) all the fput/fwrite
calls will translate single '\n's into '\r\n's.

Just open the file in binary mode -- fopen("filename", "wb").

--Chris

1659. PsiNet

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-01 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3572phodgkin@nest.demon.co.uk>
Source record: 10498

In a message of <30 Oct 95 17:06:02>, C.Ridd@imc.exec.nhs.uk (90:100/106)
writes:

>> Can AV Protocol be used to call other programs to edit objects
in
>> another program (ala OLE 2 on
the
>>
peecee)?
C>

C> No. The GEM Tube was quite a nice protocol which allowed that
sort
C> of stuff, but that's dead and buried
:-(

I thought there were a few problems with the Tube that killed
it!

Phil

~ There is no such thing as a "Fail Safe" design.
~

--

1660. Pfork in MiNT doesn't work??

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-02 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <47ad2o$5hs@nntp.hut.fi>
Source record: 10499

Hi, I have troubles getting Pfork to work in MiNT (MultiTOS).
It is supposed to create a copy of the current process and
run the new and the old process at the same time, right?

Well I couldn't get it work, so I wrote a little program
that tests it:

```
main()
{
long a;
a = Pfork();
printf("Pfork: %d\n", a)
if (!a) something();
else something_else();
}
```

This is my test program in principle. But what did come out?
Printf came only once, resulting 0 (ie. run in child), and
the main program was back running not before the child
had finnished!! Could someone please help me. This is
a bad problem :-(. Because of this, It's impossible to
make a GEM program wait for AES events and MiNT events
at the same time (I mean MiNT's pipes with Fselect).

I'm using Lattice C 5.6 together with FreeMiNT 1.12h4 and
MultiTOS AES 4.1

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

1661. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-02 00:00:00 UTC
From: tin@b02.informatik.Uni-Bremen.DE
Message-ID: <47acl2$bf0@gina.zfn.uni-bremen.de>
Source record: 10500

In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
|> What about those Falcon's that are BUS-accelerated, like 18 or 20 Mhz BUS.
|> That should do the trick - shouldn't it ?
|>
|> Keep Cool and Flying...
|>
|> ChainXOR...

But only a few Falcon-user are owning such speeders. We don`t want to make demos only for a few persons, but for all Falcon-owners (even if they have to connect an RGB-monitor). Surely we could do much neater effects by using speeders, but that's not the point. Our aim is to do neat effects _without_ using any hardware-expansions. If there will be more speeded Falcons in the future, the scene may use them, but actually it makes not a lot of sense...

Bye,
The Innovator (tIn of NEWline/Absence of The Independent)

1662. Programming Tool Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <47bmh0$nat@inca01.inca.co.nz>
Source record: 10501

I am after a tool (ie piece of software) that I can install on my TT to do the following task...

If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog box with the words "get some sleep" emblazoned across it.

Does anyone know where i can find it? Or will I have to spend aeons writing it?

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, let's just flame AOL regardless.

1663. Calling appl_exit in CPXes

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <3099EB09.4E2@imc.exec.nhs.uk>
Source record: 10502

All the CPX code I've seen (and written!) contains an appl_init call in the cpx_init function, but nowhere does it actually do an appl_exit.

AES 4.1 certainly keeps some kind of state for an appl_init call, as successive calls to the CPX (and appl_init) return ever-increasing application IDs.

Should CPXes call appl_exit? What does appl_exit *really* do?

--Chris

1664. PUG Test

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <47d4co$fdf@m1.cs.man.ac.uk>
Source record: 10503

Hi, I would like to try PUG / test it for you... however, I dont have Mark williams C. I have GCC, and have been trying to find a nice modern GEM library that I get to work...

My system is a 4mb Falcon using AES 4.1 with MiNT 1.12... My GCC version is 2.6.3, but I have yet to succeed in getting it to compile any GEM program that I have written with Prospero C...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

1665. Enhanced GEM

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: John Bayly Levon MNA <levonj5@cs.man.ac.uk>
Message-ID: <47d7hm$gh2@m1.cs.man.ac.uk>
Source record: 10504

Is there an English version of Enhanced GEM? If not, is there a decent GEM C
package for Lattice C ?
--
****
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases -
Robert AW, Grand Master of Operation Mindfuck

1666. Re: PUG Test

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <47d7te$gq0@m1.cs.man.ac.uk>
Source record: 10505

```
Oops. wrong button...

Anthony

--
------------------------------------------------------------------------

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...
------------------------------------------------------------------------
```

1667. AutoZeST in colour ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1995Nov3.200126.21749@zippy.dct.ac.uk>
Source record: 10506

The docs for AutoZeST mention that the author saw a colour version
running at a computer show, and I've seen a couple of programs (eg SoundLab)
that look like AutoZest interfaces. Is a colour version available, either
from an ftp site, or from a freeware/shareware author.

At the moment, I'm using a mono emulator to create screens and only using
the top half, but this causes a few probems with aspect ratios,
especially with text and slider bars.

thanx

the hatter

1668. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: pohl@vtdev.vt.platinum.com
Message-ID: <DHHIon.7xu@gateway.platinum.com>
Source record: 10507
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger) wrote:

>Todd F. Herschberg (herschberg@gnn.com) wrote:
>: I am attempting to create a freeware listing of
>: shareware authors and how to contact them. If you are
>: a shareware author

>For everyone who doesn't want to wait for that try:
>http://www.leo.org/

Actually, that site involves a considerable wait. It's one of the
slowest I've ever seen. I think I'd rather wait for Todd.

"We've seen the rings of |"We make up what we can't| "" (The Dixie Dregs,
smoke through the trees; | hear, then we sing all | Bring 'em Back Alive)
we're how all the words go."| night." (Sonic Youth, |----------------------
(Game Theory, Lolita Nation)| Daydream Nation) | pohl@platinum.com

1669. PAK 68/3

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47e8s0$ou6@tornix.tornado.be>
Source record: 10508

Hi,

Does anyone have some experiences with the PAK 68/3?
A specially with a Mega STE and 50 MHZ, mor memory and
a vga card?

Please help, Jan Dooms. <jandooms@tornado.be>

1670. Christmas Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-03 00:00:00 UTC
From: John.Kormylo@f7861.n106.z1.fidonet.org
Message-ID: <619_9511040122@tagenda.sccsi.com>
Source record: 10509

E.L.F. Software
Sale Announcement

From now until Christmas '95, the English version of Pure C's help files will be available for half off the normal rate. For a mere $25 U.S. you can have hypertext documentation corresponding to over two megabytes of source text.

Not only does this include all of Pure C's features (some of which were previously undocumented), it includes descriptions for every function in the link library, both C and assembly language references, a memory map, and hardware documentation including such things as the SCC and SCSI controller register descriptions (not available in any other Atari reference).

If you have Pure C and are not using the help feature, you're missing out on half of power of the Pure C development package! Nor will this deal be available again.

Send a check, cheque, bank draft or money order to E.L.F. Software, 9614 Oregano Circle, Houston, TX 77036. There is a $5 service charge for non-USA postal orders.

P.S. This package includes a free upgrade to Pure C 2.0 when it becomes available. Also, the install program require 2 Meg RAM.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@f7861.n106.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

1671. Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47g2b1$8a2@news.iesd.auc.dk>
Source record: 10510

In article <478s4v$3hb@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
> Arto Jalkanen (ajalkane@lk-hp-15.hut.fi) wrote:

> to hook the vdi's mouse handling routines directly. This is what I do in XaAES
> (but then, I had to, as XaAES runs from MINT.CNF, before the GEM AES has been
> initialised).
>
> A better idea is to stop using GFA and rewrite in C (or C++ / Objective C if you are
> feeling adventurous).

Sorry to bug in - But what is XAES ?

Keep Cool and Flying...

ChainXOR...

1672. Re: Dumb things done whilst programming

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.951104201510.21869A-100000@mars.dsv.su.se>
Source record: 10511

> :Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> :
> :: >What are the dumbest things you have done whilst programming the Atari?
> :: >Something that takes ten seconds to fix, but you took four hours to work
> :: >out what that ten second fix was?

The dumbest thing I've ever done was trying to program in 'prolog'. Took me at least four hours to figure out just how to get started. Then four hours of implementation. Then another four hours to finish it. Then four hours more trying to understand why it works now, and not before!

But it looks like it was written in just ten seconds. :-)

// Jens M Andreasen

1673. playing wave files, programmed in GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: Jan Dooms <jandooms@tornado.be>
Message-ID: <47gucf$auj@tornix.tornado.be>
Source record: 10512

```
Hi,

Does anyone know how to program in GFA Basic,
to play simple .SND wave files?
Send me the information please.

Greetings, Jan Dooms. <jandooms@tornado.be>
```

1674. AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <47g6gj$3v0@irzr17.inf.tu-dresden.de>
Source record: 10513

In article <47cuht$4km@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:

> (XaAES is a MiNT specific replacment AES I'm working on)

Cool... this is already the third efford towards an MiNT specific AES replacement I've heard of (the other two being "MINA" by Martin Osieka <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

How do you plan to distribute your AES -- commercially or as freeware? The "X" in "XaAES" sounds like it will work on the top of X11, is that true?

I've already announced the following in maus.gui.gem, and this is a good opportunity to repeat it here:

I'll donate DM 200 (something like US$ 130) to anyone who holds a copyright to a working AES 4 replacement (MultiTOS workalike) and who is the _first_ to place his AES sources under the GNU License (GPL2).

One person already announced to support this "sponsoring program" with DM 100. Anyone else?

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1675. Stream to Device

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_9a0fa267_Per.Erik.Peterson@asb2.ct.se>
Source record: 10514

From: per-erik_peterson@asb2.ct.se

Hello evryone.

I'm a newbeginner in GEM using Pure C and I want to try to make a simpel phonebook that calls the number I chose. So I wonder if anyone can give me a clue or a little sourse ex that show us how to use bconout, bconin and so on. In the end we will use this type of functions to send/reasive things thru the cartridge port but thats a later problem. See you.

--==> Mvh.!! Per-Erik "Pekka" Peterson <==--

per-erik_peterson@asb2.ct.se

Gothenburg Sweden

1676. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <309cf8fc9df12@discworld.oche.de>
Source record: 10515
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,

Pohl Longsine (pohl@vtdev.vt.platinum.com) wrote:

PL>>http://www.leo.org/
PL>
PL>Actually, that site involves a considerable wait. It's one of the
PL>slowest I've ever seen. I think I'd rather wait for Todd.

Leo.org is quite fast, actually ... the problem is that yiou are on the
other side of the ocean. Most of your sites are unacceptably slow for
us, currently.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1677. AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-04 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <815656181.24653@sf_pc.itl.co.uk>
Source record: 10516

Can anyone tell me where I can get the documentation for the complete definition of the AV protocol ???

Thanks in advance...

Steve Found

1678. Re: Programming Tool Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <47hh9m$knf@news.cc.utah.edu>
Source record: 10517

Gaven Miller (gmiller@inca.co.nz) wrote:
: I am after a tool (ie piece of software) that I can install on my TT to do
: the following task...

: If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog
: box with the words "get some sleep" emblazoned across it.

: Does anyone know where i can find it? Or will I have to spend aeons
: writing it?

Does such a tool actually exist? It doesn't sound like it'd be TOO hard to write... A TSR that checks the time every so often (via the VBL) and which program is currently running ought to do the trick. I imagine the hardest part would be figuring out if one of the three programs you listed is running. (It's been quite a while since I programmed on the Atari, so I'm not sure about that last bit.)

1679. Re: playing wave files, programmed in GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <47hhff$knf@news.cc.utah.edu>
Source record: 10518

Jan Dooms (jandooms@tornado.be) wrote:
: Hi,

: Does anyone know how to program in GFA Basic,
: to play simple .SND wave files?
: Send me the information please.

: Greetings, Jan Dooms. <jandooms@tornado.be>

Are SND sampled sound files? If so, there's a bit of binary code
(BASCODE.EXE) that's used in a lot of GFA programs to play such sounds.
I'll see if I can dig up the code.

1680. Re: Pfork in MiNT doesn't work??

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: dancer@gateway1.brisnet.org.au
Message-ID: <47idid$dkd@gateway1.brisnet.org.au>
Source record: 10519

```
Arto Jalkanen (ajalkane@lk-hp-11.hut.fi) wrote:
: Hi, I have troubles getting Pfork to work in MiNT (MultiTOS).
: It is supposed to create a copy of the current process and
: run the new and the old process at the same time, right?

: Well I couldn't get it work, so I wrote a little program
: that tests it:

: main()
: {
: long a;
: a = Pfork();
: printf("Pfork: %d\n", a)
: if (!a) something();
: else something_else();
: }

: This is my test program in principle. But what did come out?
: Printf came only once, resulting 0 (ie. run in child), and
: the main program was back running not before the child
: had finnished!! Could someone please help me. This is
: a bad problem :-(. Because of this, It's impossible to
: make a GEM program wait for AES events and MiNT events
: at the same time (I mean MiNT's pipes with Fselect).

: I'm using Lattice C 5.6 together with FreeMiNT 1.12h4 and
: MultiTOS AES 4.1

There is a later version of the kernel where non-blocking fork()s were
added. 1.12h4 was the last version not to have it.

D
```

1681. Re: Lexicon V1.0 (Simulates keyboard using mouse), author needs help with problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <47ites$dje@whitbeck.ncl.ac.uk>
Source record: 10520

Henrik Lunardi Weide (chainxor@control.auc.dk) wrote:
> Sorry to bug in - But what is XAES ?

XaAES ain't AES.
A replacment for the GEM AES written exculsivley for MiNT. Written by me.
First beta at the end of November.
More details to come nearer the end of the month.

Craig.

1682. Re: Pfork in MiNT doesn't work??

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <47j55s$7l5@irzr17.inf.tu-dresden.de>
Source record: 10521

In article <47idid$dkd@gateway1.brisnet.org.au>,
Dancer <dancer@gateway1.brisnet.org.au> wrote:

> There is a later version of the kernel where non-blocking fork()s were
> added. 1.12h4 was the last version not to have it.

Not true; see my other posting <47bpk0$dut@irzr17.inf.tu-dresden.de>.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1683. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <47jcfr$i@nyheter.chalmers.se>
Source record: 10522

In article <47acl2$bf0@gina.zfn.uni-bremen.de>,
Mark Fechtner <tin@b02.informatik.Uni-Bremen.DE> wrote:
>In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide)
writes:
>|> What about those Falcon's that are BUS-accelerated, like 18 or 20 Mhz BUS.
>|> That should do the trick - shouldn't it ?

> But only a few Falcon-user are owning such speeders. We don`t want to make demos
> only for a few persons, but for all Falcon-owners (even if they have to connect
> an RGB-monitor). Surely we could do much neater effects by using speeders, but

But aren't you already doing your demos for only a small number of us?
I can't believe the majority of Falcon owners use RGB monitors.

Anyway, I think the point about the bus acceleration was that a Falcon with
such could possibly handle the normal RGB demos' bandwidth requirements
even if it was using a VGA monitor.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1684. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <47iu6n$dje@whitbeck.ncl.ac.uk>
Source record: 10523

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
> > (XaAES is a MiNT specific replacment AES I'm working on)

> Cool... this is already the third efford towards an MiNT specific AES
> replacement I've heard of (the other two being "MINA" by Martin Osieka
> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

:) - I guess it's all wide open. We'll have a compo to see who's is best, then everyone can use that.

> How do you plan to distribute your AES -- commercially or as freeware?

I'm going to release source and binary distributions. I'd love for people to change the code, improve it and send me patches to include in subsequent versions. It's being done that way as I don't program atari for money, just for fun. So, freeware...

> The "X" in "XaAES" sounds like it will work on the top of X11, is that
> true?

No, that's a little miss-leading. The X is for Xperimental, or Xtended, or Xpandable. It does have a little in common with X11 in that it is client -server based (uses pipes to go between client apps and the GUI server). Don't worry though, the trap handler interfaces to the pipes system so that ordinary GEM programs still work, but don't sit in super mode at all.

> I'll donate DM 200 (something like US$ 130) to anyone who holds a
> copyright to a working AES 4 replacement (MultiTOS workalike) and who
> is the _first_ to place his AES sources under the GNU License (GPL2).

Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't (but that said, money is always nice). I'm releasing the source regardless though (note that they are for Lattice C, not GNU or Turbo).

Craig Graham.

1685. To Andy from Stefan

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-05 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <3582phodgkin@nest.demon.co.uk>
Source record: 10524

In a message of <03 Nov 95 17:17:42>, msumik@eua.ericsson.se (90:100/106) writes:

m> I've had some problems getting vro_cpyfm to work (on my Falcon).
m> I use it to copy a portion of the screen and later restore it.
m> Should I set fd_addr in the FDB for the screen to zero or
m> should I set the whole FDB pointing to zero in the invocation
m> of vro_cpyfm ? What should the other parameters be set to ?

Here's an extract of code I use with vro_cpyfm, the first function should be of interest to you as it fills in MFDBs. I've added comments to what I can remember.

I wrote it to store and then restore parts of the screen screen, sbn keeps track of the last block saved and this is always restored first - I use it to restore the screen after a dialogue has exited.

```
MAX_SCR_BUFFERS
5

void
*scrn_buffer[MAX_SCR_BUFFERS];
char
sbn=0;
short scr_xr, scr_yr,
scr_nplanes;
MFDB sblock,
mblock;

void fill_mem_MFDB(short
pxy[4])
{

mblock.fd_addr=scrn_buffer[sbn];
mblock.fd_w=(pxy[2]/16+1)*16; // Width of block in
pixels
mblock.fd_h=pxy[3]+1; //
Height..
mblock.fd_wdwidth=pxy[2]/16+1; // Width of block in words (I
```

```
think)
mblock.fd_stand=0; // Device specific format (leave
in
// screen
format?
mblock.fd_nplanes=scr_nplanes; // Number of screen
planes
// (=work_out[4] given by
vq_extnd)

mblock.fd_r1=mblock.fd_r2=mblock.fd_r3;
// Reserved for future use, I
forget
// why I did this, it may be a
copy
// of someone elses
code
}

char v_save_screen(short
pxy[4])
{
long
mem;
short
bxy[8];
char
done=TRUE;

v_hide_c(handle);

if(sbn<MAX_SCR_BUFFERS)
{
// Calc memory
needed

mem=(pxy[2]/16+1)*2*(pxy[3]+1)*scr_nplanes;

if((scrn_buffer[sbn]=Mxalloc(mem,0))!=NULL)
{
fill_mem_MFDB(pxy); // Sets up the MFDB for the memory
block
sblock.fd_addr=NULL; // VDI will set up MFDB if addr is
NULL

bxy[0]=pxy[0];

bxy[1]=pxy[1];

bxy[2]=pxy[0]+pxy[2];

bxy[3]=pxy[1]+pxy[3];

bxy[4]=0;
```

```
bxy[5]=0;

bxy[6]=pxy[2];

bxy[7]=pxy[3];

vro_cpyfm(handle,S_ONLY,bxy,&sblock,&mblock);

sbn++;

}
else
done=FALSE;

}
else
done=FALSE;

v_show_c(handle,1);
return
done;
}

void v_restore_screen(short
pxy[4])
{
short
bxy[8];

v_hide_c(handle);

if(sbn>0)
{

sbn--;

fill_mem_MFDB(pxy);

sblock.fd_addr=NULL;

bxy[0]=0;

bxy[1]=0;

bxy[2]=pxy[2];

bxy[3]=pxy[3];

bxy[4]=pxy[0];

bxy[5]=pxy[1];

bxy[6]=pxy[0]+pxy[2];

bxy[7]=pxy[1]+pxy[3];

vro_cpyfm(handle,S_ONLY,bxy,&mblock,&sblock);
```

```
Mfree(scrn_buffer[sbn]);
}

m> Also, I need to (dynamically) allocate a piece of memory to
store
m> the screen in. I'm running HiSoftC to develop and when I reach
say
m> 951f the finished code I switch to LatticeC v3.x and
start
m> compile. Is malloc safe ? How much memory can I allocate in malloc
?
m> Is there a limit ? Are the limits the same in HiSoftC as in
LatticeC
m> ? Should I use Malloc (big M) instead ? Is it safer ? Are there
no
m> memory limits in Malloc
?

m>
m> many questions, hope someone can
answer.

Sorry, I can't help you with Hisoft-C, but I do suggest that you get
Lattice
5.

Phil

~ Stop searching forever. Happiness is just next to you.
~

--
```

1686. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <47jnqg$8rp@irzr17.inf.tu-dresden.de>
Source record: 10525

In article <47iu6n$dje@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
> Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:

[Info on XaAES deleted]

Sounds nice!

How far away from releasing a first version do you think are you?

> > I'll donate DM 200 (something like US$ 130) to anyone who holds a
> > copyright to a working AES 4 replacement (MultiTOS workalike) and who
> > is the _first_ to place his AES sources under the GNU License (GPL2).
>
> Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't
> (but that said, money is always nice). I'm releasing the source regardless
> though (note that they are for Lattice C, not GNU or Turbo).

Be sure to drop me a message when you're ready.

Using Lattice doesn't mean that it will not be portable, does it? Are
you using any Lattice-specific features/libraries?

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1687. Re: Atari & Iomega ZIP100

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: d95-dkr@hemul.nada.kth.se
Message-ID: <47kss8$doe@news.kth.se>
Source record: 10526
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Andreas Krall (andi@complang.tuwien.ac.at) wrote:
: I have problems connecting an Iomega Zip drive to my atari TT. I think the
: problem is, that the Zip drive only can use SCSI address 5 or 6. The atari
: hard disk driver only seeks for address 0 to 3. With general SCSI programs
: like HDX and HDRATE (862KB/s and 31ms seek) I can access the drive, but it
: cannot be used from desktop or tos. Is there a driver which can access
: drives at address 5 or 6.

Try a better hard disk driver, like HDDriver, ICD Pro, HuSHI etc... They are
easy to configure to read those ID:s...

/ David

--

.. David... OBSERVE that my adresses have _C_H_A_N_G_E_D_ !!
.. email://d95-dkr@nada.kth.se, http://www.nada.kth.se/~d95-dkr/...

1688. Re: Pfork in MiNT doesn't work??

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <47l8e2$1d2@nntp.hut.fi>
Source record: 10527

In article <47cuht$4km@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>The way I understand it to work is that MiNT blocks the
>parent process until the child either dies or does a Pexec.

So it seems. My Lattice C documents didn't say anything about this.

> sprintf(a2,"%d",V_handle);
> if (!Pvfork())
> { // In child here
> execl("mousesrv.tos","mousesrv",a1,a2,NULL);
> }
>This definitely works (compiled with Lattice C 5.52).

But to use that I'd have to have two separate programs (if
I understood correctly). Anyways thanks for the bit,
maybe I find use for that if everything else failes.

>(XaAES is a MiNT specific replacment AES I'm working on)

That's great! Good luck to you with that project.. This
remains me, I once tried using tfork command out of MiNT
libs (this command spawns a function running at the same
time in the same memory as the parent). Now when I tried
making AES calls from this spawned process, they didn't
work (not even after appl_init). I just thought, this
probably was a problem with AES, so maybe you could correct
this.

Regards,
Arto Jalkanen
ajalkane<the funny sign>snakemail.hut.fi

1689. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47kld2$4id@news.iesd.auc.dk>
Source record: 10528

In article <47acl2$bf0@gina.zfn.uni-bremen.de>, tin@b02.informatik.Uni-Bremen.DE (Mark Fechtner) writes:
> In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
> But only a few Falcon-user are owning such speeders. We don`t want to make demos
> only for a few persons, but for all Falcon-owners (even if they have to connect
> an RGB-monitor). Surely we could do much neater effects by using speeders, but
> that's not the point. Our aim is to do neat effects _without_ using any hardware-
> expansions. If there will be more speeded Falcons in the future, the scene may
> use them, but actually it makes not a lot of sense...
>
> Bye,
> The Innovator (tIn of NEWline/Absence of The Independent)

I can understand your statement. It's also very fair :-)

But what I`m trying to say is that it would be nice to have an option like - say a menu in the beginning of a demo (or game) that asks what kind of computer one has.
Like:

1. standard Falcon (4 MB, 16 Mhz CPU, 32 Mhz DSP) (RGB/MultiSync only)
2. Falcon (4 MB, 36 Mhz CPU, 32 Mhz DSP) (VGA/RGB)
3. Falcon (4 MB, 36 Mhz CPU, 50 Mhz DSP) (VGA/RGB)

Press 1-3 to choose config.....

The game me and my friend is writing will be supporting accelerators
like the above.

Keep Cool and Flying...

ChainXOR...

1690. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <47lg5j$e7s@wn1.sci.kun.nl>
Source record: 10529

In <47iu6n$dje@whitbeck.ncl.ac.uk> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
>> > (XaAES is a MiNT specific replacment AES I'm working on)

>> Cool... this is already the third efford towards an MiNT specific AES
>> replacement I've heard of (the other two being "MINA" by Martin Osieka
>> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

>:) - I guess it's all wide open. We'll have a compo to see who's is best,
>then everyone can use that.

>> How do you plan to distribute your AES -- commercially or as freeware?

>I'm going to release source and binary distributions. I'd love for people
>to change the code, improve it and send me patches to include in subsequent
>versions. It's being done that way as I don't program atari for money, just
>for fun. So, freeware...

>> The "X" in "XaAES" sounds like it will work on the top of X11, is that
>> true?

>No, that's a little miss-leading. The X is for Xperimental, or Xtended, or
>Xpandable. It does have a little in common with X11 in that it is client
>-server based (uses pipes to go between client apps and the GUI server).
>Don't worry though, the trap handler interfaces to the pipes system so
>that ordinary GEM programs still work, but don't sit in super mode at
>all.

>> I'll donate DM 200 (something like US$ 130) to anyone who holds a
>> copyright to a working AES 4 replacement (MultiTOS workalike) and who
>> is the _first_ to place his AES sources under the GNU License (GPL2).

I'll put in another 50DM -- I'm just a poor student so I haven't got
any more to spare... Sorry!

>Gimme Gimme Gimme - well, I said it wasn't for the money, and it isn't
>(but that said, money is always nice). I'm releasing the source regardless
>though (note that they are for Lattice C, not GNU or Turbo).

Wait a minute - why only Lattice? It's bad enough that I can't
compile the MiNT kernel in Pure C, but as Lattice C is commercial,
this is even worse.

Is this limitation fundamental?

Good luck with the project! (Sounds immense to me...)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1691. Re: Programming Tool Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DHMx9t.9E6@cix.compulink.co.uk>
Source record: 10530

>I am after a tool (ie piece of software) that I can install on my TT to do
>the following task...
>
>If I am still in Lattice C, Devpac or Mon after 3AM, pop up a large dialog
>box with the words "get some sleep" emblazoned across it.
You could always try an alarm clock?!
:-)
Seriously, I used to have the alarm on the clock ACC I had set to 12
midnight!

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1692. Re: To Andy from Stefan

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <815657320_OASIS_@swampdog.demon.co.uk>
Source record: 10531

In article <3582phodgkin@nest.demon.co.uk>
phodgkin@nest.demon.co.uk (Phil Hodgkins) said:-

>mblock.fd_r1=mblock.fd_r2=mblock.fd_r3;
>// Reserved for future use, I forget
>// why I did this, it may be a copy
>// of someone elses code

It's probably irrelevent but strictly speaking they should be set to
zero.

--

Guy Harrison

guy@swampdog.demon.co.uk

1693. Re: To Andy from Stefan

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-07 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <309F23EC.1617@imc.exec.nhs.uk>
Source record: 10532

Phil Hodgkins wrote:
> I've never heard of it, which probably means that it isn't well supported
> by applications - is it new and do you know where can I get a copy of the
> specs?

Recent versions of Kandinsky do, I believe.

--Chris

1694. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-07 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <47nicn$h8h@whitbeck.ncl.ac.uk>
Source record: 10533

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
> How far away from releasing a first version do you think are you?

I'm aiming for an initial 'techie only' release at the end of november and a full blown general release in January.

> Using Lattice doesn't mean that it will not be portable, does it? Are
> you using any Lattice-specific features/libraries?

No, it just means that I'll be building with Lattice as it compiles faster and uses less memory than GNU. I don't use any of the Lattice libraries at all, just the MINTLIBs and standard VDI library.

It should compile ok with GNU or Turbo, but you'll need to change the project files a bit or do a makefile for GNU.

Craig.

1695. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-07 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <47niqd$h8h@whitbeck.ncl.ac.uk>
Source record: 10534

Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:
> Sander Stoks wrote:
> > Wait a minute - why only Lattice? It's bad enough that I can't
> > compile the MiNT kernel in Pure C, but as Lattice C is commercial,
> > this is even worse.

> Especially as it isn't being supported or developed any more.

I say again (for the last time):
I own a falcon, not a TT. Compile times with GNU are far to long to be
practical on my system, and resource usage is to high - I have 4Megs, and
my development system is to hang XaAES off trap 3 whilst I'm debugging, and
run it in tandem with AES4.1, so I can use the console windows and GEM editors.
Using GNU, I don't have enough memory to compile doing this on a 4Meg machine,
with Lattice I do. It makes no difference to end users, or in terms of compatibility
as I am still using the latest MINTLIBS with Lattice - just like you would
with GNU. I have no intention of using GNU to develop with until someone gives
me (for free):

1) An accelerator card or a TT/Medusa/Eagle
2) More memory
3) A much bigger hard drive (I already have Lattice & Turbo C installed, I don't
have space for a third compiler installation).

As no-one is going to give me those, lay off complaining that I'm developing
with Lattice ok? Or I'll buy a PC and develop with Watcom and bugger you all ;)

Craig.

1696. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-07 00:00:00 UTC
From: wkearney@access5.digex.net
Message-ID: <47nqbt$2c9@news3.digex.net>
Source record: 10535
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

Pohl Longsine (pohl@vtdev.vt.platinum.com) wrote:
: katzlbt@vuse.vanderbilt.edu (Thomas Katzlberger) wrote:
:
: >Todd F. Herschberg (herschberg@gnn.com) wrote:
: >: I am attempting to create a freeware listing of
: >: shareware authors and how to contact them. If you are
: >: a shareware author
:
: >For everyone who doesn't want to wait for that try:
: >http://www.leo.org/
:
: Actually, that site involves a considerable wait. It's one of the
: slowest I've ever seen. I think I'd rather wait for Todd.

You're not kidding. It's overseas (well, at least from the US anyway).

traceroute to hpsystem1.informatik.tu-muenchen.de (131.159.0.176), 30
hops max,
40 byte packets
1 manubrium.digex.net (205.197.245.1) 2 ms 2 ms 2 ms
2 gladiolus.digex.net (206.205.242.2) 2 ms 2 ms 2 ms
3 frontal.digex.net (206.205.247.2) 3 ms 3 ms 3 ms
4 mae-east-rt2.es.net (192.41.177.252) 6 ms 7 ms 8 ms
5 * * pppl2-umd2.es.net (134.55.12.161) 36 ms
6 ipgate2.win-ip.dfn.de (192.188.33.10) 129 ms * 118 ms
7 Duesseldorf5.win-ip.dfn.de (193.174.74.205) 161 ms 135 ms *
8 * * bro1c1.LRZ-Muenchen.DE (188.1.132.191) 2643 ms
9 129.187.9.245 (129.187.9.245) 1835 ms * *
10 bro2cz.lrz-muenchen.de (129.187.4.254) 1867 ms * 2521 ms
11 inforouter.informatik.tu-muenchen.de (129.187.220.1) 2014 ms 1857 ms *
12 * * hpsystem1.informatik.tu-muenchen.de (131.159.0.176) 1488 ms

It looks like that jump at #8 is the first of the bottlenecks.

--
| Bill Kearney | wkearney@access.digex.net | copyright 1995
| Butler, MD | http://access.digex.net/~wkearney/ | W.G.Kearney
| 410-239-0060 | ftp://ftp.digex.net/pub/access/wkearney |

This random quote brought to you by the fortune program:

Weiner's Law of Libraries:
There are no answers, only cross references.

1697. Re: Shareware Author Listing

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-07 00:00:00 UTC
From: stieber@Informatik.TU-Muenchen.DE
Message-ID: <47oci8$5nn@sunsystem5.informatik.tu-muenchen.de>
Source record: 10536
Cross-posted to: alt.comp.shareware,alt.comp.shareware.programmer,alt.msdos.programmer,comp.os.ms-windows.programmer,comp.os.msdos.programmer,comp.os.os2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.newton.programmer,comp.sys.next.programmer,comp.sys.next.software,comp.sys.amiga.programmer,comp.sys.apple2.programmer,rec.games.programmer

Bill Kearney (wkearney@access5.digex.net) wrote:

> : >For everyone who doesn't want to wait for that try:
> : >http://www.leo.org/
> :
> : Actually, that site involves a considerable wait. It's one of the
> : slowest I've ever seen. I think I'd rather wait for Todd.

> You're not kidding. It's overseas (well, at least from the US anyway).

Well, it's in munich/germany. It's blazingly fast here :)

Well, it ought to be. Some of the leo units are local here :)

Christian

--
// Christian Stieber Stieber@Informatik.TU-Muenchen.de
\// Certified Amiga Developer http://www.leo.org/~stieber/

Nobody, just nobody

1698. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-08 00:00:00 UTC
From: elias@omicron.se
Message-ID: <47qc6f$4si@sargas.omicron.se>
Source record: 10537

ajalkane@lk-hp-27.hut.fi (Arto Jalkanen) writes:

>Terrified by your threat I had to reply ;-). I agree on you all points
>about GNU. I couldn't even compile a 25 line code with GNU unless I
>killed EVERYTHING else under MultiTOS (including Desktop). That's
>why I use Lattice too, and I think it's great that your AES uses
>Lattice!

Please?? Why should it be so difficult to make a program that can compile
under _both_ Gnu and Lattice? (I won't mention the huge piece of crap
called Pure C)

Just a third thought...

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1699. Re: To all demo coders

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-08 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <47qel4$3tb@news.iesd.auc.dk>
Source record: 10538

In article <47jcfr$i@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
> In article <47acl2$bf0@gina.zfn.uni-bremen.de>,
> Mark Fechtner <tin@b02.informatik.Uni-Bremen.DE> wrote:
> >In article <474l9c$ab0@news.iesd.auc.dk>, chainxor@control.auc.dk (Henrik Lunardi Weide) writes:
>
> But aren't you already doing your demos for only a small number of us?
> I can't believe the majority of Falcon owners use RGB monitors.
>
> Anyway, I think the point about the bus acceleration was that a Falcon with
> such could possibly handle the normal RGB demos' bandwidth requirements
> even if it was using a VGA monitor.

Exactly! :-)

That was the purpose of my question.

Keep Cool and Flying...

ChainXOR...

1700. Re: SozobonX and C68

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-08 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <47qjeh$a60@duke.cs.duke.edu>
Source record: 10539

From the Holy Book of <47ahfs$anh@hippo.shef.ac.uk>
as spake by D.G.Williamson@shef.ac.uk (Daniel Williamson) :

>Does anybody know which files are needed just to make an ansi compliant
>C compiler using C68 and SozobonX.

Most of what you need you can get from a.a in Languages/c68_445b.zoo.
You'll also need the linker and preprocessor from the SozobonX package
at ftp.fu-berlin-de:/pub/atari/programming/sozobon. And I don't
remember what version of the libraries came with that package; if it's
older than pl46 (as noted in PatchLev.h), you'll need to get
Mint/Lib/mntc6846.zoo from a.a to update them.

> I an make do without some of the graphics libraries
>untill I get a hard drive so could anybody help?

Which graphics libraries do you mean? I'd advise against using SozobonX
libraries with c68; there will be incompatibilities.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

1701. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-09 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <47st5h$djd@wn1.sci.kun.nl>
Source record: 10440

In <47qc6f$4si@sargas.omicron.se> elias@omicron.se (Elias Martenson) writes:

>ajalkane@lk-hp-27.hut.fi (Arto Jalkanen) writes:

>>Terrified by your threat I had to reply ;-). I agree on you all points
>>about GNU. I couldn't even compile a 25 line code with GNU unless I
>>killed EVERYTHING else under MultiTOS (including Desktop). That's
>>why I use Lattice too, and I think it's great that your AES uses
>>Lattice!

>Please?? Why should it be so difficult to make a program that can compile
>under _both_ Gnu and Lattice? (I won't mention the huge piece of crap

That's what we meant, Craig, we weren't flaming you for using Lattice
to develop. We just got the impression that it wouldn't compile on
anything else. Sorry!

>called Pure C)

And what's wrong with Pure C?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1702. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doesn't work??)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-09 00:00:00 UTC
From: csuwi@csv.warwick.ac.uk
Message-ID: <47t12d$kdo@jaffacake.csv.warwick.ac.uk>
Source record: 10441

```
: > How far away from releasing a first version do you think are you?
: I'm aiming for an initial 'techie only' release at the end of november and a full
: blown general release in January.
Great... I should have repaired my ST by then... Will there be a binary
distribution? I have Lattice but as I have just lost a hard disk I am having
to squeeze down my system to a bare minimum... one compiler (gcc or Lattice).

How fast is it? What juicy information can you feed us about it :) No chance
of a sneak preview I guess...

--
+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
/// email: B.J.Bell@warwick.ac.uk
bjb Snail: Tocil 58M, Univeristy of Warwick, Coventry CV4 7AL
\_/ "The mind is like a parachute, it only works when it is open."-SOE
```

1703. Re: AES replacements; will sponsor GPL'd AES (was Re: Pfork in MiNT doe

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-09 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30a233a1_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10442

```
In a message Michael Hohmuth wrote to All :
>> (XaAES is a MiNT specific replacment AES I'm working on)
MH>
MH> Cool... this is already the third efford towards an MiNT specific AES
MH> replacement I've heard of (the other two being "MINA" by Martin Osieka
MH> <Martin Osieka@MZ.maus.de> and "Sigma" by <Jens_Hiescher@b.maus.de>).

There is one more. :-) It's called "OAESIS" by <d2cg@dtek.chalmers.se>. His
name is Christer Gustavsson. I believe this one is written in GCC.

// Magnus Kollberg
```

1704. DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-10 00:00:00 UTC
From: thietavu@news.abo.fi
Message-ID: <47ug56$kb8@josie.abo.fi>
Source record: 10443

What is going on with the DOOM for Falcon -project 8-) ?

We want it, want it, well.... WANT it..!!!

Greetings,

TH (DOOMed)

1705. [Help] ST disk -> PC

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-10 00:00:00 UTC
From: itig077@rossegat.uji.es
Message-ID: <47vlc2$epn@oreig.uji.es>
Source record: 10444

Does anybody know about any program to read Atari-ST disks on PC and
make an image file of them?

I would like to put all my ST disks into image files in a PC CD-ROM.

Is it possible?
Has anybody try it?

I think the problem is with autoboot ST disks.

Please answer. A can only have one computer in my room :) and I do not want
to forget my old faithfull ST :(

Davis Montanyes Sabater
Castello (Spain) 40,00 N - 0,00 E

1706. Re: [Help] ST disk -> PC

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816036204_OASIS_@swampdog.demon.co.uk>
Source record: 10445

In article <47vlc2$epn@oreig.uji.es>
itig077@rossegat.uji.es (SOLER GARCIA) said:-

>
> Does anybody know about any program to read Atari-ST disks on
>PC and make an image file of them?

A PC formatted 720Kb (80 track, 9 sectors per track) disk can be read
and written by an ST. There are various ST disk utilities which can do
the same thing.

If my guess is right that you want to read any ST disk then you might
get better results posting in a PC group for disk utilities capable of
reading non standard PC formats. There must be something!

>I would like to put all my ST disks into image files in a PC CD-ROM.
>
> Is it possible?
> Has anybody try it?
>
>I think the problem is with autoboot ST disks.

A PC should be able to read the bootsector ok. The trouble is most
autobooting disks do so because they incoporate copy protection. A
capable piece of PC software will probably think it has copied it but
when re-installed the copy protection will be gone and the disk will
refuse to boot.

>Please answer. A can only have one computer in my room :) and I do not
>want to forget my old faithfull ST :(
>
> Davis Montanyes Sabater
>

--

Guy Harrison

guy@swampdog.demon.co.uk

1707. Bourne compatible shell wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-10 00:00:00 UTC
From: jmf@informatik.uni-koblenz.de
Message-ID: <47vl26$9m7@newshost.uni-koblenz.de>
Source record: 10446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

is there any shell for the Atari that's 100% Bourne-Shell compatible?

I need it to port GNU-distributions which always require shell scripts
to configure the environment.

I tried BASH 1.13.1 that complains about "do"s on a single line, ksh
(4.8 MiNT r1.1Beta) that doesn't handle "for"-exit codes on premature
termination correctly, and sh from the MiNTOS 1.4.1 distribution, that
still requires GEMDOS-conformant suffixes to execute a program.

C-shells would be of little use as they are Bourne-shell incompatible
anyway.

There has to be a no-frills 100% Bourne-compatible shell somewhere?

Anyone got an idea?

____
Tschuess, _/_____________________________________ /
/ InterNet: jmf@scary.fido.de //
Jens / FidoNet : 2:2454/95.10 //
/ NeST : 90:400/601.10 //
/ fido.de : 242:2000/152.10 /-

1708. Re: The Mouse with MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-10 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <TNK6BCH@moacs.indiv.nl.net>
Source record: 10447

Use select() to wait for new data from /dev/mouse and any other device
simultaneously. It looks like the MiNT mouse driver is compatible with
the Sun mouse driver. Type `od -ha /dev/mouse', start moving your mouse
and see for yourself. The only documentation I know of is the source,
I believe the mouse driver is in biosfs.c.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1709. Re: DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <480pgj$gv5@nyheter.chalmers.se>
Source record: 10448

In article <47v646$l2l@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>thietavu@news.abo.fi (Tommi Hietavuo TKKK) wrote:
>
>:What is going on with the DOOM for Falcon -project 8-) ?

The easiest way to find out about that is to join our mailing list.
Information about that, as well as a lot of archived letters, can be
found on my WWW/ftp site (see .sig).
There are still no newer versions of DVIEW at the site, but the non-
distributed versions can now for example:

- draw in Falcon TC mode
- draw a rotating 2D map
- check sector height difference

We who started up the project have not had the time to do much about it
lately, but some new people have gotten involved.
One person is thinking of writing some kind of WAD editor.
Then there's Doug Little (of APEX media) and Dave Murphy (APEX?) who've
spent a lot of time the last week or so converting/rewriting into
assembler...
(I've not tried their demo version (distributed on the list today) yet,
but I'll do that very shortly. :-)

>:We want it, want it, well.... WANT it..!!!

Why don't you join the project then?
There are lots of things that need thinking about. Some would probably
not even need any programming experience at all.

>1) doom is old.

So?

>2) get any computer other than atari and you can play doom on it.

No need to get a non-Atari machine. Jaguar DOOM is great!

One day I think BAD MOOD will be playable as well, but _when_ is
anyones guess right now.
Again, join the project and make sure it's this millenium! ;-)

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1710. interrupts on the STE

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-11 00:00:00 UTC
From: Stephen Wilson <101352.2326@CompuServe.COM>
Message-ID: <480tos$5du$1@mhadg.production.compuserve.com>
Source record: 10449

Anyone out there help me with the following???
I've written a program with one half (written in 68000 assembler) interrupt-driven off Timer A in the MFP chip, and the other (written in C) performing housekeeping in a big polling loop. Now I need one more function (probably in 68000 again) that does its little job without interruption from anything, including Timer A.
Can I accomplish this by writing 0x2700 to the status register at the top of the function code (the entire program runs in supervisor mode, by the way). If it is possible to disable all interrupts 'by hand' as it were, what then happens to the timer A interrupts (or indeed any other interrupt): do they 'wait' until the function returns, or are they lost?
Any thoughts welcomed . . .

1711. Re: DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-12 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30a6251a_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10450

In a message Tommi Hietavuo TKKK wrote to All :
THT> What is going on with the DOOM for Falcon -project 8-) ?

There will be some movement realy soon now. Doug have soon finished his rewrite and he have sent me an demoversion of it. It's faster and better looking than ever. :-) When he is finished with this one, he will move to the DSP and then things will start to get MOVING! :-))

THT> We want it, want it, well.... WANT it..!!!

We all want it! :-))

cheers,
Magnus Kollberg

1712. Re: Pfork in MiNT doesn't work??

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-12 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.951112105919.25297A-100000@mars.dsv.su.se>
Source record: 10451

On 3 Nov 1995, Craig. Graham wrote:

> The way I understand it to work is that MiNT blocks the
> parent process until the child either dies or does a Pexec.

What about: system("child.prg arg1 arg2"); ?

// Jens M Andreasen

1713. Mint Process Priorities

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48643s$sl9@dux.dundee.ac.uk>
Source record: 10452

Does the adaptive prioritisation system in MiNT actually have any effect?
If not would it be possible to implement a system which set the backgound
processes to run on a lover level of priority, e.g like MagiX? Perhaps
some modification to the MiNT kernal source may be in order, where can
I get a copy for Pure C?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

1714. Mint Process Priorities

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4864dq$sl9@dux.dundee.ac.uk>
Source record: 10453

Does the adaptive priority system in Mint/MultiTOS have any effect?
By this I mean do programs which are running in the backgound actually
receive compartively less CPU time?

If not would it be possible to implement it in the MiNT kernal? If so
where can I get the MiNT kernal in Pure C form from?

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

1715. Re: DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <48718i$5i@news.iesd.auc.dk>
Source record: 10454

In article <47v646$l2l@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
> thietavu@news.abo.fi (Tommi Hietavuo TKKK) wrote:
>
> :What is going on with the DOOM for Falcon -project 8-) ?
> :
> :We want it, want it, well.... WANT it..!!!
>
> 2 things:
>
> 1) doom is old.

And ?

> 2) get any computer other than atari and you can play doom on it.

Yes, and there exists a lot of .WAD-files out there, which are nice to be able to
play on the Falcon too.
- And by the way, you can't DOOM for the Amiga. (not yet at least)

> hope this helps.

I don't think so.

> :
> :
> :Greetings,
> :
> :TH (DOOMed)
>
>
> --
> --------------------------- Martijn Dekker ---------------------------------
> Math department | PFF Software Group
> University of Amsterdam | latest product: Ishido for X Window System
> mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/pff.html

Keep Cool and Flying...

ChainXOR...

1716. Portfolio communication

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <487b76$qot@daneel.sds.no>
Source record: 10455
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

```
Portlink ST - Program for file transfer between Portfolio and Atari ST
""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

Since the sales have been low I now release it into the public domain!

To companies that sell other products for communication Portfolio-ST:
this is not a rip-off, but a result of hard work and lots of research
with the help of other Atari ST developers both in Norway and Germany.

The ST software communicates with the build-in Portfolio file-transfer-
program and use the Portfolio parallel-interface and Portfolio-PC cable

The cable needs some modifications, but no one should have any problems
The communication speed is much faster than with a PC - And it's free !

Binaries & documentation at: ftp.oslonett.no/user/larserik/portlink.zip
or at ABK-BBS in Norway: Call +4767132659 and get the file PORTLINK.ZIP

Source-code is available on request, send email to adress in signature.

--
Lars-Erik 0sterud Home +4767131571 Data/fax 67132659 larserik@oslonett.no
Atari Developer Work +4722886938 Mob/page 94441729 leo@merkur.sds.no
SysOp ABK-BBS Info/Picture at http://www.oslonett.no/~larserik/
```

1717. ST Basic -> Hisoft Basic (quite long)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: jpb3@ukc.ac.uk
Message-ID: <13705@gos.ukc.ac.uk>
Source record: 10456

For the last few days, I've been desperately trying to convert an old ST Basic (yes I know, *puke*) program into Hisoft Basic. The first thing I did was just load it straight in and see how well it compiled.

It compiled OK, but there were a few bugs with the "graphics". I therefore started looking through the code, and trying to clean it up. No small task when all the control the program had was GOTO and GOSUB!!!!!

I've now got it reasonably respectable (i.e. subroutines everywhere, except for the main code, which is totally inpenitrable). The only problem is that there are a lot of weird POKE's around that I wish I could understand. I figured one type out, which drew a rectangle. It took the form:

```
POKE PTSIN,x1:POKE PTSIN+2,y1:POKE PTSIN+4,x2:POKE PTSIN+6,y2
```

I've now replaced most of these with the rather better:

```
v_bar x1,x2,y1,y2 :) :)
```

Below is an (admittedly rather long extract) of the code, I wonder if any of you programming gods (sluuuurp!) could help me decode some of it.??

```
=========CRUDDY CODE STARTS HERE================

POKE SYSTAB+24,1:REM 022786
CN=CONTRL:IN=INTIN:PT=PTSIN

SUB sub1:
SHARED CN, IN
POKE CN,3:POKE CN+2,0:POKE CN+6,0:VDISYS(1):POKE CN,14:POKE CN+6,4
POKE IN,0:POKE IN+2,930:POKE IN+4,930:POKE IN+6,930:VDISYS(1)
POKE IN,3:POKE IN+2,500:POKE IN+4,500:POKE IN+6,950:VDISYS(1)
END SUB

SUB sub2:
SHARED CN, IN
POKE CN,123:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
END SUB

SUB sub3:
SHARED PT, CN
POKE PT,0:POKE PT+2,0:POKE PT+4,639:POKE PT+6,199
POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
COLOR 1,3,1,8,2
VDISYS(1)
COLOR 1,1,1,0,0
END SUB
```

```
SUB sub19:
SHARED CN, PT, IN, XL, YL, D$
POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
POKE PT,XL:POKE PT+2,YL:POKE PT+4,XL+44:POKE PT+6,YL+30
VDISYS(1)
IF RIGHT$(D$,1)="H" OR RIGHT$(D$,1)="D" THEN COLOR 2
POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
POKE PT,XL+2:POKE PT+2,YL+8:VDISYS(1)
POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+2:POKE PT+2,YL+16:VDISYS(1)
POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,1800:VDISYS(1)
POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
POKE PT,XL+42:POKE PT+2,YL+22:VDISYS(1)
POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+42:POKE PT+2,YL+14:VDISYS(1)
POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
COLOR 1
END SUB

SUB sub20:
SHARED IN, CN
POKE IN,36
POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
END SUB

SUB sub22:
SHARED CN, PT, IN, R, W8, T4
COLOR 1,3,1,8,2
POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199:VDISYS(1)
COLOR 1,1,1,0,0
COLOR 2
POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,36:VDISYS(1)
text 480,8," "
text 112,8,STR$(R)
text 192,8,STR$(W8)
text 296,8,STR$(T4)
POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
COLOR 1
END SUB

SUB sub49
SHARED CN, IN
POKE CN,122:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
END SUB

SUB sub52:
SHARED IN, CN
POKE IN,0
POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
END SUB

SUB sub53:
SHARED PT, CN
POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199
```

```
POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
COLOR 1,3,1,8,2
VDISYS(1)
COLOR 1,1,1,0,0
RETURN
```

==========END OF CRUDDY CODE==========

I also tried redoing some of the mouse handling routines, but gave up when I couldn't get vq_mouse to work... :(

Below is a typical mouse handling routine (it draws 2 boxes, labelled yes and no, and allows you to click on either one)

At the moment it still uses the horrible PEEKS to read the mouse position. The problem is that well, it doesn't work! Anyone tell me what's wrong with it??

/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

```
FUNCTION yes_no:
STATIC mx,my,mb
sub2
ding
v_hide_c
v_rbox 500,172,549,184
v_rbox 551,172,600,184
text 514,181,"YES"
text 568,181,"NO"
v_show_c 0
sub49

DO
DO
VDISYS(1)
mb=PEEK(INTOUT)
mx=PEEK(PTSOUT)
my=PEEK(PTSOUT+2)
LOOP WHILE mb=0
LOOP UNTIL mx>=501 AND mx<=599 AND my>=173 AND my<=183

IF mx<550 THEN yes_no=1 ELSE yes_no=0
END FUNCTION
```

/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

Thanks for any help I may get.....

John

P.S.

Just in case anyone cares, the program is actually a bridge playing game which is really quite good. OK, not exactly very graphical but still good.

I want to recompile it with Hisoft Basic, because running it in ST Basic is painful. So SLOW!!!

--
+===+
| John Beranek | Third Year Computer Systems Engineer, University of Kent. |

1718. Re: Mint Process Priorities

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <487khv$17l@irzr17.inf.tu-dresden.de>
Source record: 10457

In article <4864dq$sl9@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:

> Does the adaptive priority system in Mint/MultiTOS have any effect?
> By this I mean do programs which are running in the backgound actually
> receive compartively less CPU time?
>
> If not would it be possible to implement it in the MiNT kernal? If so
> where can I get the MiNT kernal in Pure C form from?

It is at least supposed to work, but not in such a ways that programs
running in the backgound get less CPU. It's just supposed to give
interactive programs a quicker response time and to punish programs
polling the BIOS or running in supervisor mode for a long time.

Feel free to hack on the MiNT kernel. If you plan to do that, you
should probably subscribe to the MiNT mailing list at
<mint-request@terminator.rs.itd.umich.edu>; the list address is
<mint@terminator.rs.itd.umich.edu>.

There are two flavours of MiNT: Atari MiNT and FreeMiNT; both are free
and subject to the same licenses. You can get Atari MiNT 1.12 at
atari.archive.umich.edu, and the latest FreeMiNT sources are at
<URL:ftp://ftp.inf.tu-dresden.de/pub/atari/Mint/Kernel/>; I believe
that v1.12.5 (the latest version) needs some minor tweaking to make it
compile with Pure C. The next version (due early next year) will
better support Pure C.

(I don't know if the original Atari MiNT 1.12 can out of the box be
compiled with Pure C.)

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1719. Cross compiling PC--> ATARI ST

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: jaccom@ambrosia.knoware.nl
Message-ID: <4881nu$brb@news.knoware.nl>
Source record: 10458

I've heard of somebody (yes I don't know who) who has crosscompiled with gnu-c from a PC to an ST.

Does anyone know of a way to do so. I know that with djgpp you can create a coff for 68k processors. but can you also link it into a prg?

Thanks in advance,

Jacco van Muiswinkel
jaccom@ambrosia.knoware.nl

1720. Re: Programming Tool Wanted

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816256888_OASIS_@swampdog.demon.co.uk>
Source record: 10459

```
In article <1995Nov10.142654.443@genrad.co.uk>
hillsp@genrad.co.uk (Paul Hills) said:-

>In article <47bmh0$nat@inca01.inca.co.nz>,
>gmiller@inca.co.nz (Gaven Miller) writes:
>
>>I am after a tool (ie piece of software) that I can install on my TT
>>to do the following task... If I am still in Lattice C, Devpac or Mon
>>after 3AM, pop up a large dialog box with the words "get some sleep"
>>emblazoned across it. Does anyone know where i can find it? Or will I
>>have to spend aeons writing it?
>
>
> Why not write one yourself? :-) :-)
>
>

Perhaps the following accessory...

for (;;) {
get events;
if MU_TIMER {
if (
time > 3am &&
(
appl_find(lattice) != -1 ||
appl_find(Devpac) != -1 ||
appl_find(Mon) != -1
)
) {
"Get some Sleep"
}
}
}

The details I leave for you.

--

Guy Harrison

guy@swampdog.demon.co.uk
```

1721. GCC Funny Business

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: root@grasper.demon.co.uk
Message-ID: <816305058.3909@grasper.demon.co.uk>
Source record: 10460

I have been trying to port over a lot of unix source to linux68k
and keep getting very strange errors in preprocessing and have come
across this anomaly that maybe someone can explain to me .

BTW I have no idea if this is causing any of the problems but I would
like to eliminate it anyway ..

testcpp.c

```
#define ABC abc
#define DEF def
ABC+DEF
```

testccp.out

```
should read I beleive 'abc+def' .. instead it reads 'abc +def'
```

Can anyone explain to me what the space is being inserted that is not
expected ??
--

The Archives of Oblivion : Linux68K :Falcon030/32
SysAdmin Account <root@grasper.demon.co.uk>
AKA 90:108/465@nest.ftn 2:109:105.8@fidonet.ftn

1722. DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <487k2l$l5o@bundy.mdk.se>
Source record: 10461

```
: The easiest way to find out about that is to join our mailing list.
: Information about that, as well as a lot of archived letters, can be
: found on my WWW/ftp site (see .sig).
: There are still no newer versions of DVIEW at the site, but the non-
: distributed versions can now for example:
: Why don't you join the project then?
: There are lots of things that need thinking about. Some would probably
: not even need any programming experience at all.

How to join the list then? I'm very interested in this, and might come
up with some ideas.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society
```

1723. Re: Help: Quicktime on Falcon030

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-13 00:00:00 UTC
From: Alex@alshouse.demon.co.uk
Message-ID: <816289128_OASIS_@alshouse.demon.co.uk>
Source record: 10462

In article <DHz57y.LoB@eunet.ch>
schoen@dial.eunet.ch said:-

<German Snipped>
>
>Hi folks
>
>I want to develop an adventure game like "The Journeyman Project 2"
>(together with some other guys, of course) on the PowerMac and,
>maybe, for the Falcon too. But that depends completely on one question:
>Is there any adequate technology available on the Falcon to play movies
>like Quicktime on the Mac? This is important because most of the animations
>in the adventure will be rendered movies.
>If someone knows a hint on this problem, please email me.
>
>
>Marcel Schoen
>

There is a Quicktime player available on Hensa. It has a special TC mode player
which runs at a resnoble speed. I don't think the DSP is used for it so there
may be room for improvment. No sound at the moment. I can't remember the name of
the author at the moment but I think he was also resposible for the AVI player.

Hope this helps?

--

Alex
All IMHO and AFAIK of course ;)

1724. Re: Mint Process Priorities

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <48b57n$3ab@status.gen.nz>
Source record: 10463

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Does the adaptive priority system in Mint/MultiTOS have any effect?
: By this I mean do programs which are running in the backgound actually
: receive compartively less CPU time?

I understand that the top application can be given more CPU time than background ones by using the SLICES command in MINT.CNF. Try SLICES=4 or SLICS=900, and see if it makes any difference.

Hope that helps...

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

1725. [Q]How to find and change top app. under MultiTOS?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <48b5k5$3ab@status.gen.nz>
Source record: 10464

I am wondering how I can find out which application is the "top"
application under MultiTOS. I have found that I can check which
application owns the menubar or the top window. However, if an
application has a wnidow but no menubar, then the menubar system won't
work, and if an application has only a menubar, then the window system
won't work. Apart from trying to find a top window, and if not, then
looking at the mnubar owner, how can the currently top application be
found?

I also would like to change which application is currently the top one. I
can send a message to the target application telling it to top it's
window, but this won't work if the application has only a menubar and no
window. What can be done in this case?

It must be possible, as the AES
itself does it (CTL/ALT/[SHIFT]/TAB, and in the desk menu).

Thankyou for any help or suggestions.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft/

1726. Re: DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-14 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <48a23u$9dr@nyheter.chalmers.se>
Source record: 10465

In article <487k2l$l5o@bundy.mdk.se>, a eriksson <ae@yin.kuai.se> wrote:
>
>: The easiest way to find out about that is to join our mailing list.
>: Information about that, as well as a lot of archived letters, can be
>: found on my WWW/ftp site (see .sig).
...
>How to join the list then? I'm very interested in this, and might come
>up with some ideas.

As I said above, check out the WWW/ftp site for information, but I guess I
can repeat it here:

Send a letter to bad_mood-request@rand.thn.htu.se with the word 'subscribe'
as subject. You'll be added to the list and receive a short text explaining
how to participate.

With the recent work done by Doug Little and Dave Murphy, DVIEW is reaching
useful speeds. Their last version was more than twice as fast as the one
on the WWW/ftp site and had added mouse control and lighting effects. A new
one was posted to the list today. (I'm off home to test it ;-)
They're said to be writing some DSP code now...
--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | www/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5 and QLem)

1727. Re: GCC Funny Business

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-14 00:00:00 UTC
From: elias@omicron.se
Message-ID: <489s8f$6k2@sargas.omicron.se>
Source record: 10466

root@grasper.demon.co.uk (The root user) writes:

>testcpp.c

>#define ABC abc
>#define DEF def
>ABC+DEF

>testccp.out

>should read I beleive 'abc+def' .. instead it reads 'abc +def'

This is because the ANSI C standard says that expanded macros
must be seprarate objects. If you _really_ need to get the
other behaviour (why on earth would anyone need that?) you can
use the -traditional flag to cpp.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1728. Re: ST Basic -> Hisoft Basic (quite long)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <ILP6BRZ@moacs.indiv.nl.net>
Source record: 10467

```
In article <13705@gos.ukc.ac.uk>, J.P.Beranek <jpb3@ukc.ac.uk> wrote:
> SUB sub1:
> SHARED CN, IN
> POKE CN,3:POKE CN+2,0:POKE CN+6,0:VDISYS(1)
v_clrwk
> POKE CN,14:POKE CN+6,4
> POKE IN,0:POKE IN+2,930:POKE IN+4,930:POKE IN+6,930:VDISYS(1)
vs_color 0 930 930 930
> POKE IN,3:POKE IN+2,500:POKE IN+4,500:POKE IN+6,950:VDISYS(1)
vs_color 3 500 500 950
> END SUB
>
> SUB sub2:
> SHARED CN, IN
> POKE CN,123:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
v_hide_c
> END SUB
>
> SUB sub3:
> SHARED PT, CN
> POKE PT,0:POKE PT+2,0:POKE PT+4,639:POKE PT+6,199
> POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
> COLOR 1,3,1,8,2
> VDISYS(1)
v_bar 0 0 639 199
> COLOR 1,1,1,0,0
> END SUB
>
> SUB sub19:
> SHARED CN, PT, IN, XL, YL, D$
> POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
> POKE PT,XL:POKE PT+2,YL:POKE PT+4,XL+44:POKE PT+6,YL+30
> VDISYS(1)
v_bar XL YL XL+44 YL+30
> IF RIGHT$(D$,1)="H" OR RIGHT$(D$,1)="D" THEN COLOR 2
> POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
> POKE PT,XL+2:POKE PT+2,YL+8:VDISYS(1)
v_gtext XL+2 YL+8 LEFT$(D$,1)
> POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+2:POKE PT+2,YL+16:VDISYS(1)
v_gtext XL+2 YL+16 RIGHT$(D$,1)
> POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,1800:VDISYS(1)
vst_rotation 1800
> POKE IN,ASC(LEFT$(D$,1)):POKE CN,8:POKE CN+2,1:POKE CN+6,1
> POKE PT,XL+42:POKE PT+2,YL+22:VDISYS(1)
```

```
v_gtext XL+42 YL+22 LEFT$(D$,1)
> POKE IN,ASC(RIGHT$(D$,1)):POKE PT,XL+42:POKE PT+2,YL+14:VDISYS(1)
v_gtext XL+42 YL+14 RIGHT$(D$,1)
> POKE CN,13:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
vst_rotation 0
> COLOR 1
> END SUB
>
> SUB sub20:
> SHARED IN, CN
> POKE IN,36
> POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
vst_effects 0x24 (TF_SHADOWED|TF_SLANTED)
> END SUB
>
> SUB sub22:
> SHARED CN, PT, IN, R, W8, T4
> COLOR 1,3,1,8,2
> POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
> POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199:VDISYS(1)
v_bar 0 10 639 199
> COLOR 1,1,1,0,0
> COLOR 2
> POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,36:VDISYS(1)
vst_effects 0x24 (TF_SHADOWED|TF_SLANTED)
> text 480,8," "
> text 112,8,STR$(R)
> text 192,8,STR$(W8)
> text 296,8,STR$(T4)
> POKE CN,106:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
vst_effects 0x00 (TF_NORMAL)
> COLOR 1
> END SUB
>
> SUB sub49
> SHARED CN, IN
> POKE CN,122:POKE CN+2,0:POKE CN+6,1:POKE IN,0:VDISYS(1)
v_show_c 0 (show immediately)
> END SUB
>
> SUB sub52:
> SHARED IN, CN
> POKE IN,0
> POKE CN,106:POKE CN+2,0:POKE CN+6,1:VDISYS(1)
vst_effects 0x00 (TF_NORMAL)
> END SUB
>
> SUB sub53:
> SHARED PT, CN
> POKE PT,0:POKE PT+2,10:POKE PT+4,639:POKE PT+6,199
```

```
> POKE CN,11:POKE CN+2,2:POKE CN+6,0:POKE CN+10,1
> COLOR 1,3,1,8,2
> VDISYS(1)
v_bar 0 10 639 199
> COLOR 1,1,1,0,0
> RETURN
[ ... ]
> /\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
>
> FUNCTION yes_no:
> STATIC mx,my,mb
> sub2
> ding
> v_hide_c
> v_rbox 500,172,549,184
> v_rbox 551,172,600,184
> text 514,181,"YES"
> text 568,181,"NO"
> v_show_c 0
> sub49
sub49 _is_ v_show_c 0
>
> DO
> DO
> VDISYS(1)
> mb=PEEK(INTOUT)
> mx=PEEK(PTSOUT)
> my=PEEK(PTSOUT+2)
use vsm_locator (or insert the proper POKE's before VDISYS(1)).
> LOOP WHILE mb=0
> LOOP UNTIL mx>=501 AND mx<=599 AND my>=173 AND my<=183
>
> IF mx<550 THEN yes_no=1 ELSE yes_no=0
> END FUNCTION
[ ... ]
> Just in case anyone cares, the program is actually a bridge playing game
> which is really quite good. OK, not exactly very graphical but still good.
> I want to recompile it with Hisoft Basic, because running it in ST Basic is
> painful. So SLOW!!!
```

I've got someone in the family who loves playing bridge. Could you
send me a compiled copy of the program, when you're finished?

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1729. gcc/gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: bikamph@cs.few.eur.nl
Message-ID: <DI3CDw.EKy@cs.few.eur.nl>
Source record: 10468

```
Hello world,
I've got gcc version 2.5.8 along with gdb etc.
When I do the following:
gcc name.cxx -g | mv a.out name.tos | gdb name.tos
I get the following:unable to load symbol table and
more of that stuff.
How can I use gdb on my Atari?
Thanx!
Jan Kamphuis(bikamph@edu.eur.nl)
```

1730. Where can I get an image of TOS 2.06?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: iic@dcs.ed.ac.uk
Message-ID: <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 10469

I am attempting to find an image of TOS 2.06 as required by the STonX ST emulator for UNIX, can anyone help me?

--

|IAN CLARKE Email: I.Clarke@sms.ed.ac.uk "All that we see, or appear |
| (aka Sanity) iic@dcs.ed.ac.uk to see is but a dream within|
|I.Clarke@ed.ac.uk ianc@aisb.ed.ac.uk a dream" - Poe |

1731. Re: gcc/gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DI3Gnq.oK8@novice.uwaterloo.ca>
Source record: 10470

In article <DI3CDw.EKy@cs.few.eur.nl>,
Jan Kamphuis <bikamph@cs.few.eur.nl> wrote:
>Hello world,
>I've got gcc version 2.5.8 along with gdb etc.
>When I do the following:
>gcc name.cxx -g | mv a.out name.tos | gdb name.tos
>I get the following:unable to load symbol table and
>more of that stuff.
>How can I use gdb on my Atari?
>Thanx!

It's been a while since I ran my Falcon in 'TOS' mode, but if I recall
correctly there are two separate linkers, one called gcc-ld, the other sym-ld.
You use the gcc-ld to generate a binary, and the sym-ld to generate a
separate symbol table.

Another problem that exists, I believe, is that the atari version of
gdb won't handle c++ mangled names correctly.

Art
--
Art
atwareck@novice.uwaterloo.ca

1732. gcc/gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: bikamph@sus.edu.eur.nl
Message-ID: <48d0tb$qij@sus.edu.eur.nl>
Source record: 10471

```
Hello world,
I have GNU's gcc version 2.5.8 along with gdb.
When I make a program like : gcc name.cxx -g
mv a.out name.tos | gdb name.tos
The debugger gdb refuses to work (can't find symbol table, and more of
that stuff).
How can I use this stuff good?
Thanx!
Jan Kamphuis(bikamph@edu.eur.nl)
```

1733. Re: DOOM...

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <48cgng$1fu@banaan.fwi.uva.nl>
Source record: 10472

gmiller@inca.co.nz (Gaven Miller) wrote:

:Martijn Dekker (mdekker@fwi.uva.nl) wrote:
:> 2) get any computer other than atari and you can play doom on it.
:
:Translation: "Get another computer and you are doomed".
:
:{[:-]

:-)

BTW, I completely forgot about doom for the jag when I wrote that!
I like the doom-for-atari project a lot, in fact. But with an
atari ST, I guess *I* will never see it! I hope that all you
falcon owners will be playing doom soon!

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

1734. Re: Where can I get an image of TOS 2.06?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-15 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDI3Mn6.BGp@netcom.com>
Source record: 10473

In article <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
Ian Clarke <iic@dcs.ed.ac.uk> wrote:
>I am attempting to find an image of TOS 2.06 as required by the STonX ST emulator for
>UNIX, can anyone help me?

I suggest you find an Atari dealer (or distributor, or whatever) who can
sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
you wouldn't want to do *that*.
--
Eric R. Smith ersmith@netcom.com

1735. Re: An Interesting 15 Question Survey -- Has Ended!

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-16 00:00:00 UTC
From: macneils@aol.com
Message-ID: <48gs11$q9a@newsbf02.news.aol.com>
Source record: 10474

I have recieved more than enough responses for this survey. I thank all of of those who participated, and all who tolerated my posting in comp.sys.atari.programmer. I will send my results to all participants.

Thank you,
Macneil Shonle

1736. Restricting Mouse Movement

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-16 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <48fni4$jhf@DGS.dgsys.com>
Source record: 10475

At some point I thought I read something about a systemic way of restricting the mouse pointer movement to a smaller, specific rectangle. But now that I need to do this I cannot find any supporting documentation reference. Is there a systemic way to do this or does it have to be coded by hand?

Thanks for the help.

--
Marshall Lake - TEAM Software - mlake@dgs.dgsys.com

1737. Compiling EGEM LIbraries with Lattice C v5.04

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <48i495$d96@netty.york.ac.uk>
Source record: 10476

Hi,
I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-=-=

1738. How to recognise proportional VDI fonts ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-hannover.de>
Source record: 10477

Does anybody know how I can figure out (proper programming !) whether a given VDI-font is proportional or not ? There is a "proportional" flag in every fonts header, but it seems to me that there is no VDI call to read this flag. Of course, I can compare the cell width for all characters, but that method is awkward and slow, since the whole font must have been loaded before.

Thanks for any response, Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

1739. Where can I find sound effects/ soundheaders (source)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: Frederic Lamsens <flamsens>
Message-ID: <48hp4o$bu5@infoserv.rug.ac.be>
Source record: 10478

I'm looking for sound effects in Basic, Pascal or C-source to add in my own sampling program. If you can help me by sending those sources, or just by telling me how to program them, please send me a message.

1740. Where can I find sound effects/ soundheaders (source)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: Frederic Lamsens <flamsens>
Message-ID: <48hp4o$c1q@infoserv.rug.ac.be>
Source record: 10479

I'm looking for sound effects in Basic, Pascal or C-source to add in my own sampling program. If you can help me by sending those sources, or just by telling me how to program them, please send me a message.

1741. Re: Where can I get an image of TOS 2.06?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <48iaq3$gh8@btmpjg.god.bel.alcatel.be>
Source record: 10480

In article <ersmithDI3Mn6.BGp@netcom.com>, ersmith@netcom.com (Eric R. Smith) writes:

> I suggest you find an Atari dealer (or distributor, or whatever) who can
> sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
> you wouldn't want to do *that*.
> --
> Eric R. Smith ersmith@netcom.com

Do I detect the presence of the developer of MiNT? Welcome!

Eric, we've just been through a somewhat acrimonious debate on this subject. :) Since none of us have any kind of written license agreement for our TOS ROMs, we're reduced to trying to guess what may or not be allowed under the laws of our various countries. Buying a set of TOS 2.06 ROMs, copying them onto disc, and throwing away the ROMs is probably OK. Copying the ROMs in your machine and then vowing never to use the copy and the originals at the same time may be OK too. Dumping a friend's ROMs onto floppy and using them in another machine is probably illegal, but would be a civil rather than a criminal matter. So it would come down to a question of how much damage Atari had sustained as a result of this abuse; say, $5 maximum. CA$:)

Morally, I'd put it at the same level as photocopying my colleague's out-of-print DSP textbook. And I don't lose sleep over having done that.

As I have said before, this whole problem would be solved if STonX were adapted to run with a replacement TOS such as Magic, or a free replacement for the Atari BIOS/XBIOS. (We already have a GEMDOS replacement in MiNT, and I believe STonX replaces the VDI).

Thank heaven MiNT comes with a written license, so we know where we stand on that one. :)

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
http://plato.digiweb.com/kiffer/
Opinions expressed are purely personal unless otherwise stated.

1742. EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <48ig8d$egs@bambam.soi.city.ac.uk>
Source record: 10481

Hi guys,

I am trying to read the mouse buttons on an evnt_multi call, and yet the parameters require a mask and status for the buttons.

It seems that you can only look for EITHER a left button, OR a right button event, OR a both-button event, and you have to specify this in the call.

In other words, I want the one evnt_multi call to look for both left and right mouse clicks.

Any suggestions? (I'm using GFA Basic by the way).

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1743. [Help] ATARI 520 ST cartridge port

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: EEG085@news.salford.ac.uk
Message-ID: <48j6nu$ces_001@salford.ac.uk>
Source record: 10482

I am currently studying for a BEng (Hons) Electronic Engineering at Salford University. For my final year project I am building a bass guitar to MIDI interface using the ATARI 520 ST as a system controller and for its MIDI interface.

The hardware needed consists of an A-D converter circuit which is interfaced to the cartridge port of the ST. I need to be able to both address the cartridge port and to receive data from the port for processing by the computer.

Can anyone give me some idea as to how to access the cartridge port using my rather ancient version of C ?

Thanks in advance, John.

1744. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816646066_OASIS_@swampdog.demon.co.uk>
Source record: 10483

In article <48ig8d$egs@bambam.soi.city.ac.uk>
cb170@city.ac.uk (Hall BJ) said:-

>Hi guys,
>
>I am trying to read the mouse buttons on an evnt_multi call, and yet
>the parameters require a mask and status for the buttons.
>
>It seems that you can only look for EITHER a left button, OR a right
>button event, OR a both-button event, and you have to specify this in
>the call.
>
>In other words, I want the one evnt_multi call to look for both left
>and right mouse clicks.
>
>Any suggestions? (I'm using GFA Basic by the way).

The simplest solution is to revert to polling. Use MU_TIMER with a
delay of zero. Each time it comes back switch the mask to the other
button. This is a bit of a bodge and can be fairly sluggish unless you
are prepared to rewrite evnt_multi() in assembler.

Other solutions are possible, such as accessing the LineA variable
table directly. This is faster but circumvents the AES and can cause
more subtle problems.

--

Guy Harrison

guy@swampdog.demon.co.uk

1745. Why is Lattice C so slow?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <48hco5$7o0@inca01.inca.co.nz>
Source record: 10484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Spencer Davies (Spencer@mettav.demon.co.uk) wrote:
> am now using an unaccelerated Falcon instead (why are compiles under Lattice
> so slow????)

Because Lattice insists on making two passes through each file, and
writing the info out to disc as it does so.

Laser C (by Megamax [who are no longer in business, I believe]) only ever
made one pass through each file and only ever wrote the data out to disc
when it had to - everything (source, headers, object, executables etc)
were cached in RAM by Laser. The Laser C cache dynamically resized itself
as needed and flushed itself to disc when it became full, or you quit
from Laser.

(I used Laser C from 1989 to mid-1991, when, having become sick of
waiting for the ANSI upgrade to "K&R" Laser C, I bought Lattice C.)

So, my Mega ST at 8Mhz with 4Mbytes of RAM was almost as fast using Laser
C as my 20Mbyte 32-Mhz TT is now using Lattice C 5.6.

If you want to speed up compilation, set your QUAD environment variable
to point to a RAM disc, and put all your headers and libraries in there
as well. This will speed things up, but dont expect miracles.

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

1746. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-18 00:00:00 UTC
From: wilsonr@interlog.com
Message-ID: <wilsonr.4.00224456@interlog.com>
Source record: 10485

In article <48l3i6$cq7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>From: rmccall@mcs.dundee.ac.uk (Rod McCall)
>Subject: GFA Vs Hisoft Basic
>Date: 18 Nov 1995 17:01:58 GMT

>I am looking for a version of Basic which will allow me to QUICKLY create
>forms, buttons and menus etc on the Falcon. I also need it to allow the
>execution of external programs for example accessories which play
>AVI's, MPEGS and music/speech.

>So which is best for making quick prototypes GFA or Hisoft Basic?

GFA will not work with MAGIC or with a lot of replacement desk tops. It allows
for somewhat faster development in my opinion than Hisoft if the limitations
are not a great concern.

>Rod

>--
>Rod McCall, Senior Honours, Computer Science with Accounting Studies
>1994/95 President, University of Dundee Dramatic Society
>Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
>"I know, I read it on the back of a match box!"

1747. GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <48l3i6$cq7@dux.dundee.ac.uk>
Source record: 10486

I am looking for a version of Basic which will allow me to QUICKLY create forms, buttons and menus etc on the Falcon. I also need it to allow the execution of external programs for example accessories which play AVI's, MPEGS and music/speech.

So which is best for making quick prototypes GFA or Hisoft Basic?

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web page on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
"I know, I read it on the back of a match box!"

1748. Re: Where can I get an image of TOS 2.06?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-18 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <BWS6B2L@moacs.indiv.nl.net>
Source record: 10487

In article <DI379C.EH2.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
Ian Clarke <iic@dcs.ed.ac.uk> wrote:
>
> I am attempting to find an image of TOS 2.06 as required by the
> STonX ST emulator for UNIX, can anyone help me?

AFAIK TOS 2.06 has only been sold in ROM. Nowadays, it's hard
enough to find someone who's still selling the ROMs (System
Solutions maybe?).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1749. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-19 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-1911952117110001@trh-ppp3.interlink.no>
Source record: 10390

In article <wilsonr.4.00224456@interlog.com>, wilsonr@interlog.com (Robert Wilson) wrote:

> In article <48l3i6$cq7@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> >From: rmccall@mcs.dundee.ac.uk (Rod McCall)
> >Subject: GFA Vs Hisoft Basic
> >Date: 18 Nov 1995 17:01:58 GMT
>
> >I am looking for a version of Basic which will allow me to QUICKLY create
> >forms, buttons and menus etc on the Falcon. I also need it to allow the
> >execution of external programs for example accessories which play
> >AVI's, MPEGS and music/speech.
>
> >So which is best for making quick prototypes GFA or Hisoft Basic?
>
> GFA will not work with MAGIC or with a lot of replacement desk tops. It allows
> for somewhat faster development in my opinion than Hisoft if the limitations
> are not a great concern.

This is not true. GFA will not only work with Magic, but are running perfectly even on my PowerMac/MagicMac setup. The Compiler needs to be patched (*very* simple to do), and A La Card (Shareware, Reiner Rosin) is needed to make the interpreter work with MagicMac, but it *does* work.

Vegard Hofs

1750. EPro v2.2 beta (4 of 4)

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-19 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <4068phodgkin@nest.demon.co.uk>
Source record: 10391

In a message of <19 Nov 95 09:58:26>, stasik@bull.mimuw.edu.pl
(90:100/106)
writes:

s> So I have such a problem: While booting system with xboot it
alyways
s> pathes the newdesk.inf, so in my case the cache stays
alyways
s> disabled. Howewer in the original .inf file the cache is turned
on.
s> Similar problems I have with
blitter.

You could try my boot manager for the Falcon, it's called Stoop. It's
shareware, but is useable with some features disabled - you won't be able
to change the cache (unless you register) but it should stay switched on if
it is already
set.

You can ftp it
from

archive-server@micros.hensa.ac.uk

and the file
is

micros/atari/falcon/a/a091/stp105be.zip

and it is 127kB
long.

Phil

~ Saliva drools OK.
~

--

1751. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-19 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <48njas$g0v@whitbeck.ncl.ac.uk>
Source record: 10488

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> So which is best for making quick prototypes GFA or Hisoft Basic?

HiSoft, by a wide margin.
(I wrote quite a few things in HiSoft before I stopped using Basic
altogether).

Craig.

1752. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-19 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <48n4sf$76k@mercury.dur.ac.uk>
Source record: 10489

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >In other words, I want the one evnt_multi call to look for both left
: >and right mouse clicks.
: The simplest solution is to revert to polling. Use MU_TIMER with a
: delay of zero. Each time it comes back switch the mask to the other
: button. This is a bit of a bodge and can be fairly sluggish unless you
: are prepared to rewrite evnt_multi() in assembler.

This is deeply unpleasant in a multitasking environment.

: Other solutions are possible, such as accessing the LineA variable
: table directly. This is faster but circumvents the AES and can cause
: more subtle problems.

Like not being guaranteed to work on all atari-compatibles (Line-A is no
longer supported)...

Instead, here's a repost of an article previously posted to this group by
Ofir Gal.

------------------------8<----------------------
Newsgroups: comp.sys.atari.st
Subject: Re: Some GEM Programming Questions
Message-ID: <D8v2pA.9M8@cix.compulink.co.uk>
From: ogal@cix.compulink.co.uk ("Ofir Gal")
Date: Sat, 20 May 1995 05:17:34 GMT
References: <800751414_OASIS_@chowgar.demon.co.uk>
Organization: Compulink Information eXchange
X-Newsreader: CixRead/CixComm
Lines: 16

>> 2. Also, how can I detect if either mouse button (or both) is pressed using
>> evnt_multi() - If I use the value 3 for the mouse parameter it still
>> doesn't work.

Use the following values:

evnt_multi(evnt_mask,0x102,3,0,...)

This allows you to detect both mouse buttons as well as double-clicks. For
triple clicks use 0x103.

Ofir ogal@cix.compulink.co.uk

------------------------8<----------------------

Hope this helps.

Martin

--

****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1753. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <816893234_OASIS_@swampdog.demon.co.uk>
Source record: 10392

In article <48n8r2$9pl@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Sorry, I do not use GFA, but the following is suggested by the
>Compendium...
>
>[quote : evnt_button() pg 6.62] A previously undocumented feature of
>this call is accessed by logically ORing the 'mask' parameter with
>0x100. This causes the call to return when independent buttons are
>depressed. For example, a mask parameter of 0x03 will return when both
>the left and right buttons are depressed. A mask of 0x103 will cause
>the call to return when either button is depressed. [end quote]
>
>The hexadecimal values are prefixed with "0x" in C, and "&h" in Basic.
>So, to find out if either left or right button is pressed, use &h103
>(259 decimal). It appears to work with the standard mouse driver built
>into TOS, but it doesn't always work with the serial mouse driver and
>the three-button mouse I am using on my TT.

Does this work with _all_ TOS versions and what are the problems with
the serial and TT mice?

Would the assumption that evnt_multi() will also benefit from this be
correct?

--

Guy Harrison

guy@swampdog.demon.co.uk

1754. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-20 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <48q61l$28b@bambam.soi.city.ac.uk>
Source record: 10393

>>So which is best for making quick prototypes GFA or Hisoft Basic?

>GFA will not work with MAGIC or with a lot of replacement desk tops. It allows

Really? So I guess that I must not be using GFA with Gemini and MagiC in
order to write multitasking compatible, modern user-interface programs, then?

What I think you mean is that the GFA editor or compiler won't run while
multitasking (and the compiler won't at all).

But GFA compiled programs, written properly do work under MagiC fine.

I _really_ like GFA, and have been using it for years, and find it very
fast. If you want to do forms, get a resource editor (Interface is best).

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1755. Re: How to recognise proportional VDI fonts ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-21 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <48sa9f$7l4@nntp.hut.fi>
Source record: 10394

In article <Pine.A32.3.91.951117142808.17249B-100000@iris.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>Does anybody know how I can figure out (proper programming !) whether a
>given VDI-font is proportional or not ? There is a "proportional" flag in
>every fonts header, but it seems to me that there is no VDI call to read
>this flag. Of course, I can compare the cell width for all characters,
>but that method is awkward and slow, since the whole font must have been
>loaded before.

You didn't say what language you used, but under SpeedoGDOS
vqt_f_name returns additional parameter which indicates
whether the font is outline or bitmap. This call is,
if I understood correctly, vqt_f_name in C bindings, but
vqt_name in others (C basic).

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

1756. Re: blitter & cache flags problem!

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.951122132013.7095A-100000@[130.225.56.150]>
Source record: 10395
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 17 Nov 1995, Szymon Stasik wrote:

>
> So I have such a problem: While booting system with xboot it alyways
> pathes the newdesk.inf, so in my case the cache stays alyways disabled.
> Howewer in the original .inf file the cache is turned on. Similar
> problems I have with blitter.

Have you checked if all you *.inf files are correctly installed ?

Jakob :)

1757. TT-SCSI Low Level?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: msdemlei@mathi.uni-heidelberg.de
Message-ID: <48vs26$a4m@sun0.urz.uni-heidelberg.de>
Source record: 10396

Does anybody have some code for accessing the TT's SCSI-port, i.e. sending arbitrary command blocks to arbitrary devices? I know there is some sample code in the Profibuch (ugh... what a name...), but I am sort of loath typing the whole stuff in, particularly if someone else has done it before -- probably with some improvements in flexibility...

Demi

1758. rewritten form_do ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: solmik@eua.ericsson.se
Message-ID: <48uk7m$i00@euas20.eua.ericsson.se>
Source record: 10397

Hi!

I'm looking for source code (in C) for a form_do that allows for
multitasking, that is it should not be blocking but polled.

Any ftp/www site ?

Kind regards

M. Hillborg
mikhi@softlab.se

1759. Re: Restricting Mouse Movement

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <48v1t6$gm5@orm.southern.co.nz>
Source record: 10398

Marshall Lake (mlake@dgs.dgsys.com) wrote:
: At some point I thought I read something about a systemic way of
: restricting the mouse pointer movement to a smaller, specific rectangle.
: But now that I need to do this I cannot find any supporting documentation
: reference. Is there a systemic way to do this or does it have to be
: coded by hand?

What you do in theory is:
Put the limit size of the box in coordinates eg
XMIN
XMAX
YMIN
YMAX

then you get the coordinate of the mouse eg
X
Y

and then just say that:
if X is less than XMIN then make X=XMIN
if X is greater than XMAX then make X=XMAX
if Y is less than YMIN then make Y=YMIN
if Y is greater than YMAX then make Y=YMAX

that's the theory, and according to a hardware address document I've got...
the Words (2 Bytes) at $00241c and $00241e contain the X and Y mouse
positions respectively.

Hope this helps

1760. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <490606$5ia@status.gen.nz>
Source record: 10399

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I am looking for a version of Basic which will allow me to QUICKLY create
: forms, buttons and menus etc on the Falcon. I also need it to allow the
: execution of external programs for example accessories which play
: AVI's, MPEGS and music/speech.
:
: So which is best for making quick prototypes GFA or Hisoft Basic?

I have used both GFA BASIC 3.5 and HiSoft BASIC 2.1.

GFA BASIC works perfectly well, and is superior to HiSoft BASIC in some ways.

However, The GFA 3.5 interpeter is very badly done, it doesn't do anything in GEM windows, doesn't work in anything except ST low/med/high, does lots of horrible things that completely mess it up in a lot of situations other than a standard ST. I certainly don't recommend the interpreter. The compiler is ok, but you need the interpreter to generate the tokenised file for the compiler to read, so either way you can't escape from the interpreter.

I have heard of a newer GFA BASIC (3.6TT and 4?) but have not seen these myself. For this reason, some of my comments may be out of date.

Some excellent programmes have been written in GFA Basic, but for GEM programming HiSoft BASIC is IMHO much better. You get libraries for all VDI functions, not just half of them as in GFA BASIC. And the same for the AES.

You have a GEM friendly, easy to use editor, unlike the GFA BASIC editor. In addition, HiSoft BASIC is more compatible with BASICs on other platforms. If you are new to using GEM, HiSoft comes with a GEM toolbox, giving you pre-written functions for displaying Windows with Text, Images, Forms etc, as well as display of dialogue boxes and menus. The GEM Toolbox is, however, very buggy, but it may be a start. I ended up re-writing just about all of it myself.

In the end, both will probably suit what you want to do, but IMHO, HiSoft BASIC will leave you with less problems. You won't go along withuot any trouble, then find that some vital AES function is not present. You won't be stuck in the (IMHO) hard to use, GEM unfriendly editor of GFA BASIC.

For writing a GEM friendly programme (like all programmes should be), I belive HiSoft BASIC to be in general a far better system to use, compared with GFA BASIC.

This is not to say that GFA Basic is hopeless, I have seen some perfectly good programmes written with GFA BASIC. All IMHO.

-Mario Becroft <mbecroft@iconz.co.nz>
(Tiny) Web Page: http://iconz.co.nz/~mbecroft

1761. Re: GFA Vs Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-22 00:00:00 UTC
From: wilsonr@interlog.com
Message-ID: <wilsonr.5.0035446B@interlog.com>
Source record: 10400

In article <vegard-1911952117110001@trh-ppp3.interlink.no> vegard@interlink.no (Vegard Hofsoy) writes:
>From: vegard@interlink.no (Vegard Hofsoy)
>Subject: Re: GFA Vs Hisoft Basic
>Date: Sun, 19 Nov 1995 21:17:11 +0000

>In article <wilsonr.4.00224456@interlog.com>, wilsonr@interlog.com (Robert
>Wilson) wrote:

>
>This is not true. GFA will not only work with Magic, but are running
>perfectly even on my PowerMac/MagicMac setup. The Compiler needs to be
>patched (*very* simple to do), and A La Card (Shareware, Reiner Rosin) is
>needed to make the interpreter work with MagicMac, but it *does* work.

>Vegard Hofsy

What is the necessary patch then? After the patch do the GFA commands work for menus etc or does one need to forget GFA and do the coding with an RSC. If the latter then to a large degree it defeats the purpose of using GFA.

1762. Re: Where can I get an image of TOS 2.06?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDIIHo5.6ps@netcom.com>
Source record: 10401

In article <48iaq3$gh8@btmpjg.god.bel.alcatel.be>,
Chris Gray <grayc@btmaa.bel.alcatel.be> wrote:
>> I suggest you find an Atari dealer (or distributor, or whatever) who can
>> sell you TOS 2.06. The only other alternative is to steal it, and I'm sure
>> you wouldn't want to do *that*.

>Eric, we've just been through a somewhat acrimonious debate on this
>subject. :) Since none of us have any kind of written license agree-
>ment for our TOS ROMs, we're reduced to trying to guess what may or
>not be allowed under the laws of our various countries.

I think it's clear that mailing a copy of a program to someone
who does not already own a copy is illegal in almost every country.
(In many countries it is both a civil *and* criminal violation.)
Not only is it illegal, but it's also unethical.

This is comp.sys.atari.programmer, so let's put it into a programmer's
perspective. If I wrote a useful program, I would definitely NOT want
Atari to distribute it without my permission. So, logically,
I should not distribute Atari software without their permission.
--
Eric R. Smith ersmith@netcom.com

1763. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithDIII59.7uB@netcom.com>
Source record: 10402

In article <49226q$5h2@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
>granted that they are the same?

If a program replaces a TOS component, it must guarantee that it preserves any registers that the TOS component preserves (in practice it may preserve more). MiNT, for example, guarantees that d3-d7 and a3-a7 are preserved across GEMDOS, BIOS, XBIOS, and MiNT calls, just as TOS guarantees.

GEMDOS does not guarantee that d0-d2 and a0-a2 are preserved across calls. However, many versions of TOS do preserve these registers, and some poorly written programs rely on them being preserved. This may sometimes be a source of problems with GEMDOS replacements and emulators.

>If not, this may be one of the
>reasons that my attempts in compiling MiNT with Pure C (famous for its
>register optimisations!) failed.

Your problems likely lie elsewhere. One possibility is a calling convention conflict; MiNT's assembly language routines expect parameters to be passed on the stack, but Pure C's default behaviour is to pass parameters in registers.
--
Eric R. Smith ersmith@netcom.com

1764. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DIIA1v.225@westminster.ac.uk>
Source record: 10403

Hall BJ (cb170@city.ac.uk) wrote:

: >>evnt_multi(evnt_mask,0x102,3,0,...)

: >>This allows you to detect both mouse buttons as well as double-clicks. For
: >>triple clicks use 0x103.

: I tried both of these out, but to no success.

: Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?

Err....well......lets say you didn't know. 8-)

The 0x prefix in c means hexidecimal.
So really 0x102 is.......258 decimal.
Just in case you didn't know the prefix 0 means octal and you can't do binary
in c source code - use hex.

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

There comes a time when you've got to count your chickens.

1765. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <4923tg$lqe@erinews.ericsson.se>
Source record: 10404

In article @swampdog.demon.co.uk, guy@swampdog.demon.co.uk (Guy Harrison) writes:
> In article <48n8r2$9pl@inca01.inca.co.nz>
> gmiller@inca.co.nz (Gaven Miller) said:-
>
> >So, to find out if either left or right button is pressed, use &h103
> >(259 decimal). It appears to work with the standard mouse driver built
> >into TOS, but it doesn't always work with the serial mouse driver and
> >the three-button mouse I am using on my TT.
>
> Does this work with _all_ TOS versions and what are the problems with
> the serial and TT mice?
>

Take care because it does not always works with all TOS versions and
desk accessories.
I wrote a program (ObjectDesk) which use the right button heavily
and which is beta tested by 20 people.
I used this 0x103 trick and it didn't work for everyone!
It was stubborn with TOS 1.00, on some TTs and believe it or not, some Falcons.
I developed it on Falcon, but the mouseclicks behaved strangely on
other Falcons with the same executable.
At the end I included another kind of right button handling (with vex_butv),
which works 100% on all TOS versions including 1.00.

Attila Mezei (ethami@duna.ericsson.se)

1766. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <491vcr$hil@bambam.soi.city.ac.uk>
Source record: 10405

```
>>evnt_multi(evnt_mask,0x102,3,0,...)

>>This allows you to detect both mouse buttons as well as double-clicks. For
>>triple clicks use 0x103.

I tried both of these out, but to no success.

Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?

--
-----------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk
-----------------------------------------------------
```

1767. Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <491vne$hoo@bambam.soi.city.ac.uk>
Source record: 10406

Hi guys,

I am writing a program that also works as an accessory, and yet I am having problems.

Is there any special requirements for accessories (like memory limitations or whatever).

Basically, what it does: when the acc is loaded, the program runs and does some initialisation etc.

Then when the acc is called from the menu, it loads a resource (internally, not from disk) and sorts that out (apparently loading normal resources in accs is not good).

The thing is, it works fine. But if I try to run another program after the acc has been called, the computer always crashes. However, if I load the acc and don't call it, run another program, then call my acc, things behave fine from then on. I suspect it is some kind of memory allocation/fragmentation error - running a program eats into the space reserved for the accessory or something.

It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.

Anyone shed any light on this?

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1768. Re: Compiling EGEM LIbraries with Lattice C v5.04. REPOST

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <491ea5$a1@netty.york.ac.uk>
Source record: 10407

Hi,
I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

1769. What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <492inh$42m@bundy.mdk.se>
Source record: 10408

Hello,

I am planning on buying a complete C package for the Atari Falcon030. The question is, what C package should I go for?

I was thinking of PureC, but as far as I know the package is not available in English, and as my German isn't very good... 8-)

I have heard that Lattice C is pretty good as well, but I have also heard it's slow compiling and produces rather slow code.

I am going to use C for programming GEM. I would appreciate any information and suggestions! Thank you!

@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

1770. AmigaTurboAssembler?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-23 00:00:00 UTC
From: "E.A.van Rooijen" <evrooije@ind302ea.wi.leidenuniv.nl>
Message-ID: <30B4E3D4.167E@ind302ea.wi.leidenuniv.nl>
Source record: 10409

A question concerning TurboAss.

I've done a assembly programming session in a ST with TurboAss from
SigmaSoft. This was quite some experience...

I've completely fallen in love with it, so here what I want to ask:

Is there an Amiga version of the TurboAss. I fear the worst, but I
just wanted to be sure and ask you if you know anything.
The Amiga assemblers are nothing compared to the powers of
TurboAss. Even if you'd combine all the good stuff of the available
Amiga assemblers, TurboAss would still be more powerful and user
friendly. I've never even seen a tokenizing assembler for the Amiga.

If anyone can help me (out of this uncertainty:-)
Thanks in advance,

--
Emiel van Rooijen
evrooije@wi.leidenuniv.nl

1771. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124124330.11432A-100000@iris.amp.uni-hannover.de>
Source record: 10410

On 23 Nov 1995, Hall BJ wrote:

>
> >>evnt_multi(evnt_mask,0x102,3,0,...)
>
> >>This allows you to detect both mouse buttons as well as double-clicks. For
> >>triple clicks use 0x103.
>
> I tried both of these out, but to no success.
>
> Does 0x102 = Decimal 102 ? Or am I being particularly stoopid..?
>
No, no, no .... and no.

The prefix 0x... is the C way to denote hex numbers. Therefore 0x102
means decimal 258, and that's the number you've got to put in to make
things work.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

1772. Re: How to recognise proportional VDI fonts ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30B5B633.6A4C@imc.exec.nhs.uk>
Source record: 10411

Peter Rottengatter wrote:
> If there is any documentation around for these extended VDI calls, can
> someone give the address where I can find it ?

Search archie for 'nvdiguid'. Here's one place to find it:
ftp://micros.hensa.ac.uk/micros/atari/tos/p/p142/nvdiguid.lzh

It is in German, but I guess that won't be a problem for you ;-)

--Chris

1773. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124131913.11432D-100000@iris.amp.uni-hannover.de>
Source record: 10412

On 23 Nov 1995, Daniel Hedberg wrote:

> I am planning on buying a complete C package for the Atari Falcon030. The
> question is, what C package should I go for?
>
> I was thinking of PureC, but as far as I know the package is not
> available in English, and as my German isn't very good... 8-)
>
Go for it. The versions I've seen had english menues and dialogs, and -
if I remember right - the helps as well.
PureC is sold by Gribnif Software in the US - I cannot imagine a
US-company selling software in german.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

1774. Re: EVNT_MULTI problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <494g4s$lhr@bambam.soi.city.ac.uk>
Source record: 10413

```
>> Does this work with _all_ TOS versions and what are the problems with
>> the serial and TT mice?

I tried this with GFA last night, and I did get it to work :)

Thanks guys,

--
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk
-------------------------------------------------------
```

1775. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <494fnb$t48@whitbeck.ncl.ac.uk>
Source record: 10414

Sander Stoks (sanders@sci.kun.nl) wrote:
> BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
> granted that they are the same? If not, this may be one of the
> reasons that my attempts in compiling MiNT with Pure C (famous for its
> register optimisations!) failed. How can I force my compiler to use
> only a given set of registers, if at all?

XaAES runs as a user mode server program, and interfaces via pipes, so
this isn't an issue. If it's running a standard GEM program, the only
register that the trap re-director will corrupt is a0, but I will fix
that if it's problem.

Craig.

1776. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30B5B836.1121@imc.exec.nhs.uk>
Source record: 10415

Hall BJ wrote:
> Is there any special requirements for accessories (like memory limitations or
> whatever).
[...]
> The thing is, it works fine. But if I try to run another program after the acc
> has been called, the computer always crashes. However, if I load the acc and

Yes, DA's are quite restricted in how they work. The biggest problem is that they can't request any memory from TOS (ie you can't use Malloc).

Stuff Malloced by a DA can get taken away from the DA unless you are really careful; this is probably what's causing your crashes.

The basic work-around is to fool TOS into thinking the program making the Malloc is not you, but something else. You do that by fudging the current-process system variable just before you Malloc, and restore it as soon as Malloc returns.

I don't think MultiTOS requires this sort of bodge; anyway, there's no real need for DAs under multitasking OSes... Just ask Apple.

--Chris

1777. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <494lhk$rl4@bundy.mdk.se>
Source record: 10416

Carl Barron (75066.3204@CompuServe.COM) wrote: : What C package?

: Lattice is a two [three with optimizer] pass compiler. It is slower to write
: to disk, than memory. Proper setup reduces the 'slow' compilations.

: Lattice produces good not slow code, particularly if the optimizer is used,
: is used, if appropriate, etc. Can be configured to 16 or 32 bit ints,
: register or stack argument passing. Supports software, inlined fpu, per.
: fpu, autodetecting math. Comes with everything needed to create gem
: programs, accessories,or cpx's.

: Lattice has a zillion options, but most are setable in its GUI, meaning you
: don't have to remember option letters, unless you use the included make.

: Pure C will never be documented in English, its part of the Borland
: agreemen, that the docs not be translated.

Hello Carl,

Lattice C sounds lika a good package to me. Do you know if it's still
supported as well? According to Pure C, I think I saw a message posted
here for a while ago saying that Pure C will be available in English
(including the online help) for a limited time. I dunno for sure, though.
Thank you for your reply Carl!
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

1778. New: GFA program generator

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-2411950238090001@trh-ppp15.interlink.no>
Source record: 10417

```
Colombus Soft is releasing a program of mine, Face Value - GFA GEM program
generator/"Visual GFA basic", at the ProTOS fair in germany saturday. You
can have a sneak look at:

http://www.mediadrom.no/mediadrom/vegard/faceval.html
```

Also, Munch (mono art program) has now gotten it's own web page:

```
http://www.mediadrom.no/mediadrom/vegard/munch.html

An announcment will be found in comp.sys.atari.announce shortly...
```

Bye,
Vegard Hofs

1779. xbin.h

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: bikamph@cs.few.eur.nl
Message-ID: <DIK4sv.JqH@cs.few.eur.nl>
Source record: 10418

```
Hello world,
I use gcc 2.5.8 along with the g++ compiler and include-folder.
I want to draw from a binomial distribution (i.e. x^p * (1-x)^(1-p) and
it appears to me that this is possible with xbin.h xrng.h and xacg.h
But how ???
Thanx:-))
Jan Kamphuis(bikamph@cs.few.eur.nl)
```

1780. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124124743.11432B-100000@iris.amp.uni-hannover.de>
Source record: 10419

On 23 Nov 1995, Hall BJ wrote:

> Is there any special requirements for accessories (like memory limitations or
> whatever).
>
> Basically, what it does: when the acc is loaded, the program runs and does some
> initialisation etc.
>
> Then when the acc is called from the menu, it loads a resource (internally, not
> from disk) and sorts that out (apparently loading normal resources in accs is
> not good).
>

Basically there is a lot of problems with these things. There is no reason (apart from having another file) to avoid loading resources by an accessory. BUT : It MUST be done during startup time - that means boot time, not call time ! This is because for loading the resource the program doing that (here : the accessory) must allocate memory (actually done by the AES call). The problem is that for GEMDOS any allocated memory is owned by the main program. During bootup this is the accessory itself, but at call time this is some other program that just happens to run (can be the desktop, or any other real program). When that main program is finished all owned memory is freed, also the memory allocated by accessories during run-time of the main application. This leads to crashes.
Conclusion is that any memory needed by an accessory should be allocated at bootup time. Only exception is that the accessory handles the AC_CLOSE message properly.

> The thing is, it works fine. But if I try to run another program after the acc
> has been called, the computer always crashes. However, if I load the acc and
>

Y'know, the accessory probably allocated memory that later has been freed by GEMDOS due to finished main program, but the accessory probably still accesses it. So does the newly run program, that allocated the SAME memory and accesses it. -------> CRASH

> don't call it, run another program, then call my acc, things behave fine from
> then on. I suspect it is some kind of memory allocation/fragmentation error -
> running a program eats into the space reserved for the accessory or something.
>
> It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.
>

MagiC is free of this problem because it is real multitasking and thus any memory is owned by the process (program) that allocated it.

> Anyone shed any light on this?
>
Done.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

1781. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951124130603.11432C-100000@iris.amp.uni-hannover.de>
Source record: 10420

On 23 Nov 1995, Sander Stoks wrote:

> Just out of curiosity; in several assembly programming manuals
> there are lists of `safe' registers - i.e. not used by TOS (BIOS,
> XBIOS, GEMDOS), AES or VDI. So when writing MC programs, I try to use
> the `safe' registers, saving time not having to stack them before a
> system call. I guess most MC programmers do this.
>
> BUT: what registers do MiNT, XaAES and NVDI use? Can I take it for
> granted that they are the same? If not, this may be one of the
>
I'd think so. The reason is : By using any register that is granted free
by Atari the programmers of the mentioned packages would make the package
incompatible with lots and lots of applications. Just that should be the
main concern of those programmers.

At least MiNT and NVDI are pretty compatible with the things they are to
replace (I don't know XaAES, thus no opinion), so I guess you can use the
registers that are granted free by Atari.

> reasons that my attempts in compiling MiNT with Pure C (famous for its
> register optimisations!) failed. How can I force my compiler to use
> only a given set of registers, if at all?
>
Dunno. To get absolutely really really sure you can replace the library
routines gemdos(), xbios(), bios(), aes(), and vdi() by selfwritten
versions that save all registers and restores them - slows things
down slightly but hard to notice I guess.

> Have I put my finger on the sore spot here or is this a problem that
> has long been solved?
>
All information IMHO. Make your own mind.

Cheers Peter

Peter Rottengatter
Tel. +49 511 668759
Kriegerstrasse 18
30161 Hannover perot@pallas.amp.uni-hannover.de
Theaussie@hannover.bybyte.de
Germany

1782. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <494l7f$rl4@bundy.mdk.se>
Source record: 10421

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On 23 Nov 1995, Daniel Hedberg wrote:

: > I am planning on buying a complete C package for the Atari Falcon030. The
: > question is, what C package should I go for?
: >
: > I was thinking of PureC, but as far as I know the package is not
: > available in English, and as my German isn't very good... 8-)

: Go for it. The versions I've seen had english menues and dialogs, and -
: if I remember right - the helps as well.
: PureC is sold by Gribnif Software in the US - I cannot imagine a
: US-company selling software in german.

Hello Peter,

Thank you for your reply! Do you know if Gribnif software has an email
address?

@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

1783. Repost: Compiling EGEM LIbraries with Lattice C v5.04

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <4947v2$221@netty.york.ac.uk>
Source record: 10422
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm trying to get back into programming GEM apps, and I thought
that I'd use the EGEM libraries, unfortunately I'm having difficulty in
compiling them using Lattice C 5.04. I've got a `Make' program, and I'm
trying to use the MAKEFILE.LCC... However, LC1 doesn't seem to like
the various .C files. I would appreciate any help, as my Atari C programming
is a bit rusty (Too long programming SmallTalk I guess!!)

thanks.

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

1784. Re: Restricting Mouse Movement

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: ethami@duna.ericsson.se
Message-ID: <493t88$abs@erinews.ericsson.se>
Source record: 10423

In article gm5@orm.southern.co.nz, clifton@southern.co.nz (Frieder Guy) writes:
> Marshall Lake (mlake@dgs.dgsys.com) wrote:
> : At some point I thought I read something about a systemic way of
> : restricting the mouse pointer movement to a smaller, specific rectangle.
> : But now that I need to do this I cannot find any supporting documentation
> : reference. Is there a systemic way to do this or does it have to be
> : coded by hand?
>
> What you do in theory is:
> Put the limit size of the box in coordinates eg
> XMIN
> XMAX
> YMIN
> ::
> that's the theory, and according to a hardware address document I've got...
> the Words (2 Bytes) at $00241c and $00241e contain the X and Y mouse
> positions respectively.
>
> Hope this helps
>
>

No, this is wrong. I think it can be done only by writing a mouse
movement handler (vex_move?? or something like this) in assembly
since the OS does not support it.
evnt_multi also supports watching 2 mouse rectangles, if you want
to use the above "theory". But the mouse will be jumping by the edges of the rect.

Attila Mezei (ethami@duna.ericsson.se)

1785. gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-24 00:00:00 UTC
From: bikamph@sus.few.eur.nl
Message-ID: <494tj4$39v@sus.few.eur.nl>
Source record: 10424

```
Hello world!
I use gcc 2.5.8 along with the other stuff.
How can I compile a source so that I can use the gdb on my atari?
gcc -g name.cxx |gdb a.out isn't enough, for some reason.
Help me!
Jan Kamphuis (bikamph@edu.eur.nl)
```

1786. STIK and SLIRP

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-25 00:00:00 UTC
From: budtz@dfi.aau.dk
Message-ID: <497p5m$p4e@krone.daimi.aau.dk>
Source record: 10425

Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator SLIRP.

But I'm having problems. Stik doesn't get further than 'Resolving Hostname'.

I've got two DNS-addresses, so that's not the problem. Anyone got any ideas?

Maybe STIK and SLIRP just don't like each other.

Thanx, Casper.Post subject

1787. What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-25 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <496kjm$7q4$1@mhade.production.compuserve.com>
Source record: 10426

I don't know for certain, if it is supported, by new releases. Current
[5.06.01] release in my possesion, is stable, works on anything from an St to Falcon, with all the
hooks to the falcon, and TT tos'es already. Complete with speedo/mTos/mint
stuff. Works with Multitos quite well, with geneva 'sort of'.

HISOFT at UK is probably the European distributor.

I have heard no rumors, about an english doc'ed Pure C. There is
an English online help package available for Pure C, from a third
party.

1788. HELP-Pure C programmer req'd

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-26 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <817408456_OASIS_@yeadontt.demon.co.uk>
Source record: 10427

Hi, I am using the GFA Basic Mydial routines supplied with the Interface
resource editor. This consists of a a file called MYDIAL.OVL which has been
compiled with Pure C and a few GFA Basic procedures to call the C code.
I am trying to use the 3D dialog functions supported by Mydial, but the
switch passed when initialising Mydial has been left out of the C source used
to create MYDIAL.OVL.
I have worked out what needs changing, but I am not a C programmer and do
not have a C compilers. The docs for Interface ansd Mydial state that the
source provided is intended for Pure C and will also work with Turbo C.
Would sone kind soul be prepared to compile the source to produce the
MYDIAL.OVL file for me.
Many thanks in advance.

--


```
==============================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

1789. Re: STIK and SLIRP

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-26 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <499av9$c0@orm.southern.co.nz>
Source record: 10428

Casper Budtz-Jorgensen (budtz@dfi.aau.dk) wrote:
: Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator
: SLIRP.
:
: But I'm having problems. Stik doesn't get further than 'Resolving
: Hostname'.

What version of STIK do you have? I had an earlyish version and there was
a bug in it which wouldn't connect past that point, try getting an update.

Also, you have to tell your server to make the PPP/Slip option Slip only
for your account, STIK doesn't like the PPP option.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Hail Atari! Hail Motorola! Hail IBM... with Rocks!

In a nuclear war all men will be cremated equal.
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE

1790. Re: TT-SCSI Low Level?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-26 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <30ba107481f76@discworld.oche.de>
Source record: 10429

Markus Demleitner (msdemlei@mathi.uni-heidelberg.de) wrote:

MD>Does anybody have some code for accessing the TT's SCSI-port, i.e.
MD>sending arbitrary command blocks to arbitrary devices? I know there is
MD>some sample code in the Profibuch (ugh... what a name...), but I am
MD>sort of loath typing the whole stuff in, particularly if someone else
MD>has done it before -- probably with some improvements in
MD>flexibility...

You can used the newly proposed system-level SCSI driver interface - the
CBHD public domain driver uses this, and a detached SCSI driver is also
available. By doing so, your code will work on *any* SCSI interface where
a low-level driver is available.

If noone else does this, I will make this stuff available via FTP as soon
as it is complete.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

1791. warm reboot - how?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-27 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.277.00095686@ti.com>
Source record: 10430

I am trying to write a small util which do a warm reboots.
Anyone have any ideas, code fragment, etc to do this ?

Thanks
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1792. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-27 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <49ckmu$1757@rs18.hrz.th-darmstadt.de>
Source record: 10431

In article <491vne$hoo@bambam.soi.city.ac.uk>, cb170@city.ac.uk (Hall BJ) writes:
> Hi guys,
>
> I am writing a program that also works as an accessory, and yet I am having
> problems.
> [...]
Under SingleTOS, calling Malloc may cause serious problems. The memory does
not belong to the accessory, but to the current application and will be
freed when this application exits. In an accessory, the only reliable _and_
clean way is to work with a fixed heap. This may either be a static area
stored in the BSS or memory allocated directly at the beginning of the
accessory initialisation (i.e. after the startup code). Calling Malloc
or other calls which may alloc memory (e.g. rsrc_load) at startup should
be protected with a wind_update(BEG_UPDATE/END_UPDATE)-pair to prevent the
autostart-application (if any) from being loaded too early.

Of course, if you make sure that you are in a multitasking environment
(check the global-array, I think global[1] > 1), you may call Malloc without
having to worry about the problem mentioned above. This is why your
accessory worked with MagiC, but not with SingleTOS.

Hope that helps...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein / Germany	ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de	fear walk hand in hand."
PGP-key available on request!	Rush
\--/

1793. Re: warm reboot - how?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <49bl8d$5ut@inca01.inca.co.nz>
Source record: 10432

```
William Wong (wongck@ti.com) wrote:
> I am trying to write a small util which do a warm reboots.
> Anyone have any ideas, code fragment, etc to do this ?

try this fragment of 68k assembler

reboot:
pea doit
move.w #$26,-(a7)
trap #14
illegal

doit
move.l $4f2,a0
jmp (a0)

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.
```

1794. Sell: Atari TT30 & 19" TT195 Monochrom Monitor

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-28 00:00:00 UTC
From: andi@complang.tuwien.ac.at
Message-ID: <49f7a0$9bb@news.tuwien.ac.at>
Source record: 10433
Cross-posted to: comp.sys.atari.st.tech,at.tuwien.hardware,comp.sys.atari.programmer,at.anzeigen.privat.computer

I sell my Atari TT030 (2+4MB Ram, 500MB Disk, HD-Floppy) and my 19" monochrome monitor.

Andi
--
andi@complang.tuwien.ac.at Andreas Krall
http://www.complang.tuwien.ac.at/andi/ Inst. f. Computersprachen, TU Wien
tel: (+431) 58801/4462 Argentinierstr. 8/4/1851
fax: (+431) 5057838 A-1040 Wien AUSTRIA EUROPE

1795. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-28 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <49f1ga$ae5@bambam.soi.city.ac.uk>
Source record: 10434

>Basically there is a lot of problems with these things. There is no
>reason (apart from having another file) to avoid loading resources by an
>accessory. BUT : It MUST be done during startup time - that means boot
>time, not call time ! This is because for loading the resource the
>program doing that (here : the accessory) must allocate memory (actually

Yeah, that's Ok. The resource is loaded before GEM, but displayed etc after GEM has initialised.

>Conclusion is that any memory needed by an accessory should be allocated
>at bootup time. Only exception is that the accessory handles the AC_CLOSE
>message properly.

So there's no way under normal TOS to request memory dynamically from an ACC?
Oh, welks.

>> The thing is, it works fine. But if I try to run another program after the acc
>> has been called, the computer always crashes. However, if I load the acc and
>>
>Y'know, the accessory probably allocated memory that later has been freed
>by GEMDOS due to finished main program, but the accessory probably still
>accesses it. So does the newly run program, that allocated the SAME
>memory and accesses it. -------> CRASH

Yes, I thought it was something along those lines...

>> It doesn't misbehave under MagiC, either, so I hope it's not a TOS bug.
>>
>MagiC is free of this problem because it is real multitasking and thus
>any memory is owned by the process (program) that allocated it.

Yes, that figures. Hmm, grey matter application time again..

Thanks for the response guys, appreciate it.
--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1796. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-28 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <49f1jg$aem@bambam.soi.city.ac.uk>
Source record: 10435

>Yes, DA's are quite restricted in how they work. The biggest problem is that
>they can't request any memory from TOS (ie you can't use Malloc).

>The basic work-around is to fool TOS into thinking the program making the Malloc
>is not you, but something else. You do that by fudging the current-process
>system variable just before you Malloc, and restore it as soon as Malloc returns.

Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things like this are possible. This is under normal non-mtasking TOS, yes?

Cheers

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1797. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-28 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30BB3760.2300@imc.exec.nhs.uk>
Source record: 10436

Hall BJ wrote:
> >The basic work-around is to fool TOS into thinking the program making the Malloc
> >is not you, but something else. You do that by fudging the current-process
> >system variable just before you Malloc, and restore it as soon as Malloc returns.
>
> Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things like this
> are possible. This is under normal non-mtasking TOS, yes?

:-)

There is a TOS system variable called the current process pointer (or something like that). Basically, under single-TOSes it contains the address of the current process' basepage. All you do (!) is save the old value, then copy in a pointer to your parent's basepage, call Malloc, then copy the old value back.

You can find a pointer to your parent's basepage in your basepage: I don't know if GFA gives you access to this :-(

This stuff DOES NOT WORK (nor is it needed) under multitasking TOSes.

Come to think of it, perhaps you find the current process' basepage using the ROM header. It is documented in things like the Compendium, anyway.

--Chris

1798. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-28 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <49emp2$5ok@studs.sci.kun.nl>
Source record: 10437

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Sander Stoks (sanders@sci.kun.nl) wrote:
>> register optimisations!) failed. How can I force my compiler to use
>> only a given set of registers, if at all?

>XaAES runs as a user mode server program, and interfaces via pipes, so
>this isn't an issue. If it's running a standard GEM program, the only
>register that the trap re-director will corrupt is a0, but I will fix
>that if it's problem.

I don't think that's a problem, but I still don't know how one can compile one's program and have control over what registers will be used. Or do all C compilers save all registers before calling another routine? I know that Pure C has a compiler option `no register optimisation' which, when turned on, will make sure the contents of all registers will be reloaded before any use. But this will definately make things slower...

About the stack vs. register passing of arguments in Pure C (as mentioned in Eric Smith's reply), I thought the FreeMiNT sourcecode has been made with ingenious IFDEFs and such, so that when Pure C is detected, all functions will have the `cdecl' switch.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1799. Re: STIK and SLIRP

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-29 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <49irkt$ce0@gateway1.brisnet.org.au>
Source record: 10290

Casper Budtz-Jorgensen (budtz@dfi.aau.dk) wrote:
: Hi, I'm trying to get my ST on the net using STIK and the SLIP.emulator
: SLIRP.

: But I'm having problems. Stik doesn't get further than 'Resolving
: Hostname'.

: I've got two DNS-addresses, so that's not the problem. Anyone got any
: ideas?

: Maybe STIK and SLIRP just don't like each other.

Repeat: For STiK to work, you have to have SLIP. Real, non-compressed SLIP.
Not CSLIP. Not TIA. Not a superset or a subset of SLIP. Not PPP. Not term.
If you have a shell account login, you are likely out of luck, as most of the
SLIP-like protocols that are designed to run from that are not true SLIP
or have default enhancements like compression.

D

1800. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951129100630.10284C-100000@juno.amp.uni-hannover.de>
Source record: 10291

On 28 Nov 1995, Hall BJ wrote:

> >Yes, DA's are quite restricted in how they work. The biggest problem is that
> >they can't request any memory from TOS (ie you can't use Malloc).
>
> >The basic work-around is to fool TOS into thinking the program making the Malloc
> >is not you, but something else. You do that by fudging the current-process
> >system variable just before you Malloc, and restore it as soon as Malloc returns.
>
> Erm. Can you describe this a bit more? I'm using GFA, so I don't know if things like this
> are possible. This is under normal non-mtasking TOS, yes?
>
Please, don't do that. This would be considered dirty programming because
you gotta write the current-process variable, which is documented
as read-only. On later TOS versions (certainly on mtask versions) the
program may very well crash.

Cheere Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1801. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951129095226.10284B-100000@juno.amp.uni-hannover.de>
Source record: 10292

On 28 Nov 1995, Hall BJ wrote:

>
> >Conclusion is that any memory needed by an accessory should be allocated
> >at bootup time. Only exception is that the accessory handles the AC_CLOSE
> >message properly.
>
> So there's no way under normal TOS to request memory dynamically from an ACC?
> Oh, welks.
>
No, you misunderstood. It can be done by utilizing the AC_CLOSE message.
But there were rumors that occasionally this doesn't work properly.
However, it worked fine when i tried this.
After receiving the AC_CLOSE message by evnt_multi() you _must not_ call
any further AES function before you've freed _all_ memory that has been
allocated after bootup time. The reason that you must free that memory
I've explained earlier. You must do it _before_ the next AES call because any
AES call may do a taskswitch, completing the main application shutdown.
That shutdown would release all that memory, and from that point you may
neither access the memory (of course) nor free it ('cos it's already
freed and TOS is programmed badly enough that it cannot cope with free
memory chunks that are freed again).
The thing is dangerous anyway, 'cos you gotta expect bugs in single-TOS
everywhere (the rumors I mentioned above probably got to do with that).
So it's certainly safer to do without these things.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1802. HELP!!!

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-29 00:00:00 UTC
From: I.D.Cadman-CSSE94@cs.bham.ac.uk
Message-ID: <49h790$np3@percy.cs.bham.ac.uk>
Source record: 10438

Has Anyone out there managed to get Gnu C++ working on the humble ST???
If so, can you let me know what files I need please, as it's beginning to really irritate me!!!

I've got as far as getting an object file, but it won't link, aaarrrgghhhh!!!

E-mail me on I.D.Cadman-CSSE94@cs.bham.ac.uk, if you're feeling in a helpful mood!

1803. BAD MOOD progress update

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-29 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <49ilmp$fp4@nyheter.chalmers.se>
Source record: 10439

```
The BAD MOOD internet project to create a FreeWare Falcon030 DOOM(TM)
WAD compatible game has recently taken a huge leap forward.
This is mostly thanks to the work by Douglas Little (of APEX media).

Version 1.32alpha of BAD MOOD is now available via WWW/ftp (see .sig).

So what's new?

- No more C code!
The full '030 assembly code is included.
- Runs in Falcon true colour mode.
Both RGB and VGA are of course supported.
- More than two times speed increase.
In _many_ places it's _far_ more.
- The display can be resized.
At 160x100 the frame rate is usually _very_ nice.
- All display glitches have been removed.
- A 2D map can be overlaid.
- Mouse control added.
- Some lighting effects.

...and more.
There's also a first DSP aware executable in the distribution archive,
which if course improves the frame rate... ;-)

For those of you without Falcon's, the C version of DVIEW has also been
updated. Versions are available compiled for the old 68000 Atari's as
well as for '020+ machines. These versions run in 16 or 256 colour bit
plane modes. Full C sources are included.

By the way, it has been discovered that BAD MODD (and DVIEW) actually
loads DOOM 2 and Heretic WADs as well as the original DOOM ones.
A tip: third party WADs work fine and are usually a _lot_ smaller than
the commercial/ShareWare ones.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

1804. Changing Falcon Resolution ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-30 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <DIussE.37C@westminster.ac.uk>
Source record: 10293

Not long ago I posted an article asking why my Falcon program could change resolution and back to normal ok without blowup, but the screen is messed up when you get back to the desktop with blowup turned on.

Aparently this was a bug with blowup and have since installed an upgrade which was supposed to fix this - but alas no.

I there anything you need to save apart from the modecode before chnging resolution ?

Would I be better off saving the size of the screen using Vgetsize()
and returning to normal memory using that ?

Thanks,
Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk
http://www.cranfield.ac.uk/public/me/ev942703

Atari Falcon030 4mb/120HD/FPU

There comes a time when you've got to count your chickens.

1805. "GNU C & GRAPHICS

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-30 00:00:00 UTC
From: nip73 <nip73@rz.uni-kiel.d400.de>
Message-ID: <7479*/S=nip73/OU=rz/PRMD=uni-kiel/ADMD=d400/C=de/@MHS>
Source record: 10294

```
Hi there !

Could somebody give me a hint what libraries I could use with
GNU C on my AtariST ?
I wanted to do some graphic-stuff - FAST graphic-stuff to be more
precise ;)

thanx in advance,
Andreas

*-------------------------------------------------------------------------*
| Andreas ,,SEGRATIS'' Bunten I only speak for myself |
| < NIP73@rz.uni-kiel.d400.de > and nobody else ... |
*-------------------------------------------------------------------------*
| "Pride is all very well, but a sausage is a sausage." |
| (Terry Pratchett, Men At Arms) |
*-------------------------------------------------------------------------*
```

1806. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-30 00:00:00 UTC
From: postmaster@anuurn.ruhr.de
Message-ID: <30be340a3b53c92@anuurn.ruhr.de>
Source record: 10295

In <30BB3760.2300@imc.exec.nhs.uk>,
Chris Ridd (C.Ridd@imc.exec.nhs.uk) wrote:

>There is a TOS system variable called the current process pointer (or something
>like that). Basically, under single-TOSes it contains the address of the current
>process' basepage. All you do (!) is save the old value, then copy in a pointer
>to your parent's basepage, call Malloc, then copy the old value back.
>
>You can find a pointer to your parent's basepage in your basepage: I don't know
>if GFA gives you access to this :-(
>
>This stuff DOES NOT WORK (nor is it needed) under multitasking TOSes.

True, but it doesn't work either (but *is* needed) under "normal"
single-tasking TOS if MiNT is active... :-(

Martin

>Come to think of it, perhaps you find the current process' basepage using the
>ROM header. It is documented in things like the Compendium, anyway.
>
>--Chris

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

1807. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-30 00:00:00 UTC
From: postmaster@anuurn.ruhr.de
Message-ID: <30be340e3b57203@anuurn.ruhr.de>
Source record: 10296

In <49emp2$5ok@studs.sci.kun.nl>,
Sander Stoks (sanders@sci.kun.nl) wrote:

>"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
>>Sander Stoks (sanders@sci.kun.nl) wrote:
>>> register optimisations!) failed. How can I force my compiler to use
>>> only a given set of registers, if at all?
>
>>XaAES runs as a user mode server program, and interfaces via pipes, so
>>this isn't an issue. If it's running a standard GEM program, the only
>>register that the trap re-director will corrupt is a0, but I will fix
>>that if it's problem.
>
>I don't think that's a problem, but I still don't know how one can
>compile one's program and have control over what registers will be
>used. Or do all C compilers save all registers before calling another
>routine?

Most Atari C compilers preserve D2-D7/A2-A7 across function
calls; unfortunately, Pure C 1.0 uses D0-D2/A0-A1 for passing
parameters and thus *does not* save D2 - which may cause
problems if a program that *wasn't* compiled with Pure C 1.0
calls a function that *was*...

Examples of this: GEM AES (when it calls USERDEF functions) or
the Minix FS driver (when it calls MiNT kernel functions through
the kerinfo struct); the latter only is problematic if MiNT was
compiled using Pure C 1.0 and the FS driver wasn't...
(And you simply *can't* compile the current Minix FS driver with
Pure C since it uses some GNU C extensions.)

You might have noticed the Pure C version number: this problem
was sovled in Pure C 1.1 - functions using `cdecl' (stack)
parameter passing now save register D2, too!
(This is not documented (AFAIK), but verifyably true...)

Note that all this only applies to *direct* function calls -
calls using a TRAP interface don't have these problems, since
the upper level of the trap handler is always written in
assembler and does all the necessary register saving anyway!

> I know that Pure C has a compiler option `no register
>optimisation' which, when turned on, will make sure the contents of
>all registers will be reloaded before any use. But this will
>definately make things slower...

That won't change very much - the register variables (D3-D7/A2-A6) are automatically saved anyway; there are only two valid reasons for turning off register optimization: firstly, the Pure Debugger doesn't handle re-allocation of register variables too well, and second, the optimizer still has a small bug - sometimes (rarely) the register allocation scheme will go wrong in very complex expressions...

>About the stack vs. register passing of arguments in Pure C (as
>mentioned in Eric Smith's reply), I thought the FreeMiNT sourcecode
>has been made with ingenious IFDEFs and such, so that when Pure C is
>detected, all functions will have the `cdecl' switch.

They should, but I'm not sure how extensively this was verified and tested...
(BTW: you only need `cdecl' parameter passing for functions callable from the "outside" - purely internal functions can continue to use register parameter passing, possibly gaining some speed!)

Martin

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

1808. THANKS: warm reboot

Newsgroup: comp.sys.atari.programmer
Date: 1995-11-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.279.000CBF5E@ti.com>
Source record: 10297

Hi guys,

Thanks for the help on doing a warm reboot on the ST.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520STFM/4Mb/44M HDD/Magic2.01/EASE
ProbeHouse Software developer | ||| &
Internet Email: wongck@ti.com |/ | \ 486DX33/8Mb/210M+850M HDD/WFW3.11
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1809. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <DIvsvG.71r@eunet.ch>
Source record: 10298

> I have heard no rumors, about an english doc'ed Pure C. There is
> an English online help package available for Pure C, from a third
> party.

Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The editor is absolutely incredible slow when the code gets big (well, not real big, lets say bigger than 100 lines or so...:-( )
I don't know why, but I'm just looking for some other solutions. Maybe I could just use another editor with the compiler and linker of Pure C, but I have to try it i.e. to get a good, fast editor first.

1810. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <49n3fe$orr@bambam.soi.city.ac.uk>
Source record: 10299

schoen@dial.eunet.ch writes:

>> I have heard no rumors, about an english doc'ed Pure C. There is
>> an English online help package available for Pure C, from a third
>> party.

>Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The
>editor is absolutely incredible slow when the code gets big (well, not real
>big, lets say bigger than 100 lines or so...:-( )
>I don't know why, but I'm just looking for some other solutions. Maybe I
>could just use another editor with the compiler and linker of Pure C, but
>I have to try it i.e. to get a good, fast editor first.

Try using Everest - I wouldn't use anything else...

--

```
-----------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk
-----------------------------------------------------
```

1811. Re: STIK and SLIRP

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: ae@yin.kuai.se
Message-ID: <49mb0d$mv3@bundy.mdk.se>
Source record: 10300

root (dancer@brisnet.org.au) wrote:
: Not CSLIP. Not TIA. Not a superset or a subset of SLIP. Not PPP. Not term.
: If you have a shell account login, you are likely out of luck, as most of the
: SLIP-like protocols that are designed to run from that are not true SLIP
: or have default enhancements like compression.

STiK works ok with TIA, I don't know where you got your info from, but
it's working for ME with no problems. AND, I've got a shell account.

--
Greetings, Anders Eriksson - ae@kuai.se - Dead Hackers Society

1812. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <817851894_OASIS_@swampdog.demon.co.uk>
Source record: 10301

Just idle curiosity here. If there's no reasonable way of dynamically allocating accessory memory then what about doing it via a TSR?

--

Guy Harrison

guy@swampdog.demon.co.uk

1813. Please help me with my printer driver problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: eljibaro@aol.com
Message-ID: <49n9m9$mjo@newsbf02.news.aol.com>
Source record: 10302

I have an Atari Mega and for the last several years I've been writing a novel on Word Writer. Now I need to print out eight hundred pages on a Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If I convert it all to ASCII, I'll loose all my formatting. Can someone please help me in obtaining something that will work? Or point me to a source? Canon doesn't want to help me. I'm desperate! Will someone help me out of this nightmare?

1814. Atari executable convert to IBM

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: filmmakr0@aol.com
Message-ID: <49nikr$pi2@newsbf02.news.aol.com>
Source record: 10303

Is there a way of converting an Atari program to allow it to execute on an IBM compatible computer ? I would appreciate any information that may exist. Please respond either through the group or by e-mail.

Thanks,

Joe Sposito
FilmMakr0
(Paul Sposito)

"Oh, Captain, my Captain."

1815. Re: gdb

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951201114625.10614B-100000@bull.mimuw.edu.pl>
Source record: 10304

On 24 Nov 1995, Jan Kamphuis wrote:

> Hello world!
> I use gcc 2.5.8 along with the other stuff.
> How can I compile a source so that I can use the gdb on my atari?
> gcc -g name.cxx |gdb a.out isn't enough, for some reason.
> Help me!
> Jan Kamphuis (bikamph@edu.eur.nl)

You have to generate a .sym file too. You have to use sym-linker for it.
You'd rather look to tex documentation of gcc and gdb...

regards,

Simon.

1816. Re: RIP emulator

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <49mmmq$3a1@banaan.fwi.uva.nl>
Source record: 10305

allfree@scs.unr.edu (Benjamin C. Allfree) wrote:

:Hi all,
:
: I'm planning to write a RIP emulator. Does anyone feel like helping?

what is a RIP?

--
Martijn Dekker
Math department | PFF:
University of Amsterdam | latest product: Ishido for X Window System
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

1817. Re: HELP-Pure C programmer req'd

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <DIvspu.6q2@eunet.ch>
Source record: 10306

> Would sone kind soul be prepared to compile the source to produce the
> MYDIAL.OVL file for me.
> Many thanks in advance.

If nobody else would do it, I could...

Marcel
schoen@dial.eunet.ch

1818. RIP emulator

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-01 00:00:00 UTC
From: allfree@scs.unr.edu
Message-ID: <49mgfl$hmh@silver.scs.unr.edu>
Source record: 10307

Hi all,

I'm planning to write a RIP emulator. Does anyone feel like helping?

1819. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <49psud$hsq@studs.sci.kun.nl>
Source record: 10308

In <30be340e3b57203@anuurn.ruhr.de> postmaster@anuurn.ruhr.de (The Postmaster) writes:

>You might have noticed the Pure C version number: this problem
>was sovled in Pure C 1.1 - functions using `cdecl' (stack)
>parameter passing now save register D2, too!

Ah, I've got 1.1, so I can sleep assured now. Thanks a _lot_ for your
reply, it was most informative!

(but it still doesn't explain why my home-brew MiNT kernel was so
unstable... :-( )

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1820. Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <49p5lk$9pn@infa.central.susx.ac.uk>
Source record: 10309

I am in need of finding the screen dimensions, number of bitplanes etc for the screen, however, without using the VDI...

This question could probable be read: How does the VDI figure out the screen size/number of bitplanes etc.. given the fact that there are such things as 17" SVGA monitors, Screenblaster hardware, virtual screens, and reflex/supernova graphics card (etc, etc, etc..)

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>

1821. Re: MiNT, XaAES, NVDI - Safe registers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: mk@anuurn.ruhr.de
Message-ID: <30c07836c2990@anuurn.ruhr.de>
Source record: 10310

In <30be340e3b57203@anuurn.ruhr.de>,
The Postmaster (postmaster@anuurn.ruhr.de) wrote:

(Why the heck was this sent from my `postmaster' account?
I /really/ must fix that bug in the newsreader some day...)

>Most Atari C compilers preserve D2-D7/A2-A7 across function
>calls; unfortunately, Pure C 1.0 uses D0-D2/A0-A1 for passing
>parameters and thus *does not* save D2 - which may cause
>problems if a program that *wasn't* compiled with Pure C 1.0
>calls a function that *was*...
>
>Examples of this: GEM AES (when it calls USERDEF functions) or
>the Minix FS driver (when it calls MiNT kernel functions through
>the kerinfo struct);

I must correct myself here - I just happened to notice the following
line in the MiNT documentation (Appendix E):

>(for example, Alcyon C preserves only registers d3-d7 and a3-a7)

Apparently Alcyon C saves even fewer registers than Pure C; since
Alcyon C was used to compile the GEM AES, USERDEFs compiled with
Pure C 1.0 shouldn't cause any problems...
(However, the MiNT/MinixFS problem is real!)

Martin

>the latter only is problematic if MiNT was
>compiled using Pure C 1.0 and the FS driver wasn't...
>(And you simply *can't* compile the current Minix FS driver with
>Pure C since it uses some GNU C extensions.)
>
>You might have noticed the Pure C version number: this problem
>was sovled in Pure C 1.1 - functions using `cdecl' (stack)
>parameter passing now save register D2, too!
>(This is not documented (AFAIK), but verifyably true...)
>
>Note that all this only applies to *direct* function calls -
>calls using a TRAP interface don't have these problems, since
>the upper level of the trap handler is always written in
>assembler and does all the necessary register saving anyway!
>
>> I know that Pure C has a compiler option `no register
>>optimisation' which, when turned on, will make sure the contents of
>>all registers will be reloaded before any use. But this will

>>definately make things slower...
>
>That won't change very much - the register variables (D3-D7/A2-
>A6) are automatically saved anyway; there are only two valid
>reasons for turning off register optimization: firstly, the Pure
>Debugger doesn't handle re-allocation of register variables too
>well, and second, the optimizer still has a small bug -
>sometimes (rarely) the register allocation scheme will go wrong
>in very complex expressions...

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

1822. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <49pjkp$rji@inca01.inca.co.nz>
Source record: 10311

Thomas Binder (binder@rbg.informatik.th-darmstadt.de) wrote:

> Of course, if you make sure that you are in a multitasking environment
> (check the global-array, I think global[1] > 1), you may call Malloc
^^^^^^^^^^^^^

According to the Compendium :
global[1] is the maximum number of concurrent apps supported.

MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.

MultiTOS returns -1 (meaning "unlimited")

--

If I am wrong, flame AOL.
If I am right, flame AOL.
What the hell, just flame AOL.

1823. STiK and tuwtcp

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <49q5q3$msr@due.unit.no>
Source record: 10312

In the tuwtcp package there is a GEM-based telnet/ftp-client with sources and everything. Is it possible to compile this to work with STiK?

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

1824. Re: What C package?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DIzCy9.4FD@dk3uz.hanse.de>
Source record: 10313

schoen@dial.eunet.ch writes:

>> I have heard no rumors, about an english doc'ed Pure C. There is
>> an English online help package available for Pure C, from a third
>> party.

>Hm, wait a moment... I have a Falcon and Pure C. And a big problem: The
>editor is absolutely incredible slow when the code gets big (well, not real
>big, lets say bigger than 100 lines or so...:-( )
>I don't know why, but I'm just looking for some other solutions. Maybe I
>could just use another editor with the compiler and linker of Pure C, but
>I have to try it i.e. to get a good, fast editor first.

Have you tried JOE (Joe's Own Editor)?

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1825. Enregistrement egale

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-02 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <4392phodgkin@nest.demon.co.uk>
Source record: 10314

```
In a message of <30 Nov 95 17:47:20>,
avsec@westminster.ac.uk
(90:100/106)
writes:

a> I there anything you need to save apart from the modecode
before
a> chnging resolution
?

Yes, the following is what I use with Stoop in the AUTO folder - I don't
guarantee that it works (probably not) from the Desktop, but it will take
you a bit further - you might want look at the video registers as
well.

extern void
*linea;
extern short
scr_xr,scr_yr;
extern char
vga;

extern int vq_aes(void); //
Vq_aes.Asm

void
initialise_screen_change(void);
void
reset_screen_change(void);
char
check_screen(void);

// The following are negative linea variables and linea is set by

// using linea=linea0(); in
main()
#define VGemX (((long
*)linea)[-0x015A])
#define VGemY (((long
*)linea)[-0x0159])
#define VCelHT (((long
*)linea)[-0x0017])
#define VCelMX (((long
*)linea)[-0x0016])
#define VCelMY (((long
*)linea)[-0x0015])
```

```
#define VCelWR (((long
*)linea)[-0x0014])
#define VXMax (((long
*)linea)[-0x0006])
#define VYMax (((long
*)linea)[-0x0002])
#define VBytesLin (((long
*)linea)[-0x0001])
#define VPlanes (((long *)linea)[
0x0000])
#define VWrap (((long *)linea)[
0x0001])

int modecode,
oldmodecode;
long
vplanes,vgemx,vgemy,vcelht,vcelmx,vcelmy,vcelwr,vxmax,vymax,vbyteslin,
vwrap
;
void *phy, *oldphy,
*linea;

void
initialise_screen_change(void)
{
oldphy=Physbase();
oldmodecode=Vsetmode(-1);

vplanes=VPlanes;
vgemx=VGemX;
vgemy=VGemY;
vcelht=VCelHT;
vcelmx=VCelMX;
vcelmy=VCelMY;
vcelwr=VCelWR;
vxmax=VXMax;
vymax=VYMax;
vbyteslin=VBytesLin;
vwrap=VWrap;

switch(Montype())
{
case 1 : // ST colour
monitor
case 3 : //
Television
modecode=INTERLACE+OVERSCAN+COLUMNS80+COLOURS;
if(oldmodecode &
PALFLAG)
modecode+=PALFLAG;
break;
```

```
case 2 : // VGA
monitor
modecode=VGAMONITOR+COLUMNS80+COLOURS;
break;
}

if(modecode!=oldmodecode)
{
phy=Mxalloc(VgetSize(modecode)+1,0);

if((long)phy %
2)
phy=(void *)((long)phy
+1);

VsetScreen(phy,phy,3,modecode);
Vsync();
VsetScreen((void *)-1,(void
*)-1,3,modecode);
}
}

void
reset_screen_change(void)
{
if(modecode!=oldmodecode)
{
VsetScreen(oldphy,oldphy,3,oldmodecode);
Vsync();
VsetScreen((void *)-1,(void
*)-1,3,oldmodecode);
Mfree(phy);

VPlanes=vplanes;
VGemX=vgemx;
VGemY=vgemy;
VCelHT=vcelht;
VCelMX=vcelmx;
VCelMY=vcelmy;
VCelWR=vcelwr;
VXMax=vxmax;
VYMax=vymax;
VBytesLin=vbyteslin;
VWrap=vwrap;
}
}

Phil

~ Wolfgang's Third Law: It can't work.
~

--
```

1826. Re: RIP emulator

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <49r0oj$u7b@news.nevada.edu>
Source record: 10315

Martijn Dekker (mdekker@fwi.uva.nl) wrote:

: what is a RIP?

Think of RIP like a real Cool Color ANSI. It is a term emulator that
allows graphics as well....

Vince

1827. Programming Falcon Lan Port (TT/MEGA E)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: harmony@idir.net
Message-ID: <49s0kd$f9k@sequoia.idir.net>
Source record: 10316

Hi. Does anyone have any specs on programming the Local Talk ports on Falcons, TT's and Mega E's? I'm trying to make an Ethernet card that turns the local talk port into a Ten Base T port and does ethernet to Net with PC's.

(It'd also be nice not to lose my Modem port in the process although rumor has it that that isn't possible.) I'm programming on a Falcon, so currently Falcon specific specs would be fine.

harmony@idir.net
Harmony
Epistle
Communications.

HEC HQ:http://www.idir.net/~harmony

(For Cab users: http://www.idir.net/~harmony/index.html)

As Cab seems to Crash on File name completion.

1828. Falcon Lan Port (Mega E/TT)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: harmony@idir.net
Message-ID: <49r9n4$d9g_001@idtskc02.idir.net>
Source record: 10317

Hi all, I'm Trying to program the Falcon's Lan port and would like any specs available on the subject, specifically I'm trying to convert from localtalk to TenBase T (Twisted Pair Ethernet) and will be writing my own drivers and making my own hardware (obiously). If it works, I'll make it available to J.Q. Public Atari.

harmony@idir.net

Home of Harmony Epistle Communications
http://www.idir.net/~harmony

or for CAB users:
http://www.idir.net/~harmony/index.html

(Some versions of CAB crash on file name completion)

1829. Re: MagiCMac and Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <818022212_OASIS_@swampdog.demon.co.uk>
Source record: 10318

In article <djs.818001486@gen-off-2>
djs@jet.uk (David Stevenson) said:-

>(This question is relevant to MagiC 3 as well as MagiCMac, I suspect).
>
>I am having difficulty finding a Pexec mode supported by MagiCMac that
>does what I want. Under MultiTOS, I would use Pexec(100, ...), but
>this seems to be unsupported under MM :-(
>
>All I want to do is start a TOS program from another, but without the
>parent blocking until the child completes. Under MultiTOS, this should
>be something like
> Pexec(100,...);
> do_something();
> Pwait(); // Wait for child to exit

For MagiC 2, read this in addition to the usual shel_write() stuff...

shel_write(flag,graphic,gem,command,tail)

short flag,graphic,gem;
char *command,*tail;

NAME VALUE SYSTEM
---- ----- ------
SHW_IMMED 0 PC-GEM 2.x
SHW_CHAIN 1 TOS
SHW_DOS 2 PC-GEM 2.x
SHW_PARALLEL 100 MagiC
SHW_SINGLE 101 MagiC

SHW_PARALLEL

Start new process in parallel. Returns application id of the new
propgram; when this terminates the "parent" receives the CH_EXIT
message. 'gem' non zero denotes a GEM application whereas zero denotes
a TOS application (which will get run in a window).

CH_EXIT

Sent to parent process when child (started via shel_write()) has
terminated. msg[3] contains the application id of the child, as
returned by the shel_write() which invoked the child, and msg[4] the
child process exit code.

--

Guy Harrison

guy@swampdog.demon.co.uk

1830. Re: Please help me with my printer driver problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DJ15AI.DtM@novice.uwaterloo.ca>
Source record: 10319

In article <49n9m9$mjo@newsbf02.news.aol.com>,
El Jibaro <eljibaro@aol.com> wrote:
>I have an Atari Mega and for the last several years I've been writing a
>novel on Word Writer. Now I need to print out eight hundred pages on a
>Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If
>I convert it all to ASCII, I'll loose all my formatting. Can someone
>please help me in obtaining something that will work? Or point me to a
>source? Canon doesn't want to help me. I'm desperate! Will someone help me
>out of this nightmare?

Doesn't your canon do epson emulation? If it does, then assuming Word
Writer has an epson driver, you should be able to print your novel.

Art
--
Art
atwareck@novice.uwaterloo.ca

1831. MagiCMac and Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.818001486@gen-off-2>
Source record: 10320

(This question is relevant to MagiC 3 as well as MagiCMac, I suspect).

I am having difficulty finding a Pexec mode supported by MagiCMac that
does what I want. Under MultiTOS, I would use Pexec(100, ...), but
this seems to be unsupported under MM :-(

All I want to do is start a TOS program from another, but without the
parent blocking until the child completes. Under MultiTOS, this should
be something like

```
Pexec(100,...);
do_something();
Pwait(); // Wait for child to exit
```

--
Home page http://www.compulink.co.uk/~ktl/hoagy.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1832. Re: Programming Falcon Lan Port (TT/MEGA E)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-03 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DJ15Kt.F0t@novice.uwaterloo.ca>
Source record: 10321

In article <49s0kd$f9k@sequoia.idir.net>,
Michael Wray <harmony@idir.net> wrote:
>Hi. Does anyone have any specs on programming the Local Talk ports on Falcons,
>TT's and Mega E's? I'm trying to make an Ethernet card that turns the local
>talk port into a Ten Base T port and does ethernet to Net with PC's.

On the falcon, both serial ports are 8530 based. There are several manufacturers
of this chip, so obtaining a users manual shouldn't be a problem.

If you want to see example code, download sources for linux-68k. You can find
an SCC (8530) driver in drivers/char/atari_SCC.{c,h}.

By the way--I do not believe the Falcon has DMA for the SCC, thus achieving
a decent baud rate will be a problem :(.

>(It'd also be nice not to lose my Modem port in the process although rumor has
>it that that isn't possible.) I'm programming on a Falcon, so currently Falcon
>specific specs would be fine.

I'm not sure which modem port you're refering to. I have a Falcon. If you're
talking about it's RS232 port--no problem. Both ports can be in use at the same
time.

Art
--
Art
atwareck@novice.uwaterloo.ca

1833. ou

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4426rcain@nest.demon.co.uk>
Source record: 10322

On 04 Dec 95 atwareck@novice.uwaterloo.ca wrote:

a> El Jibaro <eljibaro@aol.com>
wrote:
>> I have an Atari Mega and for the last several years I've been
writing
>> a novel on Word Writer. Now I need to print out eight hundred pages
on
>> a Canon BJ200 bubble jet printer, and I can't get any
compatible
>> drivers. If I convert it all to ASCII, I'll loose all my
formatting.
>> Can someone please help me in obtaining something that will work?
Or
>> point me to a source? Canon doesn't want to help me. I'm
desperate!
>> Will someone help me out of this
nightmare?
a>

a> Doesn't your canon do epson emulation? If it does, then
assuming
a> Word Writer has an epson driver, you should be able to print
your
a>
novel.
a>
Art

AIUI, the Canons emulate Epson 850LQ or IBM Proprinter X(L)24E. There
really is no such thing as a "Canon
driver".

It's best to pick the Epson emulation as the drivers are more
common.

Roger
rcain@nest.demon.co.uk

--

1834. Problems compiling a GFA 3.5 program -- please help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <49v5ut$jop@pacifier.com>
Source record: 10323

Rob,

r > My compiled program bombs (2) after my welcome alert. In a
r > crude attempt at trying to find which line of code was at
r > fault, I inserted lines like...
r >
r > PRINT "1"
r > PAUSE 50
r >
r > ...between the existing lines (the "1" is incremented each
r > time). This time the program ran fine!

Usually, when a program runs fine in the interpreter, but crashes when compiled, it is due to one of a number of memory handling problems.

First, you may be RESERVE'ing less memory than your program requires. In which case the program will crash when your program goes beyond its defined memory limits. Try increasing the amount of memory you RESERVE at the start of the program, and remember to RESERVE memory only ONCE at the start of the program, and then release it when you exit the program.

Second, you may need to force a garbage collection. Try replacing the PRINT "1"/PAUSE 50 lines with a ~FRE(0) and see if it solves your problem. GFA doesn't always clean up after itself very well, and you have to do it manually sometimes. I usually put the ~FRE(0) command in my programs event loops.

Third, you may be using up too much of the free memory, and not leaving enough for the OS.

```
r > max%=MALLOC(-1) ! find out how much free memory is available
r > IF max%>1000000
r > max%=1000000 ! to keep from claiming too much memory
r > ENDIF

r > s%=MALLOC(max%)
```

In the example you gave, there is no allowance made for the OS. If you have exactly 1000000 bytes free, you are using it all. Try allocating this way to save 64K for the OS to use:

```
max%=MALLOC(-1)-64536
.... Insert your error messages here ....
s%=MALLOC(max%)
```

Good luck!

Anthony Watson
Mountain Software

___ Mountain Reader II - #AUTHOR 1

1835. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <49vi84$p4d@whitbeck.ncl.ac.uk>
Source record: 10324

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...

> This question could probable be read: How does the VDI figure out the screen
> size/number of bitplanes etc.. given the fact that there are such things as
> 17" SVGA monitors, Screenblaster hardware, virtual screens, and
> reflex/supernova graphics card (etc, etc, etc..)

There's no reason at all to do it yourself - you can always use the VDI
functions to determine screen size, colour depth, etc...

Why do you want to do it without the VDI? The only reason I could think
is that you want to do it from an Auto program, and that's not really a
reason at all (you just have to remember to open a physical workstation
to the screen, and close it again when you're through if you want to have
GEM start after your program exits).

Craig.

1836. Re: about Bad Mood..

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <49vm68$209@nyheter.chalmers.se>
Source record: 10325

In article <30C2FAF7.41C67EA6@zeus.hud.ac.uk>,
Jon Lewis <c9251129@zeus.hud.ac.uk> wrote:
>just wondering whether ID know about it..

They should if they ever read their email.

>if they do, then expect a bill for about $500,000.
>If it works, ID will expect you to batch it up as an official DOOM
>engine for yet another platform...

We asked id Software in our letter what they thought about the project,
but they've not replied. We'll try normal mail as well.
In the current state there is of course nothing id could complain about.
So far BAD MOOD is not much more than a glorified WAD viewer. Similar
FreeWare and ShareWare programs have long been available for the PC.

>if, however, its totally freeware, then you should be ok, but don't
>say I didn't warn you. =]

BAD MOOD is, and always will be, totally free.
We're well aware of the potential problems, though, which is why we've
tried to get some kind of official statement from id.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1837. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30C2CEFF.6334@imc.exec.nhs.uk>
Source record: 10326

```
Gaven Miller wrote:
> According to the Compendium :
> global[1] is the maximum number of concurrent apps supported.
>
> MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.
>
> MultiTOS returns -1 (meaning "unlimited")

MagiC returns something like 10 or 16. The test for multitasking TOSes
should clearly be 'AESglobal[1] != 1'.

--Chris
```

1838. GCC program crashes after receiving SIGCHLD

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <30c2c82483410@xs4all.nl>
Source record: 10327
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have a program, compiled with gcc, that crashes after receiving SIGCHLD. I ran dbg on it and it clearly said: "Program stopped with signal 20 (Child Process Exited)". As far as I know, it isn't normal for a program to crash after receiving SIGCHLD, the default is: no action. The program crashes both under MiNT and under normal TOS.

It doesn't matter if I execute the child process with Pexec (mode 0) or the standard lib function system().

Any ideas what could cause this behaviour? And what can be done about it?

The same program compiled with PureC executes flawlessly.

--


```
-------------------------------------------------------------------------
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
-------------------------------------------------------------------------
```

1839. about Bad Mood..

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: Jon Lewis <c9251129@zeus.hud.ac.uk>
Message-ID: <30C2FAF7.41C67EA6@zeus.hud.ac.uk>
Source record: 10328

just wondering whether ID know about it..

if they do, then expect a bill for about $500,000.
If it works, ID will expect you to batch it up as an official DOOM
engine for yet another platform...
if, however, its totally freeware, then you should be ok, but don't
say I didn't warn you. =]

()rm..
Digi Tallis Developments..

1840. C++ on 1040 ST ?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <49v3ek$bkc@sunsystem5.informatik.tu-muenchen.de>
Source record: 10329

Hi !

Is there a C++ package (perhaps gcc) that runs on 4 MB 1040 Computers ? And where can I get it ?

Please reply by PM, because I do not always have access to this group. Thanks in advance.

Eddi

--
If you want to ______The Keyboard-Cowboys
replay this (____ __ _ __ __
massage: ______) (|_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |

1841. Problems compiling a GFA 3.5 program -- please help!

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: robaries@aol.com
Message-ID: <49u5an$8gl@newsbf02.news.aol.com>
Source record: 10330

I have a few questions regarding compiling GFA 3.5 programs. I'm having a problem and can't figure out why. My compiled program bombs (2) after my welcome alert. In a crude attempt at trying to find which line of code was at fault, I inserted lines like...

```
PRINT "1"
PAUSE 50
```

...between the existing lines (the "1" is incremented each time). This time the program ran fine! I then started commenting out these lines, one set at a time, and re-compiling. Sure enough the program bombed after all but the first set of these extra lines were commented out. I'm at a loss as to why the inclusion of these lines would make the difference between my program bombing or not. Here's some of the code:

```
[......]
max%=MALLOC(-1) ! find out how much free memory is available
IF max%>1000000
max%=1000000 ! to keep from claiming too much memory
ENDIF
ALERT 0, [etc... my welcome alert]
PRINT "1"
PAUSE 50
s%=MALLOC(max%)
PRINT "2"
PAUSE 50
IF s%=0
ALERT 1,"Couldn't allocate memory.",1," OK ",blah%
END
ENDIF
DEFFN done=(MOUSEK) OR (too.much!) OR (INP?(2))
PRINT "3"
PAUSE 50
DEFFN file.ok=filename$<>"" AND RIGHT$(filename$)<>"\"
PRINT "4"
PAUSE 50
[....]
```

As I said, the program seems to run fine with all these lines enabled. I start commenting out the PRINT...PAUSE lines, starting with the higher numbered ones and working back, and re-compiling each time. When I comment out all but the PRINT "1"...PAUSE 50 and PRINT "2"...PAUSE 50 pair, I'm back to bombsville (after I click on the "OK" button of my welcome alert, the numbers "1", then "2" appear on the screen, then I get two bombs and I'm back to the desktop).

A few things: I'm running TOS 2.06 on a 520st expanded to 2.5 megs. I'm using MENU.PRG (with its default settings) to compile with; the return codes from both the compiler & linker are 0 (good). I've tried booting the ST with no accs or auto progs (except ICDBOOT). Nothing has worked! Any help, or clues as to how to look for the cause of this, is appreciated! TIA,

Rob Aries

1842. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-04 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951204165431.19042A-100000@iris.amp.uni-hannover.de>
Source record: 10331

On 2 Dec 1995, James Cox wrote:

> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...
>
> This question could probable be read: How does the VDI figure out the screen
> size/number of bitplanes etc.. given the fact that there are such things as
> 17" SVGA monitors, Screenblaster hardware, virtual screens, and
> reflex/supernova graphics card (etc, etc, etc..)
>
No way. VDI is told by the screen driver how large the screen is. You
seem to worry about functioning with foreign hardware, so you have to
solve the problem properly. There is only one single way and that goes
via VDI : Open a workstation and the screen resolution and number of
bitplanes etc. is written into the intout array. Then you can close it
again. But there is no proper way without VDI.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1843. Wanted: Graphics Artist

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: a.pope@auntie.bbcnc.org.uk
Message-ID: <4a17uu$c9o@auntie.bbcnc.org.uk>
Source record: 10332

Hi,

Can you design 256 colour pictures, double low res screen height?

If you can, reply to this email for more info.

****
Phineas Pope MERLIN : THE FIRST CHOICE IN COMPUTERS
****

1844. New problem with Stik

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: markuss@sim.techem.ruhr-uni-bochum.de
Message-ID: <4a1cst$51c@sun168.rz.ruhr-uni-bochum.de>
Source record: 10333

Hello all !

As many people, I have some problems with Stik. But not the same like other
people here. The problem only occur, if I want to use CAB. IRC works fine.
I have checked the posting in the Usenet, but their problems (setting
of the Cache-directory, uncompressed SLIP) doesn't fit here.
First I describe the problem that occurs:
If I try to load some pages, CAB stops reading the data of the page or an
inline-graphic after around 1600-1700 bytes. Then after a while CAB continues
to load the next document (seems to be a time-out). The error occurs always
with the same document or graphic. So a document does always work or doesn't
work always. IRC works fine.
Second I describe my system:
I have a 520STM, 2,5 MB, HD, 38400 Baud. Software is Overscan, NVDI3, and
HSMODEM6. But the error is the same even with only Stik and HSMODEM. I'm using
the www08.zip archive. The next is a part from my default.cfg:

```
TTL = 64
PING_TTL = 255
MTU = 576
MSS = 536
PKT_SIZE = 2048
DFB_SIZE = 2048
RCV_WND = 2048
```

My Atari is directly connected to our server, a 486DX100 with Linux, over a
uncompressed SLIP-connection. Connection over a terminal works fine.
Third I describe our trys to resolve the problem.
I have talked with our system-administrator about this problem and we have
checked the packages, which are sent between the computers, and tried
different settings of the default.cfg. We have found the following:
The server sends packages with the size of 536 and the atari sends packages,
that he have get them. The window-size decreases every time. After around
1600-1700 bytes, there is only a small window-size left (e.g. 191 bytes).
The server then sends a package with this smaller value, but the Atari
doesn't respond to this. Then the server sends this package every few seconds
again, but the Atari never sends a message, that he have get them.
We have tried other values of MTU, but no changes.
We have tried other values for RCV_WND, but the window-size the Atari sends
to the server is always 2000 !
Our Administrator told me, that there have been the same error in the first
Linux-versions and he have corrected this (he is one of the developers for
Linux).
Does other people have seen this error, too ? Or does somebody knows, what
to do ?

Bye, MarkusS.
--
---
*Microsoft is prohibited from distributing this work *
*in any form, in whole or in part, across any medium. *
*Licenses for distribution are available to microsoft *
*for $1000. Posting without permission constitutes an *
*agreement to these terms. Please send notices of *
*violation to markuss.risc.techem.ruhr-uni-bochum.de and *
*postmaster@microsoft.com *

1845. I gots me a problem, folks.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: p_keller@conan.ids.net
Message-ID: <4a0vq8$j6v@paperboy.ids.net>
Source record: 10334

Recently, I was playing around with the desktop.inf file, seeing what all the stuff does, and Something Is Not Right now. What happens is when I come out of a program, or even from the text viewer, an extra window appears on the desktop! It's a normal window, but the window that was previously open shrinks to the smallest it can get! Another thing about it is, that when this window appears, I not sure how to describe this, but there's a flash of color diagonally down from the corners of the window, almost like there was a window closing just before I come out of whatever I was in- get it? Clear as mud, no doubt.

Anybody have any ideas on how to fix this? I'm not sure how this happened, because I made sure the file was back the way it originally was, but it's still Messed Up. Perhaps someone could send me their desktop.inf file so's I could see if I maybe didn't get it back quite right or something? Any help would be greatly appreciated.

Cheers- Peter Keller
p_keller@ids.net

1846. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30C44BE2.41C67EA6@cs.man.ac.uk>
Source record: 10335

James Cox wrote:
>
> I am in need of finding the screen dimensions, number of bitplanes etc for the
> screen, however, without using the VDI...

Are we just talking Falcon here, or does it have to be ST compatible (for Novas
etc)?

If its just Falcon, then I can help a bit... Take a look at the hardware register
listing - contained there is a lot of stuff about the horizontal / vertical
border / screen size.

To calculate the height, its (vertical_screen_end - vertical_screen_begin)/2
(its measured in half lines), *2 if Interlace is set, /2 if double line is set.

Width, I cannot remember off the top of my head, but its all there...

Bitplanes: This is the tricky one - The hardware register listing gives an address
which has 2/256/65536 colour mode flags, but not 4/16. I have been told by a
number of people that this can be found by examining the ST Shifter address...
I still haven't yet got around to sticking this code in, so I dont know this
for certain...

Hope this helps... mail if you need more specific info...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

Manchester University Chamber Music Society Concert - Tuesday 5th December
starts 7:30 at the Church of the Holy Innocents, Fallowfield

**** Profits go to Oxfam ****

(I'll be the 1st Flute who messes up the syncopated bit in the Copland :-))

1847. Re: Accessory memory problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <3EC7B4@moacs.indiv.nl.net>
Source record: 10336

```
In article <49pjkp$rji@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>
> global[1] is the maximum number of concurrent apps supported.
>
> MonoTOS ("SingleTOS"? "UniTOS"?) returns 1 in this element of the array.
>
> MultiTOS returns -1 (meaning "unlimited")

I wonder what an application should do if (global[1] == 0).
A `stop #0x2700' instruction, perhaps? :-)

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."
```

1848. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4a246s$kre@infa.central.susx.ac.uk>
Source record: 10337

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Are we just talking Falcon here, or does it have to be ST compatible
: (for Novas etc)?

I am really after making a general purpose system that would work with all Atari's, but I know this is asking a bit much. Ultimately, my system will be setting the screen mode itself, however, that won't be until I have something else finished first, which I am testing in different screen modes.

Anthony> You detailed how to get screen width from the Falcon's hardware registers - will that work even with hardware Screenblaster's? (I assume it does, but I know very little about how things work at the hardware level)...

Thanks for the help,

James Cox <jamesco@cogs.susx.ac.uk>

1849. Linux for Atari/HD partitioning

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: nhughes@cln.etc.bc.ca
Message-ID: <1995Dec5.112316.16511@news.etc.bc.ca>
Source record: 10338
Cross-posted to: comp.os.linux.help,comp.sys.atari.programmer

I own an Atari Falcon 030 which I use as a hard disk recorder (with Cubase Audio), as part of a multimedia studio. Recently I have been given access to a pair of Seagate Barracuda 2.5 gig HDs. They are beautiful drives but the obsolete Atari "TOS" OS insists on limiting partition size to 256 megs and refuses to accept more than a gig per SCSI id number. These are ridiculous limitations on an otherwise fantastic system; it would be great if my computer also had full access to these drives!

I have heard that Linux has been ported to Atari. Can anyone explain what the implications are for a Falcon platform? Essentially, I am looking for the ability to create large (multi-gig) partitions; my system must function with 16 megs of RAM, so turning the Falcon into a Mac would probably be out of the question ;)

If anyone could help get me out of the Stone Age, I would really appreciate it! If you prefer to reply via E-mail, you can reach me at agreenwe@castle.uvic.ca

Thanks, Anand

1850. * Free Newsletter on Passion & Romance *

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: majordomo@singnet.com.sg
Message-ID: <4a2kdh$f34@lantana.singnet.com.sg>
Source record: 10339

```
====================================================================
Introducing * PassionFRUIT * ... ...
====================================================================

First Online Newsletter Dedicated to Passion & Romance ... ...

Distributed Fortnightly FREE includes:-

- how to meet your dream partner
- how to get that all important first date
- What to do on dates -- how to make your dates sizzle ...
- how to keep your dates coming
- how to build a deeper & more intimate relationship
- how to make YOU an Attractive person & lots of other love tips

1 SIZZLING love tip per fortnightly issue - delivered to Your
Mailbox FREE on 1st & 15th monthly!

To subscribe, simply e-mail to majordomo@singnet.com.sg -- In the
body/content, type SUBSCRIBE PASSIONFRUIT. It's as simple as that!

* Serving the Network Community Since 1980 *
--------------------------------------------------------------------
```

1851. does this address work?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4457rcain@nest.demon.co.uk>
Source record: 10340

On 05 Dec 95 p_keller@conan.ids.net
wrote:
pk> Anybody have any ideas on how to fix
this?

Delete your DESKTOP.INF. Set up your new desktop as you want it and then
Save
Desktop.

Roger
rcain@nest.demon.co.uk

--

1852. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <4a1dgu$200@cc.tut.fi>
Source record: 10341

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: I am in need of finding the screen dimensions, number of bitplanes etc for the
: screen, however, without using the VDI...

I think they are on the Line-A _variables_ (it's functions that aren't
supported by new OSs). I'm not sure about how to access them (SozobonX
C doesn't support it, but GCC has at least a linea.h header file...).

- Eero

1853. Re: Linux for Atari/HD partitioning

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30C44C19.74F0@imc.exec.nhs.uk>
Source record: 10342
Cross-posted to: comp.os.linux.help,comp.sys.atari.programmer

Neil Hughes wrote:
to a pair of Seagate Barracuda 2.5 gig HDs. They are beautiful drives but
> the obsolete Atari "TOS" OS insists on limiting partition size to 256 megs
> and refuses to accept more than a gig per SCSI id number. These are

Just install a better hard disk driver. HD Driver (a commercial product)
allows much bigger partitions, and works faster as well.

> I have heard that Linux has been ported to Atari. Can anyone explain what
> the implications are for a Falcon platform? Essentially, I am looking for
> the ability to create large (multi-gig) partitions; my system must

Yes you can have big partitions under Linux as well. I have a Conner disk
without several large partitions and one gigabyte or so partition. No problem.

--Chris

1854. gnu c++ problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-05 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995Dec5.125754.14603@hasler.ascom.ch>
Source record: 10343
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
and have some problems.

1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
when i start vi in the tcsh then i cannot move the cursor with the
cursorkeys. Does anybody know why this doesn't work?

2. after the installation of gnu c++ i wrote a test programm hello.cc with
one includefile and one output line. when i try to compile this i will
get a message similar to this: "virtual memory exhausted".
after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
that not enough or is there an error in my installation?

if it's not possible to use gnu c++, is there another c++ available for
the falcon?

please answer also with email, because i cannot always get this newsgroup.

thanks in advance

Patrick

1855. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30C59731.41C67EA6@cs.man.ac.uk>
Source record: 10344

James Cox wrote:

> I am really after making a general purpose system that would work with all
> Atari's, but I know this is asking a bit much. Ultimately, my system will be
> setting the screen mode itself, however, that won't be until I have something
> else finished first, which I am testing in different screen modes.

If you want to be compatible, the best way to go is to use VDI... However, you could write a routine for ST, one for Falcon, one for TT etc. and then stick a little machine detector code at the beginning, which selects the correct one...

> Anthony> You detailed how to get screen width from the Falcon's hardware
> registers - will that work even with hardware Screenblaster's? (I assume it
> does, but I know very little about how things work at the hardware level)...

To be honest, I dont know, as I dont have Screenblaster, or any other hardware video-upgrades. It does work with FalconScreen, the software enhancer, and probably with all other software ones, but I dont know whether it works with hardware... Anyone?

(James: do you have screen-blaster? If so, then I could send you my code, and find out...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

1856. GNUC's wind_set

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-06 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <30c5b5508e26f0@xs4all.nl>
Source record: 10345
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Does anyone know if there exists a front-end for GNUC's wind_set that makes it compatible with source written for PureC's wind_set?

Please reply by private mail since our news server is faulty at the moment.

--


```
_____________________________________________________________________
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
---------------------------------------------------------------------
```

1857. Extra MegaSTE Ports

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-06 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <4a4rf1$ga0@news.pacifier.com>
Source record: 10346

Hello,

I am looking for info on programming the Modem 2 and Serial2 ports on the MegaSTE. I already have the Atari Compendium, as well as the Atari Developer docs, but neither of these explains "HOW" to program these ports.

Specifically, I need to know how to set the Baud Rate (i.e. 57600 or 115200 baud), how to select which port I want (Modem, Modem 2, Serial 2), and how to send and receive data from those ports.

An example in BASIC or Assembly would be appreciated, though it doesn't need to be very extensive. Just a simple sample showing how to select the port, set the baud rate, and send/receive a byte to/from the port.

If you can help, Thanks!

Anthony Watson
Mountain Software
awatson@pacifier.com
http://www.pacifier.com/~awatson

1858. Re: I gots me a problem, folks.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-06 00:00:00 UTC
From: Mark Butler <Mark@dwell.demon.co.uk>
Message-ID: <402741784wnr@dwell.demon.co.uk>
Source record: 10347

In article: <4a0vq8$j6v@paperboy.ids.net> p_keller@conan.ids.net (Peter
Keller) writes:
> Path:
dwell.demon.co.uk!news.demon.co.uk!demon!tank.news.pipex.net!pipex!usenet.ee
l.ufl.edu!newsfeed.internetmci.com!in2.uu.net!paperboy.ids.net!conan.ids.net
!p_keller
> From: p_keller@conan.ids.net (Peter Keller)
> Newsgroups: comp.sys.atari.programmer
> Subject: I gots me a problem, folks.
> Date: 5 Dec 1995 08:27:52 GMT
> Organization: IDS World Network Internet Access Service, (401) 885-4243
> Lines: 18
> Message-ID: <4a0vq8$j6v@paperboy.ids.net>
> NNTP-Posting-Host: conan.ids.net
> X-Newsreader: TIN [version 1.2 PL2]
>
> Recently, I was playing around with the desktop.inf file, seeing what all
the
> stuff does, and Something Is Not Right now. What happens is when I come
out of
> a program, or even from the text viewer, an extra window appears on the
desktop!
> It's a normal window, but the window that was previously open shrinks to
the
> smallest it can get! Another thing about it is, that when this window
appears,
> I not sure how to describe this, but there's a flash of color diagonally
down
> from the corners of the window, almost like there was a window closing
just
> before I come out of whatever I was in- get it? Clear as mud, no doubt.
>
> Anybody have any ideas on how to fix this? I'm not sure how this
happened,
> because I made sure the file was back the way it originally was, but it's
still
> Messed Up. Perhaps someone could send me their desktop.inf file so's I
could
> see if I maybe didn't get it back quite right or something? Any help
would be
> greatly appreciated.

Switch your computer on with no disk inserted, After a while it will come up
with the Desktop. Then Insert a Disc and Save Desktop to produce a standard

DESKTOP.INF file for you to look at.

--
Mark Butler, Atari ST Shareware Programmer.

1859. TT with 19" monitor for sale cheap

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-06 00:00:00 UTC
From: Tom Thompson <tthompso@pcshs.com>
Message-ID: <4a58do$in5@globe.indirect.com>
Source record: 10348

I have a TT with 4 meg of memory, a 19 inch monitor that I would love to sell before christmas. It has been sitting lonely for the last
several months waiting for someone to use it. No one does. This system is going cheap. If you are interested, leave e-mail to
tthompso@pcshs.com.

I have alot of software to send if you are willing to pay the freight. (ie. Pure C. many terminal programs and a list will be made for the
buyer of the system.)

I also have an old ST 520 1meg machine, with mono monitor.

leave e-mail to
tthompso@pcshs.com
~~~~~~
Thomas C. Thompson R.Ph. "Tom" tthompso@pcshs.com
Care Manager, Managed Care Infusion tsquare@indirect.com
Phone (Work):(602)314-8436 Fax(Work):(602)661-4690
Phone (Home):(602)964-6371 Fax(Home):(602)964-6371
WWW Home Page: http://www.indirect.com/www/tsquare
Thought for the day: Everywhere you go, there you are!
~~~~~~

1860. C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: Fraser Keith <fkeith@cs.strath.ac.uk>
Message-ID: <4a70cs$lg6@dunlop.cs.strath.ac.uk>
Source record: 10349
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Can anyone recomend a good C++ compiler for the STE. I need one tonight because a my programming project needs a lot of final work, and its due in tomorrow (Friday)! I will need an ftp site where to get it, if known.

I've tried GNU g++, but it only works on systems with hard drives.

Sorry about cross posting but this is urgent!! :-(

Cheers,

Fraser

1861. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30C6BA25.6F96@imc.exec.nhs.uk>
Source record: 10350

Anthony Jacques wrote:
> If you want to be compatible, the best way to go is to use VDI... However, you
> could write a routine for ST, one for Falcon, one for TT etc. and then stick a
> little machine detector code at the beginning, which selects the correct one...

You still lose, as you don't cater for any graphics cards.

--Chris

1862. gem for x11 library?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: wwc@rem-wwc.desy.de
Message-ID: <WWC.95Dec7222044@rem-wwc.desy.de>
Source record: 10351

Hi,

some time ago I heared something about a source code library which
emulates gem calls in an X11 environment. Are there any news on this
project and where might I find some hints?

Wolfgang
--
_/ _/ _/ _/ _/_/_/ . Wolfgang Wander HERMES Collaboration
_/ _/ _/ _/ _/ . DESY Hamburg Email: wwc@hermes.desy.de
_/_/_/ _/_/_/ _/ . Notkestr. 85 Tel: +49 40 8998 4638 Fax: -3438
_/_/_/ _/_/_/ _/_/_/ . 22603 Hamburg WWW: http://dxhra1.desy.de/wander.html

1863. gem for x11 library?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: wwc@rem-wwc.desy.de
Message-ID: <WWC.95Dec7221738@rem-wwc.desy.de>
Source record: 10352

Hi,

some time ago I heared something about a source code library which
emulates gem calls in an X11 environment. Are there any news on this
project and where might I find some hints?

Wolfgang
--
_/ _/ _/ _/ _/_/_/ . Wolfgang Wander HERMES Collaboration
_/ _/ _/ _/ _/ . DESY Hamburg Email: wwc@hermes.desy.de
_/_/_/ _/_/_/ _/ . Notkestr. 85 Tel: +49 40 8998 4638 Fax: -3438
_/_/_/ _/_/_/ _/_/_/ . 22603 Hamburg WWW: http://dxhra1.desy.de/wander.html

1864. FS:Atari STuff: Hardware and Software

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: asmodeus@telerama.lm.com
Message-ID: <4a7c65$mek@terrazzo.lm.com>
Source record: 10353
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

Updated: 12/6/95

NOTE: A few things added, some sold, many prices dropped.
Enclosed is a list of the hardware and software that I am selling.
Please send me an e-mail if you are interested in something.
All prices are NEGOTIABLE.
I can not keep up with the newsgroups, so please use one of the below
ways of contacting me.
You can contact me at:
BBS: (412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

ATARI HARDWARE FOR SALE
All harware is Negotionable in price.
COMPUTERS:
1040 ST/F 1meg memory $130.00
1040 STE 4megs mem. $300.00

MONITORS:
Color Monitors atari brands $100.00
Color Monitors atari brands $100.00
(P) Color Monitors(broken, power box) $25.00
SM124 Mono Monitor $75.00

STORAGE DEVICES: (Hard drives and Floppy)
Indus GT External 720k Floppy $70.00
Toadfile 130meg + 80meg HD w/ICD+ host $250.00
ShoeBox 80meg HD w/ICD+ host $120.00
20meg shoebox, atari adapter $90.00

OTHER HARD WARE:
WICO Bat-handle joystick (9-pin) $10.00
(SOLD)Epyx The Grip joystick (9-pin) ******
The BEst TrackBall $20.00
The Cordless Mouse (Practical Solutions)$30.00

Mouse Master $20.00

VIDEO:
Video Key $30.00
ST Video Digitizer $15.00
The Complete Colour Solution (Sold ONLY as a set)
(Vidi-ST, Vidi-RGB and VidiChrome ST) $90.00

AUDIO:
Stereo Replay audio digitizer $85.00
ST Sound Digitizer (Hippopotamaus) $25.00

PARTS:
2 assorted Atari internal floppy drives for parts $8.00
1040 case and rf shield $10.00
4 Atari 256k Simms from Ste (Make Offer) $35.00

ATARI SOFTWARE FOR SALE
(SHW) = Still in shrinkwrap
Disk (P) = pending payment
|Manual (SOLD) = item has been sold
||Box Software Title ASKING PRICE
||| ======================================
DMB Arctic Fox $5.00
DMB Atari 1st Word ST $5.00
DMB Atari ST Academy $5.00
DMB Autoduel $9.00
DMB Backup! (Michtron) $8.00
DMB Battle Chess $8.00
DMB Battletech -
cresent hawk's inception $8.00
DM BBS Express ST $12.00
DMB Blacklamp $5.00
DMB Bloodwych $8.00
DMB Club Backgammon $8.00
DM Codehead Lookit & Popit $9.00
DM Codehead Multidesk Deluxe $14.00
DMB Curse of the Azure Bonds $8.00
Above includes Adventures Journal
DM DC Desktop $9.00
DM DC Utilities $5.00
DMB Death Bringer $5.00
DMB Death Sword $5.00
DMB Defender of the Crown $8.00
DMB Deluxe Paint ST $22.00
DMB Dragons of Flame $5.00
DMB Dungeon Master $9.00
DB Dungeon Master no manual, $10.00
includes: The Lost
Scrolls of Mount Anaias help book
DMB Dungeon Master II: $11.00

Chaos Strikes Back; Above includes Gaming Aids disk
DM E-Z Data (database) $5.00
DM Ed Hak $10.00
DMB Elite w/Leroy's $10.00
Helpbook for Elite
DM FAST (util) $5.00
DMB FAST - Key SHell and AND $5.00
DMB Gauntlet $5.00
DMB GFA Basic3.5e disk,3.0manual $35.00
DM H&D Base (database) $5.00
DMB Hacker II: Doomsday Papers $8.00
DM Hard Disk Toolkit $9.00
(Beckmeyer Develop.)
DMB Hillsfar $8.00
DM ICD Clean-up ST $12.00
DMB Ikari Warriors $5.00
D Interlink ST (term) $13.00
DB Kis Terminal $5.00
DM Laser C $30.00
DMB Lock-on $5.00
DM Ma Hubbards Cupboard and $7.00
assorted utils (SHW)
DMB Metro Cross $7.00
DMB Michtron BBS 3.0 $12.00
DMB Mindshadow $8.00
DMB Neochrome $5.00
D PC Ditto $5.00
DMB Primetime $5.00
DM3B Print Master Plus, $15.00
w/ art gallery 1 & 2
DMB Roadwar 2000 $8.00
DMB Roadwar Europa $7.00
2DM2B Rogue (2 of them) $5.00
selling both together
DMB Rolling Thunder $7.00
DMB Scurples $7.00
DMB Space Conquest: $5.00
A Galactic Odyssey
M Spectrum 512 $7.00
DMB Speedball 2 $10.00
DMB ST Karate $5.00
DMB ST-Talk Professional 2.0 $8.00
DMB Temple of Aphsai Trilogy $8.00
DB Temple of Aphsai Trilogy $8.00
D Time Link $5.00
DMB Timeworks Data Manager ST $15.00
DMB TimewrksDesktopPublisher(SHW)$20.00
D?B Timeworks Word Writer ST $15.00
DB Tool Box volume 1 $5.00
DMB Top Gun, (SHW) $8.00

DMB Top Gun $8.00
DMB Ultima V: Wariors of Destiny $10.00
w/cloth map and coin
DM Ultimate Virus Killer $10.00
DM Universal Item Selector3.32 $9.00
DMB Universe III $9.00

mag Assorted Atari Magazines: INCLUDING DISKS $55.00 OBO
ST Informer, ST Format, STart, Current Notes, etc
Comlete List: http://www.lm.com/~asmodeus/
use the link from my home page to see full list of mags.

book Atari Logo Sourcebook $6.00
book ST Basic Sourcebook and Tutorial $6.00
book Compute!'s ST Programmer's Guide $6.00
book The Atari ST Book (Turner) $6.00
book Intermediate and Advanced Atari ST Subjects (Turner) $6.00
book Turner's Third Book of Atari ST Topics (Turner) $6.00

All prices are open to negotiation, please make an offer if you are
interested in something(s).

You can contact me at:
BBS:(412)343-1422
Internet: asmodeus@telerama.lm.com
WWW: http://www.lm.com/~asmodeus/
there is a link on my home page for the current list of atari items

All prices are negotionable.
All above prices do NOT include shipping, and will be dealt with on
an idividual basis per order. All prices are in US Dollars, and payment
is to be in US Funds. Money Order payments will be shipped the day
after I receive payment, and personal checks payments will be shipped when
the check clears.

1865. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-07 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>
Source record: 10354

On 5 Dec 1995, James Cox wrote:

> I am really after making a general purpose system that would work with all
> Atari's, but I know this is asking a bit much. Ultimately, my system will be
> setting the screen mode itself, however, that won't be until I have something
> else finished first, which I am testing in different screen modes.
>
.....
> does, but I know very little about how things work at the hardware level)...
>
I was afraid of this ;-) Lets take my maschine for an example. Currently
I use a screen resolution of 960 x 544 with original on-board hardware of
an old 520 ST+. This is possible by uprating the board clock to 12 MHz
and giving to the ST video hardware new Vsync and Hsync signals. I can
even use my old SM 124 for this resolution (indeed, it does it !). This is
very cheap (cost me less than 30 bucks) for considerably increased screen
resolution, therefore I think that quite a few STs have been upgraded
this way. For any software looking to the hardware register this computer
looks precisely the same as with the original 640 x 400 resolution. You'd
have to do careful timing measurements to see the difference. I only need
a tiny driver that allocates screen memory, sets the video base adress,
and writes according numbers to the LINEA Variables when AES calls the
open_workstation VDI function. Thats all, no resident driver code.

I'm absolutely sure that any software that doesn't use VDI and tries to
figure out the screen resolution on my maschine will fail, unless it is
carefully trimmed to my kind of hardware (which would require quite some
afford).

I'll will go even further soon. I got some 19 inch computer monitors and
I'm about to build a graphics card for them (1024 x 864) that will need
even less software aid, and will still look like original 640 x 400 when
looked at the hardware registers.

So there is no way to fulfil your promise :
> I am really after making a general purpose system that would work with
> all Atari's, ...
unless you use VDI !

Hope that clarified things Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1866. Re: C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-08 00:00:00 UTC
From: ggeens@elis.rug.ac.be
Message-ID: <4a9hg4$f32@infoserv.rug.ac.be>
Source record: 10355
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Fraser Keith (fkeith@cs.strath.ac.uk) wrote:
: Can anyone recomend a good C++ compiler for the STE. I need one tonight
: because a my programming project needs a lot of final work, and its due
: in tomorrow (Friday)! I will need an ftp site where to get it, if known.

: I've tried GNU g++, but it only works on systems with hard drives.

AFAIK, g++ is the only C++ compiler ever ported to the ST.

--
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for public keys (or use keyserver)
PGP fingerprints on Home Page

1867. Re: Please help me with my printer driver problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-08 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.951208115003.9216A-100000@[130.225.56.243]>
Source record: 10356

On 1 Dec 1995, El Jibaro wrote:

> I have an Atari Mega and for the last several years I've been writing a
> novel on Word Writer. Now I need to print out eight hundred pages on a
> Canon BJ200 bubble jet printer, and I can't get any compatible drivers. If
> I convert it all to ASCII, I'll loose all my formatting. Can someone
> please help me in obtaining something that will work? Or point me to a
> source? Canon doesn't want to help me. I'm desperate! Will someone help me
> out of this nightmare?
>
I have a Canon BJ200 as well, and I've made some changes with the dip
switses, so I can (and does) use a printer driver called EPSON 850..
Check your manual for a complete list of compatiable epson printer drivers..

Hope this helps..

Greets Jakob :)

1868. Re: C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-09 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4aboh5$mpf@news.iesd.auc.dk>
Source record: 10357
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <4a70cs$lg6@dunlop.cs.strath.ac.uk>, Fraser Keith <fkeith@cs.strath.ac.uk>
writes:
> Can anyone recomend a good C++ compiler for the STE. I need one tonight
> because a my programming project needs a lot of final work, and its due
> in tomorrow (Friday)! I will need an ftp site where to get it, if known.
>
> I've tried GNU g++, but it only works on systems with hard drives.

I don't think any C++ packages are avaiable that will work with floppy-only systems.
They're simply too big.

> Sorry about cross posting but this is urgent!! :-(

I'm sorry but you need a harddrive very urgent.

> Cheers,
>
> Fraser

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-Rom //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

1869. Re: Falcon & BLiTTER troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-09 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DJBz1L.IBL@novice.uwaterloo.ca>
Source record: 10358

In article <Pine.BUL.3.90.951207225006.14357A@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>Can anyone tell me what's going on with the BLiTTER on the Falcon 030?!?
>Why I cant turn it off under pure GEM/TOS and I can under NVDI?
>Is that possible taht there are no software blitting routines in
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I believe that's exactly what the problem is.
>oridinary ROM or what?

Art
--
Art
atwareck@novice.uwaterloo.ca

1870. Fichier re&#65533;u?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-09 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <4591phodgkin@nest.demon.co.uk>
Source record: 10359

In a message of <09 Dec 95 09:33:34>, stasik@bull.mimuw.edu.pl
(90:100/106)
writes:

s> Can anyone tell me what's going on with the BLiTTER on the
Falcon
s> 030?!? Why I cant turn it off under pure GEM/TOS and I can
under
s> NVDI? Is that possible taht there are no software blitting
routines
s> in oridinary ROM or
what?

AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch
(set in the CPX) that allows it to avoid using the blitter for any routine
it supplies that would use it. However, it cannot prevent other programs
from using the blitter it they bypass NVDI by using the blitter
directly.

Phil

~ Never hit a man with glasses; hit him with your fist.
~

--

1871. switching from b/w to TV and back?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-09 00:00:00 UTC
From: Arco <arcovang@caiw.nl>
Message-ID: <30CA65E6.2668@caiw.nl>
Source record: 10360

Hello there, (AAAARRGGHH this is the 20th time I'm writing
this...serverproblems...8{

I want to program on a SM144 and run the program on a TV.
I just can't stand the interlaced mode on the TV.
I've got a Falcon with Screenblaster 3 inside (which won't install itself
on the SM144).
I tried to access the Videl registers but the SM144 stays 'on-line'
can anybody help?
greetings, Arco (Goof of the Giants)
arcovang@caiw.nl

1872. TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-09 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <4acgie$sii@thoth.nilenet.com>
Source record: 10361

Is there really much of a difference between 2.05 and 2.06? I am thinking about upgrading.

1873. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1112950844150001@47.85.0.99>
Source record: 10362

In article
<Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> I was afraid of this ;-) Lets take my maschine for an example. Currently
> I use a screen resolution of 960 x 544 with original on-board hardware of
> an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> and giving to the ST video hardware new Vsync and Hsync signals.

Nice!

Could you supply details of the hardware modifications.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1874. Re: C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: alpldbia@sagitta.zrz.TU-Berlin.DE
Message-ID: <4ah0jn$ofa@brachio.zrz.TU-Berlin.DE>
Source record: 10363
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <4aboh5$mpf@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@control.auc.dk> wrote:

>In article <4a70cs$lg6@dunlop.cs.strath.ac.uk>, Fraser Keith <fkeith@cs.strath.ac.uk>
writes:
>> Can anyone recomend a good C++ compiler for the STE. I need one tonight
>> because a my programming project needs a lot of final work, and its due
>> in tomorrow (Friday)! I will need an ftp site where to get it, if known.
>>
>> I've tried GNU g++, but it only works on systems with hard drives.
>
>I don't think any C++ packages are avaiable that will work with floppy-only systems.
They're simply too big.

Last week I tried to reduce the entropy in my room by rearranging some old magazines
that were lying around on the floor. I had a quick look into some of them and there
was an interesting article from 1991 about Objective-C for the Atari. It wasn't a
stand alone compiler but more kind of a preprocessor which translates Objective-C
into 'normal' C to be compiled using a C compiler. I haven't heard of this anymore
so I believe it's not available either ...

-andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@sp.zrz.tu-berlin.de MausNet: Andre Leistner @ B

1875. tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: "Mathew J. Lamb" <lamb>
Message-ID: <4ai290$o14@usc.edu>
Source record: 10364

Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
..what does code 35 indicate?
e-mail answers @ lamb@rana.usc.edu
much thanks, Mathew Lamb

1876. Extra MegaSTE Ports

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <4ai8lp$gbu@taiwan.informatik.uni-rostock.de>
Source record: 10365

Hello Anthony,

AW> I am looking for info on programming the Modem 2 and Serial2 ports on the
AW> MegaSTE.

The most easy way is described in 'hsmoda06.lzh'.

Happy hacking, T34.

1877. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: Anthony Jacques <jacquesa@cs.man.ac.uk>
Message-ID: <30CC04A4.41C67EA6@cs.man.ac.uk>
Source record: 10366

Peter Rottengatter wrote:

> very cheap (cost me less than 30 bucks) for considerably increased screen
> resolution, therefore I think that quite a few STs have been upgraded
> this way.

I've never heard of anyone doing this before... maybe I'm deaf! :-)

> For any software looking to the hardware register this computer
> looks precisely the same as with the original 640 x 400 resolution. You'd
> have to do careful timing measurements to see the difference. I only need
> a tiny driver that allocates screen memory, sets the video base adress,
> and writes according numbers to the LINEA Variables when AES calls the
> open_workstation VDI function. Thats all, no resident driver code.
>
> I'm absolutely sure that any software that doesn't use VDI and tries to
> figure out the screen resolution on my maschine will fail, unless it is
> carefully trimmed to my kind of hardware (which would require quite some
> afford).

I would have thought that it would work, as it is quite easy to test the
line_a variables. As its not a Falcon, checking the video register is
not much use for screen-size detection if you want it to work with enhanced
modes...

> So there is no way to fulfil your promise :
> > I am really after making a general purpose system that would work with
> > all Atari's, ...
> unless you use VDI !

True - If you want to be 100% compatible with all the possible different
modes you should go with the VDI...

I dont know if they do, but shouldn't graphics cards put a cookie in the
jar to make it easy to detect what resolution it is???

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

1878. exporting a midi file to dos

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: elad granot <elod@math.tau.ac.il>
Message-ID: <Pine.SUN.3.91.951211192716.14481A@lune.math.tau.ac.il>
Source record: 10367

hi there,
my name is elad, and i know nothing about Atari (except the TV-game...).

I have a musician friend who works with ATARI 1024, and uses a
proffessional MIDI application (called CILAB).

I own a pc computer, and want to transfer midi files from my friend, but
my drive won't accept an Atari formatted disk (3.5").

Is there a way to transfer the disk to DOS ??
Can my friend save his files on the ATARI at a format that will be
acceptable by my pc ??

your answer would be most apperciated, especially if you send it directly
to e-mail: elod@math.tau.ac.il.
Thanks !!!

1879. Re: tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: stosser@neon
Message-ID: <4aib9m$rvd@neon.airtime.co.uk>
Source record: 10368

Mathew J. Lamb (lamb) wrote:
: Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: ..what does code 35 indicate?
: e-mail answers @ lamb@rana.usc.edu
: much thanks, Mathew Lamb

If I remember correctly, its a file missing, such as rsc or inf, or it
is also caused if the actual program you are running is incomplete,
Lets say you unzip a prg, you run that prg, if it was incomplete then
you would get error 35,

I would say you have something missing,

Cheers..............!ynoT

1880. Re: gnu c++ problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951211132741.20079A@iris.amp.uni-hannover.de>
Source record: 10369
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
> when i start vi in the tcsh then i cannot move the cursor with the
> cursorkeys. Does anybody know why this doesn't work?
>
Originally, vi does not know THE cursor keys. vi uses other keys for
this purpose (space for cursor right, or CTRL-P for cursor up. I believe
this can be configured.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
> one includefile and one output line. when i try to compile this i will
> get a message similar to this: "virtual memory exhausted".
> after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
> that not enough or is there an error in my installation?
>
2 MB might be a little tight for GNU C. Try to run TCSH without the
TOSWIN or even use a smaller shell (tcsh is rather larger).

> if it's not possible to use gnu c++, is there another c++ available for
> the falcon?
>
AFAIK there is no other C++ running on Ataris.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1881. Re: Falcon & BLiTTER troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-11 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951211142231.25761B-100000@bull.mimuw.edu.pl>
Source record: 10370

On Sat, 9 Dec 1995, Art Twarecki wrote:

> >Can anyone tell me what's going on with the BLiTTER on the Falcon 030?!?
> >Why I cant turn it off under pure GEM/TOS and I can under NVDI?
> >Is that possible taht there are no software blitting routines in
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> I believe
> that's exactly what the problem is.
> >oridinary ROM or what?

But there is an Xbios call to configure BLiTTER, so maybe the problem is
less painful. Any other ideas?

regards,

Simon.

1882. Atari 1040ST for Sale

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: Chris Gullette <cjg48647@pegasus.cc.ucf.edu>
Message-ID: <4aj8cf$537@news.cc.ucf.edu>
Source record: 10371
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers,misc.forsale.computers.other.systems,misc.forsale.computers.other.software,pa.forsale,pgh.forsale,pitt.forsale,us.forsale.computers,alt.forsale

I have a system that I would like to sell, preferably as a whole, but I
will break it up if necessary. I have:

Atari 1040ST, 1 meg, mouse
Atari SC1224 color monitor with stand
Atari SX212 1200bps modem (blazing speed, eh?)
Atari SF354 single-sided external floppy drive
Gemini 8-pin dot matrix printer
All necessary cables and adapters

Everything is working 100% and in the original boxes. Make me an offer:
this thing is gathering dust in my closet, and I want to get rid of it.
Payment and shipping arrangements will be made when we make a deal.

If you reply to chris@flowerslabs.com, you'll get a slightly faster
response than from cjg48647@pegasus.cc.ucf.edu.

Chris Gullette (chris@flowerslabs.com/cjg48647@pegasus.cc.ucf.edu)

1883. Re: Extra MegaSTE Ports

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <MGJ7BFR@moacs.indiv.nl.net>
Source record: 10372

In article <4a4rf1$ga0@news.pacifier.com>,
Anthony Watson <awatson@pacifier.com> wrote:

> I am looking for info on programming the Modem 2 and Serial2 ports on the
> MegaSTE. I already have the Atari Compendium, as well as the Atari
> Developer docs, but neither of these explains "HOW" to program these ports.
>
> Specifically, I need to know how to set the Baud Rate (i.e. 57600 or
> 115200 baud), how to select which port I want (Modem, Modem 2, Serial 2),
> and how to send and receive data from those ports.

ftp.netbsd.org:/pub/NetBSD/NetBSD-current/src/sys/arch/atari/dev/zs.c
contains the 8530 driver for NetBSD/Atari (C source, not BASIC).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1884. Re: Fichier re&#65533;u?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4ak2bp$17e@sargas.omicron.se>
Source record: 10373

phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:

>AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch
>(set in the CPX) that allows it to avoid using the blitter for any routine
>it supplies that would use it. However, it cannot prevent other programs
>from using the blitter it they bypass NVDI by using the blitter
>directly.

It can be turned off just like in an STE. Try using the SYSINFO xcontrol
module.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1885. Re: Word processors & Speedo GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <818795164_OASIS_@swampdog.demon.co.uk>
Source record: 10374

In article <4ak46h$fn5@yama.mcc.ac.uk>
Movement <levon@cs.man.ac.uk> said:-

>How do WPs store the text and the related style & font information.
>What's the quickest way ? Could "words" be efficiently stored in a
>linked list, with related attributes signifying any font or style
>changes ? Would this produce a quick algorithm for formatting with
>Speedo ?

Traversing a simple linked list would get too slow. Also you need to store information for characters, not words. Many word processors embed this information in with the text and remember the current attributes and select them as "the internal cursor" comes across them. This is just one approach out of many.

For output, you want to be looking at ways that can output strings. Building a string output routine from a lower level character output routine will be too slow. If the mouse is involved it will also have to be turned off and on for each character which is bad news.

You want some method where you can look through the text to be output and build strings posessing the same attributes.

Using uppercase to represent bold ...

hello World.

You output "hello " as one string, change attributes to bold, output "W" as the second, change back to normal then output "orld." The same holds true for font changes.

I suggest you play with v_gtext() and its relations to get the feel of it.

--

Guy Harrison

guy@swampdog.demon.co.uk

1886. Re: tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4akv8o$216@bundy.mdk.se>
Source record: 10375

Mathew J. Lamb (lamb) wrote:
: Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: ..what does code 35 indicate?

The file you are trying to execute is not executable. It's simply a
non-executable file with an executable extension, ie TOS/TTP/GTP/PRG/APP.

--
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

1887. Word processors & Speedo GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: Movement <levon@cs.man.ac.uk>
Message-ID: <4ak46h$fn5@yama.mcc.ac.uk>
Source record: 10376

How do WPs store the text and the related style & font information. What's the quickest way ? Could "words" be efficiently stored in a linked list, with related attributes signifying any font or style changes ? Would this produce a quick algorithm for formatting with Speedo ?

Can anyone help ?

Thanks In Advance.

******** http://www.cs.man.ac.uk/~levonj5/ **********
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases
- Robert Anton Wilson
******* levon@cs.man.ac.uk Member of Nothing Association *******

1888. Interface and MyDials Library for Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <ACF2781196681327CE@peckham.compulink.co.uk>
Source record: 10377

Is it possible to get the MyDials C Libraries compiled for Lattice C 5. It can't be that difficult to do even the custom Pure C functions they use could be emulated. Jon Ellis (jonellis@cix.compulink.co.uk) who edited the English version of the Interface Manual for Compo has offered to do it for FREE!. Surely if he signed a Non Disclosure Agreement and did it could only help everybody all round.

As it is I can read all about these interesting looking routines but not use them.

Does No| Software have an E-Mail address?

Matthew

1889. Re: tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <818784098_OASIS_@swampdog.demon.co.uk>
Source record: 10378

In article <4ai290$o14@usc.edu>
"Mathew J. Lamb" <lamb> said:-

>Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
>..what does code 35 indicate?
>e-mail answers @ lamb@rana.usc.edu
>much thanks, Mathew Lamb
>

No more file handles available.

--

Guy Harrison

guy@swampdog.demon.co.uk

1890. Resident programs

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995Dec12.195058.5607@lsl>
Source record: 10379

I would like to make the lattice C compiler and linker resident for a program of mine that produces and compiles some code. Can anyone tell me how to do it? It is irritating for it to spend most of it's time loading the compiler!

I would also like to know how to discard the compiler and how to write my code so that it can be made resident.

Thanks

Tim

1891. Looking for information about Midi-Com

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-12 00:00:00 UTC
From: drigaudiere@magic.fr
Message-ID: <4al3jq$mic@paris.magic.fr>
Source record: 10380

Hello !

well, here's my problem:

I want to link two ST with a Midi local network...
but, there's a probleme with my application : the buffer
gestion is to slow (about 2400 bps instead of 31000..)

So y want to use the Midi-Com accessorie to boost the
link... The application Mc-Talk4 use it, y want to
use it in the same way ..

So if you can help me, please write an E@mail ...

Thanx.. and sorry for bad english (8/20 for my exams -(( )

1892. Re: C++

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-13 00:00:00 UTC
From: Simon Gornall <simon@xanadu.logica.co.uk>
Message-ID: <30CE8875.41C6@xanadu.logica.co.uk>
Source record: 10381
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Andre Leistner wrote:

> Last week I tried to reduce the entropy in my room by rearranging
> some old magazines that were lying around on the floor. I had a
> quick look into some of them and there was an interesting article
> from 1991 about Objective-C for the Atari. It wasn't a stand alone
> compiler but more kind of a preprocessor which translates Objective-C
> into 'normal' C to be compiled using a C compiler. I haven't heard
> of this anymore so I believe it's not available either ...

As standard there are 3 targets for GNU C, gcc itself, g++ (the C++
compiler) and objective-C. Making them all is the default action for
the makefile that comes with GNU C.

I'm not sure if the a.a.u.e version of GCC makes in the same way (from
source), but if I remmeber correctly, if you're using MiNT/Linux the
standard C source compiles without too many problems.

ATB,
Simon.

--

<address gornalls@logica.com>
Physicists get Hadrons!

1893. Re: tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-13 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DJJF44.19y@dk3uz.hanse.de>
Source record: 10382

"Mathew J. Lamb" <lamb> writes:

>Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
>..what does code 35 indicate?

Do you perhaps mean -35? The latter raises signal ENHNDL (Handle pool
exhausted), which means there are too many open files.

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1894. Re: gnu c++ problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>
Source record: 10383
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 5 Dec 1995, Patrick Peter wrote:

> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
> and have some problems.
>
> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
> when i start vi in the tcsh then i cannot move the cursor with the
> cursorkeys. Does anybody know why this doesn't work?

There is a GEM shell for GNU C (available on a.a.u.u or ftp.cnam.fr) and
then you're able to run any of your favourite GEM text editors.

> 2. after the installation of gnu c++ i wrote a test programm hello.cc with
> one includefile and one output line. when i try to compile this i will
> get a message similar to this: "virtual memory exhausted".
> after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
> that not enough or is there an error in my installation?

For GNU C I always use virtual RAM (eg. V-RAM - shareware or Outside -
commercial) on my 4Meg falcon.

> if it's not possible to use gnu c++, is there another c++ available for
> the falcon?

No, it's only one...

regards,

Simon.

1895. Re: Falcon & BLiTTER troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.951213122848.963F-100000@bull.mimuw.edu.pl>
Source record: 10384

On Mon, 11 Dec 1995, Art Twarecki wrote:

> >But there is an Xbios call to configure BLiTTER, so maybe the problem is
> >less painful. Any other ideas?
>
> Simon, I think the xbios call works on machines which _do_ have software
> blitting routines (in ROMs). Falcon isn't one of them. Of course,
> the call is still available (for compatibility, I guess).
> Why do you require to turn the blitter off? For benchmarking?

But I still belive that it's possible to run pure GEM without BLiTTER,
look - eg. it's possible with the Outside virtual memory because it
doesn't use BLiTTER at all. Do you think the Outside has it's own
blitting routines?

> P.S. Do you have any information regarding the accelerator made in Poland? I
> saw some of your postings to the linux-m68k mailing list regarding it...

So that's why I want to keep BLiTTER off. I'm writing the software for
the SpeedUp accelerator and there is a problem with BLiTTER at 50MHz
mode. On most of falcons is enough to put BLiTTER to half speed, but
there are some which didn't like to go at 25MHz (BUS speed) at all (even at
12.5MHz). And I guess I haven't to write my own blitting routines :(

However the SpeedUp will be officialy available on February '96. I have
one in my falconfor two months an it works very good (especially at 50MHz
with your old internal CPU you have over 200% of pure falcon and over
130% of TT with TT-RAM!)

best regards,

Simon.

1896. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951214174458.14254C-100000@iris.amp.uni-hannover.de>
Source record: 10240

On Mon, 11 Dec 1995, Anthony Jacques wrote:

> Peter Rottengatter wrote:
>
> > very cheap (cost me less than 30 bucks) for considerably increased screen
> > resolution, therefore I think that quite a few STs have been upgraded
> > this way.
>
> I've never heard of anyone doing this before... maybe I'm deaf! :-)
>
Well, the suggestion to do these things came from a german magazine; the
details, however were for the 1040 STF(M). For other systems (like my 520
ST+) you'd need circuit diagrams in order to find the places of several
components and soldering joints.
Since it was published in german I think few people outside Germany have
build this. You'd have heard of it in the german Maus Net.

> > For any software looking to the hardware register this computer
> > looks precisely the same as with the original 640 x 400 resolution. You'd
> > have to do careful timing measurements to see the difference. I only need
> > a tiny driver that allocates screen memory, sets the video base adress,
> > and writes according numbers to the LINEA Variables when AES calls the
> > open_workstation VDI function. Thats all, no resident driver code.
> >
> > I'm absolutely sure that any software that doesn't use VDI and tries to
> > figure out the screen resolution on my maschine will fail, unless it is
> > carefully trimmed to my kind of hardware (which would require quite some
> > afford).
>
> I would have thought that it would work, as it is quite easy to test the
> line_a variables. As its not a Falcon, checking the video register is
> not much use for screen-size detection if you want it to work with enhanced
> modes...
>
Sorry, little mistake of mine, some VDI ESCape variables are changed.
They don't exist on maschines like the TT, Falcon, Medusa, Eagle ...

You're right, it would be possible to read the variables. My point was
that it's impossible to take all hardware configurations into account.
And a hardware hack like this one on a Medusa (dunno if that makes any
sense) for instance would be quite tricky to detect without VDI.

> I dont know if they do, but shouldn't graphics cards put a cookie in the
> jar to make it easy to detect what resolution it is???
>

Would have been good, it Atari had initiated this; but because they did not, there is no standard for it, and every graphics card driver has it's own cookie name, so you gotta know all of them in order to get things to work on all maschines.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1897. Re: Word processors & Speedo GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4anqgr$44f@studs.sci.kun.nl>
Source record: 10385

In <4ak46h$fn5@yama.mcc.ac.uk> Movement <levon@cs.man.ac.uk> writes:

>How do WPs store the text and the related style & font information. What's the
>quickest way ? Could "words" be efficiently stored in a linked list, with
>related attributes signifying any font or style changes ? Would this produce a
>quick algorithm for formatting with Speedo ?

I don't think a linked list for words would be smart, for two reasons:
First, you'd have quite a memory overhead, and second you won't be
able to change fonts _inside_ a word, which is not al that esoteric,
e.g. when using super- or subscripts.

I'm currently writing a Speedo wordprocessor; I haven't implemented
font and style changes yet, but intend to use a code at the place of
change. To speed things up, I have a special code to signal text
lines with no font stuff in them (after all, probably the majority of
the text) which thus do not have to be parsed and can be fed to f_gtext()
directly. But as you see, the hard work remains to be done yet.

To keep memory usage as tight as possible, I allocate textblocks when
needed (currently every paragraph occupies such a block), but I
already foresee trouble importing a large, `paragraphless' ASCII text.

The textblocks form a linked list, however.

But this stuff is giving me headaches anyway... :-) A wordprocessor
dealing with proportional fonts is about an order of magnitude more
difficult to whip up than a simple fixed-width one. (Just the cursor
positioning took me hours and hours...)

Good luck! (And expect to see my WP somewhere in 2010...)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1898. Re: Screen size detection

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951214171049.14254B-100000@iris.amp.uni-hannover.de>
Source record: 10386

On Mon, 11 Dec 1995, Gerry O'Rourke wrote:

> In article
> <Pine.A32.3.91.951207112059.16361A-100000@iris.amp.uni-hannover.de>, Peter
> Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>
> > I was afraid of this ;-) Lets take my maschine for an example. Currently
> > I use a screen resolution of 960 x 544 with original on-board hardware of
> > an old 520 ST+. This is possible by uprating the board clock to 12 MHz
> > and giving to the ST video hardware new Vsync and Hsync signals.
>
> Nice!
>
> Could you supply details of the hardware modifications.
>
I'll try to dig them out. I did these things about three years ago.
Meanwhile I noticed that not all SM124 can cope with a 48 MHz pixel rate.
But a rule of thumb is : The older the better. So if you have a really
old SM124 you might be lucky. Modern multiscan screens should do it
anyway.
I remember me buying a new CPU (a 16 MHz version of MC 68000), four
74ALSsomething to speed up the CPU bus drivers, a couple of resistor
arrays for proper bus termination. These things didn't speed up the
system, but made the board cope with 12 MHz. The system clock is derived
from the video clock (32 MHz originally), so it had to be replaced by an
48 MHz oscillator. There are two things that complicated all a bit :
The floppy disk controller still needs 8 MHz, unless one wants to create
his very personal disk format not readable on any other computer; and new
video syncs are required because originally they are not derived from the
video clock, I think.
The latter problem is solved by a little EPROM sequencer (about 2x2 inch)
that produces Vsync, Hsync, and DE (display enable) for two different
screen resolutions : 640x400 during AUTO folder execution, then switched
to 960x544 after bootup. This sequencer also incorporates the new board
clock oscillator (48 MHz).
The floppy problem is solved by another little daughter board (1.5x4 inch)
that features another oscillator and a new floppy chip. I used a new
controller because this way I could introduce HD technology (1.44 MB
floppies) into my system. The oscillator produces 16 MHz. This goes
directly to the FD controller for HD operation, it is divided to 8 MHz
for DD operation, to 2 MHz (for the sound chip, to correct for the pitch of
the sound system) and to 500 Hz for the ACIAs (needed for proper baud
rate for keyboard communications).
After all this is done the last thing to do is to adjust some pots inside

the SM124, to make the picture fit onto the SM124 screen.

Now the whole computer is faster by a factor of 1.5. It starts with a small picture (640x400), then AUTO folder programs are executed (the screen driver is one of those), then the picture will blow up to 960x544 and the desktop appears.

This system is most compatible (any program that runs with any external graphics card would run on this maschine; I tried MiNT with X-Window as a really hard compatibility test - it works !!!) and reliable (well, I had to replace the video chip about two years ago, but I do not think that was connected to this speedup.

The idea was from a german magazine, I'll look for that article. If you're really interested, get a german dictionary ;-) and give me a fax number.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1899. Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1412950845040001@47.85.0.99>
Source record: 10387
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have several folders on a 120 Mbyte minix partition that I cannot delete.
I have tried both the desktop delete & RMDIR (from a shell) with no change.

The error message I get is 'access denied' (-36).

These folders are not corrupt, as I can copy in & out files.

I remember the thread about undeletable files a few weeks ago & some of
the solutions involved editing disk sectors.

I cannot edit the hard disk, as I do not know enough about the Minix
format & besides I don't think any of my disk tools can handle it.

Am I missing something really obvious here, like permissions or user privileges?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1900. Re: Fichier re&#65533;u?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4apdam$9b5@studs.sci.kun.nl>
Source record: 10388

In <4ak2bp$17e@sargas.omicron.se> elias@omicron.se (Elias Martenson) writes:

>phodgkin@nest.demon.co.uk (Phil Hodgkins) writes:

>>AFAIK the blitter in the Falcon cannot be turned off, BUT NVDI has a switch

>It can be turned off just like in an STE. Try using the SYSINFO xcontrol
>module.

Hmmm. I was under the impression that the Falcon TOS no longer has
VDI code that works without a blitter. That's why you have to have
NVDI to switch it off. (And it becomes faster, too... I don't really
like that. Try explaining that to your PC friends...: `But my Falcon
has an internal BLiTTER chip that speeds up the graphics - if you turn
it off.')

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1901. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-14 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4apdju$9pc@studs.sci.kun.nl>
Source record: 10389
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In <gigxr01-1412950845040001@47.85.0.99> gigxr01@nt.com (Gerry O'Rourke) writes:

>The error message I get is 'access denied' (-36).

It could be that you don't have write permission for that directory
(permision to write = permission to delete).

Try `chmod 777 dirname', which sets all permissions on; you might also
have to do this to the directory which _contains_ the directories you
want to delete.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1902. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: Alain DERENNES <derennes>
Message-ID: <4ardam$104f@melimelo.enst-bretagne.fr>
Source record: 10241
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I have had some problems with deleting files and folders on big machines (convex, hp, and co...) a few years ago. The solution i found is the following:

- go to the level where your folders are (supposing they are on the same level; if not, repeat the solution)

- create a folder on the level above:
mkdir ../toto (for example)
- move all folders (those you want to delete, and the others) and files of the same level in this folder:
move * ../toto
- go to toto:
cd ../toto
- move files and folders you want to keep in a safe place
- delete the folder toto:
rm -fri toto

With this solution, you can delete files and folders create in bad ways or with bad name and so on.If you can't move your folders, it's another problem such as protection, permission of writing, ...

Regards

1903. Re: TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: robaries@aol.com
Message-ID: <4arqts$i7r@newsbf02.news.aol.com>
Source record: 10242

>Is there really much of a difference between 2.05 and 2.06? I am thinking
>about upgrading.

From what I understand, they are the same, except that 2.06 is downward compatible with older Ataris (this is from the documentation with my TEC card). Such things as being able to turn the blitter on and off, and being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees that it's running on an older machine.

1904. Falcon modem port

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: allfree@scs.unr.edu
Message-ID: <4asq47$5hf@silver.scs.unr.edu>
Source record: 10243

Does there exist any C code to fiddle with the modem port on the Falcon like on the ST(e)? I mean, rsconf() does almost nothing now, and I don't know how to detect a carrier signal any more or anything :(:(:(I don't know how to read ASM, which is what most of it is in. Help help?

Ben Allfree

1905. Re: Falcon & BLiTTER troubles...

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <VKN7BUW@moacs.indiv.nl.net>
Source record: 10244

In article <Pine.BUL.3.90.951213122848.963F-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
> On Mon, 11 Dec 1995, Art Twarecki wrote:
>
> > >But there is an Xbios call to configure BLiTTER, so maybe the problem is
> > >less painful. Any other ideas?
> >
> > Simon, I think the xbios call works on machines which _do_ have software
> > blitting routines (in ROMs). Falcon isn't one of them. Of course,
> > the call is still available (for compatibility, I guess).
> > Why do you require to turn the blitter off? For benchmarking?
>
> But I still belive that it's possible to run pure GEM without BLiTTER,
> look - eg. it's possible with the Outside virtual memory because it
> doesn't use BLiTTER at all. Do you think the Outside has it's own
> blitting routines?

Did you ever read the Outside manual?

<quote on (page 31, Fehlermeldungen)>
Illegaler Blitter-Transfer
Der Blitter wurde dazu benutzt, Bloecke innerhalb des virtuellen Speichers
zu kopieren. Dies ist mit OUTSIDE prinzipiell nicht moeglich. Bei der
Verwendung eines Software-Blitters wie NVDI kann dieser Fehler nicht
auftreten.
<quote off>

<quote on (page 31, Danksagung)>
An dieser Stelle mein Dank an Sven und Wilfried Behne fuer NVDI, da es nur
mit einem Software-Blitter moeglich ist, virtuelle Speicherverwaltung auf
dem Falcon030 ohne irgendwelche Einschraenkungen zu realisieren.
<quote off>

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1906. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <ZJN7BZP@moacs.indiv.nl.net>
Source record: 10245
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <4apdju$9pc@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
> In <gigxr01-1412950845040001@47.85.0.99> gigxr01@nt.com (Gerry O'Rourke) writes:
>
> >The error message I get is 'access denied' (-36).
>
> It could be that you don't have write permission for that directory
> (permision to write = permission to delete).
>
> Try `chmod 777 dirname', which sets all permissions on;

You don't need write permission for an object to remove that object.

> you might also
> have to do this to the directory which _contains_ the directories you
> want to delete.

That's what you need, write permission for the directory which contains
the object.

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1907. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <CKN7BNT@moacs.indiv.nl.net>
Source record: 10246
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <gigxr01-14129508450400001@47.85.0.99>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
> I have several folders on a 120 Mbyte minix partition that I cannot delete.
> I have tried both the desktop delete & RMDIR (from a shell) with no change.

rm -rf ?

> The error message I get is 'access denied' (-36).

Can you move (mv(1)) these directories?

> These folders are not corrupt, as I can copy in & out files.
>
> I remember the thread about undeletable files a few weeks ago & some of
> the solutions involved editing disk sectors.

If necessary, you can invalidate the i-nodes and than run fsck, this
is normally the way fsdb(8) works, but it doesn't exist for minix.xfs
under MiNT.

> Am I missing something really obvious here, like permissions or user privileges?

Maybe, try `chmod -R o+w .' .

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1908. Dungeon Master II

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: curis@clipper.ens.fr
Message-ID: <4arlme$pds@nef.ens.fr>
Source record: 10247

Hello,

I've seen on a Mac that Dungeon Master II exists, and seems
excellent: very nice graphics, and great improvments comparing with DM I
(for example, you can go outside).
Does anybody know if it exists on Falcon 030, or will exist?

Thanks,

--

Emmanuel CURIS
curis@clipper.ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

1909. Re: Word processors & Speedo GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: Movement <levon@cs.man.ac.uk>
Message-ID: <4as559$gvp@yama.mcc.ac.uk>
Source record: 10248

sanders@sci.kun.nl (Sander Stoks) wrote:

>I'm currently writing a Speedo wordprocessor; I haven't implemented
>font and style changes yet, but intend to use a code at the place of
>change. To speed things up, I have a special code to signal text
>lines with no font stuff in them (after all, probably the majority of
>the text) which thus do not have to be parsed and can be fed to f_gtext()
>directly. But as you see, the hard work remains to be done yet.

But what about when you've got a full-justified block, and you need to position
the cursor ? How on earth do you find the character it's on if you`re
justifying
using the VDI text functions ?

P.S. If you reply to this post, please mail me personally as well
<levon@cs.man.ac.uk> as I am going home for Christmas and my news only lasts a
couple of days. Thanks :)

******** http://www.cs.man.ac.uk/~levonj5/ **********************
Rebellion - it always sells at a profit - Manic Street Preachers
When dogma enters the brain, all intellectual activity ceases
- Robert Anton Wilson
******* levon@cs.man.ac.uk Member of Nothing Association *******

1910. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FLPQBBCHUP@zaphot.augusta.de>
Source record: 10249
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In <gigxr01-1412950845040001@47.85.0.99> Gerry O'Rourke wrote:

>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>
>The error message I get is 'access denied' (-36).

Maybe the directory attributes don't include 'w'-flag (r-xr-xr-x). Try
'chmod' to change these flags to 'rwxrwxrwx'.

There is NO disk-editor etc. to change the 'low-level'-data of
MinixFS-partitions! This is only possible for plain TOS-partitions!

Maybe you should use 'fsck' to check the integrity of the Minix-Parition
too.

Ciao... Arno

--
Arno Welzel EMail: aw@zaphot.augusta.de
WWW: http://www.augusta.de/~joey/

1911. Re: gnu c++ problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4aqrtv$bop@gateway1.brisnet.org.au>
Source record: 10250
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On Tue, 5 Dec 1995, Patrick Peter wrote:

: >
: > i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
: > and have some problems.
: >
: > 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
: > when i start vi in the tcsh then i cannot move the cursor with the
: > cursorkeys. Does anybody know why this doesn't work?
: >
: Originally, vi does not know THE cursor keys. vi uses other keys for
: this purpose (space for cursor right, or CTRL-P for cursor up. I believe
: this can be configured.
VI uses a standard set of cursor motion keys:
H - left
J - down
K - up
L - right

Elvis17 knows about cursor keys as well, if your termcap record is set
up properly.

: > 2. after the installation of gnu c++ i wrote a test programm hello.cc with
: > one includefile and one output line. when i try to compile this i will
: > get a message similar to this: "virtual memory exhausted".
: > after starting MiNT, TOSWIN and tcsh i have around 2MB of ram left. Is
: > that not enough or is there an error in my installation?
: >
: 2 MB might be a little tight for GNU C. Try to run TCSH without the
: TOSWIN or even use a smaller shell (tcsh is rather larger).

2MB is tight for GNUC. THREE_POINT_FIVE (3.5) MB is tight for GNU C++. If you
really want to compile C++ code in 4 MB, use the smallest, nastiest shell you
find, and do not load TOSWIN or GEM.

: > if it's not possible to use gnu c++, is there another c++ available for
: > the falcon?
: >
: AFAIK there is no other C++ running on Ataris.

Correct. G++ is the only one.

1912. Re: tos code

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-15 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4as5g3$f6n@gateway1.brisnet.org.au>
Source record: 10251

Tony Greenwood (stosser@neon) wrote:
: Mathew J. Lamb (lamb) wrote:
: : Hi - is there a tos error code faq somewhere. as a newcommer to the TOS
: : ..what does code 35 indicate?
: : e-mail answers @ lamb@rana.usc.edu
: : much thanks, Mathew Lamb

: If I remember correctly, its a file missing, such as rsc or inf, or it
: is also caused if the actual program you are running is incomplete,
: Lets say you unzip a prg, you run that prg, if it was incomplete then
: you would get error 35,

: I would say you have something missing,

: Cheers..............!ynoT

35 is a bad executable format. The OS has looked at the file and has no
idea what to do with it. The extension says it's executable, but the header
bytes in the file say it isn't.

D

1913. Re: Resident programs

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-16 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.951216083602.2947B-100000@mars.dsv.su.se>
Source record: 10252

On 12 Dec 1995 timbe@lsl.co.uk wrote:

> I would like to make the lattice C compiler and linker resident for a program

Use the ramdisk included in the package.

// Jens M Andreasen

1914. Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-16 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4aumkj$lk6@tor.abc.se>
Source record: 10253

Hi,

I have a small problem regarding _reading_ and _writing_ files using HiSoft Basic 2. I believe the problem occurs with other Basic's as well (and perhaps other languages).

Just to get familiar with HiSoft BASIC 2, I wrote the following code:

```
data$=""
OPEN "analogue.sys" FOR INPUT AS #1
INPUT #1;data$
CLOSE #1

OPEN "test.sys" FOR OUTPUT AS #1
PRINT #1;data$
CLOSE #1
```

In my opinion 'test.sys' would have been an exact duplicate of 'analogue.sys' but it isn't. In fact 'analogue.sys' is 8393 bytes long, and 'test.sys' is 76 bytes long.

Just some details about the files. 'analogue.sys' is a synthesizer patch dump (also known as System Exclusive), and it contains ASCII codes from 0-255.

I assume my program runs into a 'end of file' code. But how do I write my code to read the complete 'analogue.sys'?

I'd be most grateful if antyone could help me with this one.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

1915. Re: Falcon modem port

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-16 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <FMO7BLE@moacs.indiv.nl.net>
Source record: 10254

In article <4asq47$5hf@silver.scs.unr.edu>,
Benjamin C. Allfree <allfree@scs.unr.edu> wrote:
> Does there exist any C code to fiddle with the modem port on the Falcon
> like on the ST(e)?

Install the HSMODA package and use Fcntl(2). The desription of the Fcntl
opcodes supported by HSMODA can be found in sersoft.txt (german and
english).

Waldi
--
"There is no use in jumping around through the cave and shouting HELP."

1916. Re: gnu c++ problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-17 00:00:00 UTC
From: samy@interlog.com
Message-ID: <4b1f2k$obt@gold.interlog.com>
Source record: 10255
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BUL.3.90.951213121558.963B-100000@bull.mimuw.edu.pl>,
Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>On Tue, 5 Dec 1995, Patrick Peter wrote:
>
>> i tried to install gnu c++ (version 2.5.8) on my standard falcon (4MB ram)
>> and have some problems.
>>
>> 1. i use towsin14(?), tcsh (from tcsh.zoo) and vi (elvis17.zoo)
>> when i start vi in the tcsh then i cannot move the cursor with the
>> cursorkeys. Does anybody know why this doesn't work?
>

I can shed light on this one - the TERMCAP variable that TOSWIN sets
does not have all the entries - I have this fixed at home (which is
3000 Km away right now). I will be back on Jan 10 and I can post the
fix then - it simply means setting TERMCAP yourself in your
tcshrc.csh (or whatever your version of tcsh uses). You need four
additional entries for up, down, left, and right. I figured
it out by just looking at other termcap entries so you may be able
to do the same. I was going to try an update TOSWIN for AES > 4
features and fix small things like the termcap entry.

Good Luck,
Sam

1917. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-17 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4b1g4q$2qf@news.iesd.auc.dk>
Source record: 10256

In article <4aumkj$lk6@tor.abc.se>, m9174@abc.se (Carl Lofgren) writes:
> Hi,
>
> I have a small problem regarding _reading_ and _writing_ files using
> HiSoft Basic 2. I believe the problem occurs with other Basic's as
> well (and perhaps other languages).
>

Hi Carl,

Though this has nothing to do with Basic :-)

Have you made your Rev.D/C Falcon run at 36 Mhz now ??

Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is 100% stable!!

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

1918. Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-17 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4b0jma$476$1@mhafm.production.compuserve.com>
Source record: 10257

```
SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
---cut here----
OPEN "analogue.sys" FOR INPUT AS #1
fllelen&=LOF(1)
stuff$=INPUT$(filelen&,1)
CLOSE #1
OPEN "test.sys" FOR OUTPUT AS #1
PRINT #1,stuff$;
CLOSE #1
END
```

1919. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-17 00:00:00 UTC
From: stosser@neon
Message-ID: <4b10ce$2am@neon.airtime.co.uk>
Source record: 10258

```
Carl Barron (75066.3204@CompuServe.COM) wrote:
: SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
: ---cut here----
: OPEN "analogue.sys" FOR INPUT AS #1
: fllelen&=LOF(1)
: stuff$=INPUT$(filelen&,1)

I am not fammiliar with the programming launguage you are using BUT, it
seems you are loading data into a string$, if that is correct then isn't
there a 65k string$ limit ?

Cheers...........!ynoT stosser@airtime.co.uk
```

1920. Re: TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-17 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <4b19hr$u6m@kaon.kuai.se>
Source record: 10259

Rob Aries (robaries@aol.com) wrote:

: From what I understand, they are the same, except that 2.06 is downward
: compatible with older Ataris (this is from the documentation with my TEC
: card). Such things as being able to turn the blitter on and off, and
: being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees
: that it's running on an older machine.

As far as I know TOS v2.06 also have some bugfixes. My opinion is that
it's worth upgrading from v2.05 to v2.06. Another option would be to buy
MagiC. You'll not only get a faster and bugfixed OS, you'll get a
multitasking one too.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

1921. Re: Fichier re&#65533;u?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4b37qf$mm7@btmpjg.god.bel.alcatel.be>
Source record: 10260

FWIW VRAM also requires NVDI to work with TOS 4.x, presumably in order to
use blitter-free code.

(VRAM: the Betamax of Atari vm ;{)
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
You can hire the brain behind this message! See
http://plato.digiweb.com/kiffer/chris_gray/resume.html
for details.
Opinions expressed are purely personal unless otherwise stated.

1922. Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4b3dk7joh1@mhade.production.compuserve.com>
Source record: 10261

Subject: Basic 2 problem

--stosser@neon (Tony Greenwood)

I am not fammiliar with the programming launguage you are using BUT, it
seems you are loading data into a string$, if that is correct then isn't
there a 65k string$ limit ?
-- end quote
The language is Hisoft Basic 2 and there is no 64K limit on string length.
There is a limit,(2^31-1) or (2^32-1), I forget which but you need at least
2Gigs of ram to reach it. :) You are correct, It is inputing into a string.
This is a very efficient way to read large chunks of binary data.

1923. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4b42t4$lk@sargas.omicron.se>
Source record: 10262
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

aw@zaphot.augusta.de (Arno Welzel) writes:

>In <gigxr01-141295084504001@47.85.0.99> Gerry O'Rourke wrote:

>>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>>
>>The error message I get is 'access denied' (-36).

>Maybe the directory attributes don't include 'w'-flag (r-xr-xr-x). Try
>'chmod' to change these flags to 'rwxrwxrwx'.

>There is NO disk-editor etc. to change the 'low-level'-data of
>MinixFS-partitions! This is only possible for plain TOS-partitions!

>Maybe you should use 'fsck' to check the integrity of the Minix-Parition
>too.

He might alson have got a device file in there. Just do a "rm -fr <dir>"
and it should be gone.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1924. Re: Fichier re&#65533;u?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4b430s$ll@sargas.omicron.se>
Source record: 10263

cgra@btmaa.bel.alcatel.be (Chris Gray) writes:

>FWIW VRAM also requires NVDI to work with TOS 4.x, presumably in order to
>use blitter-free code.

1: There is absolutely no problem in disabling the blitter on Falcon.
2: VRAM defines the virtual memory as TT-RAM, hence so problems with blitter.
AFAIK the blitter can't be used on TT-RAM.
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1925. Re: Can't delete folders on Minix partition

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: cpb4@ukc.ac.uk
Message-ID: <377@bay.ukc.ac.uk>
Source record: 10264
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <gigxr01-14129508450400001@47.85.0.99>,
Gerry O'Rourke <gigxr01@nt.com> wrote:
>I have several folders on a 120 Mbyte minix partition that I cannot delete.
>I have tried both the desktop delete & RMDIR (from a shell) with no change.
>
>The error message I get is 'access denied' (-36).
>
>These folders are not corrupt, as I can copy in & out files.

I've come across one obscure situation where this can occur, which no-one
else seems to have mentioned yet. (I'm assuming you've using MiNT and
MinixFS to access your Minix partition.)

MiNT protects against any directory being removed if that directory is
the currect directory of any process currently in the system. Check that
you haven't got any stopped jobs whose current dir. is the one you're
trying to delete.

This can happen if, for example, I go into directory foo, 'less *' to
examine the files, Ctrl-Z to stop less, then I forget about the less, and
eventually decide I want to remove the directory and all its contents.
I then get 'access denied' messages when I 'rm -rf foo', reminding me to
check for stopped jobs. As soon as I kill off the 'less', I can remove
the directory.

Hope this helps...

--Charles

1926. Re: Word processors & Speedo GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-18 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4b3vdg$3l9@studs.sci.kun.nl>
Source record: 10265

In <4as559$gvp@yama.mcc.ac.uk> Movement <levon@cs.man.ac.uk> writes:

>sanders@sci.kun.nl (Sander Stoks) wrote:

>>I'm currently writing a Speedo wordprocessor; I haven't implemented
>>font and style changes yet, but intend to use a code at the place of
>>change. To speed things up, I have a special code to signal text
>>lines with no font stuff in them (after all, probably the majority of
>>the text) which thus do not have to be parsed and can be fed to f_gtext()
>>directly. But as you see, the hard work remains to be done yet.

>But what about when you've got a full-justified block, and you need to position
>the cursor ? How on earth do you find the character it's on if you`re
>justifying
>using the VDI text functions ?

Aaah! There you've put your finger on the sore spot. To tell you the
truth, I don't know. I think the only way is to do my own
justification and keep track of the offsets. Which is really a shame,
as it will probably slow down my output routines too.

Or - something I just thought of - if I set the justification routines
to `stretch spaces only', and devide the difference between the full
width and the unjistified line width by the number of spaces in the
line, I know by how much each space is stretched. I'll have to do
some experimenting to see if one-off cursor positioning (which will
probably happen in that case) is something that can be lived with.

Hmmm.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1927. Re: Can't delete folders on Minix partition (rm -rf worked)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4b6j5d$61c@sargas.omicron.se>
Source record: 10266

gigxr01@nt.com (Gerry O'Rourke) writes:

>When I used rm -rf the folders were zapped, great.

>Thanks to all who replied.

>I never found the "-f" option explained in any of the documentation that
>accompanied the miNT-kit. I had previously used the rm -r option.

>Is there a book (or a file) that explains all of the various Unix commands
>& options available?

You can pick up any book on Unix, try the nutshell handbooks from
O'Reilly and Associates.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

1928. Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4b6gev$stq@tor.abc.se>
Source record: 10267

M> M> In my opinion 'test.sys' would have been an exact duplicate of
M> M> 'analogue.sys' but it isn't. In fact 'analogue.sys' is 8393 bytes
M> M> long, and 'test.sys' is 76 bytes long.
M> -
M> Your problem is the use of INPUT, which stops when it reaches a terminator
M> like a <CR> or a comma.

Yes, it was. Fortunately, I've sorted it out now. Thanks!

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

1929. ***MUST SELL 1040 STE ASAP***

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: xpitcadet@aol.com
Message-ID: <4b6o60$bph@newsbf02.news.aol.com>
Source record: 10268

FOR SALE: ATARI 1040 STE WITH CUBASE NOTATION/SEQUENCING SOFTWARE

$200.00 or B/O

4 Meg. Ram
Midi Ports
Atari SC Monitor
Cubase Software
Tons of software, manuals, and original boxes

E-mail ASAP: xpitcadet@aol.com

1930. Re: Can't delete folders on Minix partition (rm -rf worked)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1912950840110001@47.85.0.99>
Source record: 10269

When I used rm -rf the folders were zapped, great.

Thanks to all who replied.

I never found the "-f" option explained in any of the documentation that
accompanied the miNT-kit. I had previously used the rm -r option.

Is there a book (or a file) that explains all of the various Unix commands
& options available?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

1931. VT100 Codes?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: jbaumgar@coil.com
Message-ID: <4b6se5$r9@bronze.coil.com>
Source record: 10270

I'm writing a telnet client for STiK, and I would like to know if anyone has a list of the VT100 escape codes. It's a little difficult to implement them by guess and check. <g>

--
Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
"Matricies? We don't need no stinkin' matricies!" - my linear algebra professor while proving a corollary to the Cayley-Hamilton Theorem

1932. Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4b68se$r4o@tor.abc.se>
Source record: 10271

75066.3204@CompuServe.COM wrote...

```
7> SEE INPUT$ AND lof. This will copy any file whose contents will fit in ram
7> ---cut here----
7> OPEN "analogue.sys" FOR INPUT AS #1
7> fllelen&=LOF(1)
7> stuff$=INPUT$(filelen&,1)
7> CLOSE #1
7> OPEN "test.sys" FOR OUTPUT AS #1
7> PRINT #1,stuff$;
7> CLOSE #1
7> END
```

Thanks! I'll check it out.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

1933. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4b68sg$r4q@tor.abc.se>
Source record: 10272

c> Have you made your Rev.D/C Falcon run at 36 Mhz now ??

No, not yet. I'm going to Paris very soon, and I won't buy anything
before. But I _will_ get the FX card. I don't trust Wizztronic
anymore.

c> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is
c> 100% stable!!

How much faster does your Falcon _feels_?

Carl.Lofgren@abc.se

---
* Kivi 1.41a *

1934. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4b68sb$r4l@tor.abc.se>
Source record: 10273

```
s> Carl Barron (75066.3204@CompuServe.COM) wrote:
s> : SEE INPUT$ AND lof. This will copy any file whose contents will fit in
s> ram
s> : ---cut here----
s> : OPEN "analogue.sys" FOR INPUT AS #1
s> : fllelen&=LOF(1)
s> : stuff$=INPUT$(filelen&,1)
s>
s> I am not fammiliar with the programming launguage you are using BUT, it
s> seems you are loading data into a string$, if that is correct then isn't
s> there a 65k string$ limit ?

I believe HiSoft supports 16Mb strings.

Carl.Lofgren@abc.se

---
* Kivi 1.41a *
```

1935. Re: VT100 Codes?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <819401442_OASIS_@swampdog.demon.co.uk>
Source record: 10274

In article <4b6se5$r9@bronze.coil.com>
jbaumgar@coil.com (James E. Baumgardner II) said:-

>I'm writing a telnet client for STiK, and I would like to know if anyone
>has a list of the VT100 escape codes. It's a little difficult to
>implement them by guess and check. <g>

They were posted a bit back by some kind soul. Email me and I'll send
you a copy.

--

Guy Harrison

guy@swampdog.demon.co.uk

1936. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-19 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4b743u$es3@whitbeck.ncl.ac.uk>
Source record: 10275

Carl Barron (75066.3204@CompuServe.COM) wrote:
> Subject: Basic 2 problem

> --stosser@neon (Tony Greenwood)

> I am not fammiliar with the programming launguage you are using BUT, it
> seems you are loading data into a string$, if that is correct then isn't
> there a 65k string$ limit ?
> -- end quote
> The language is Hisoft Basic 2 and there is no 64K limit on string length.
> There is a limit,(2^31-1) or (2^32-1), I forget which but you need at least
> 2Gigs of ram to reach it. :) You are correct, It is inputing into a string.
> This is a very efficient way to read large chunks of binary data.

Do it right - use the

BLOAD filename$,address

command. This is a shit load faster than using input.
use VARPTR to get the address of a buffer to load into.

Or, if you want to load in segments, use the LIBRARY"GEMDOS" functions for doing
file i/o.

Craig.
(Author of DULIB, OOPLIB, NVDILIB & MODLIB for HiSoft Basic)

1937. Re: TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-20 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DJwF0w.1sx@cix.compulink.co.uk>
Source record: 10276

>Is there really much of a difference between 2.05 and 2.06? I am thinking
>about upgrading.
A big difference. Apart from stacks of other things (128,000 words, 340
pages, 101 tables etc) The Atari A to Z has full details on all the machines
and TOSes.
Only available from me and cheap!
Email me for further details.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1938. Re: Can't delete folders on Minix partition (rm -rf worked)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-20 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951220104635.19735A-100000@iris.amp.uni-hannover.de>
Source record: 10277

On Tue, 19 Dec 1995, Gerry O'Rourke wrote:

> When I used rm -rf the folders were zapped, great.
>
> Thanks to all who replied.
>
> I never found the "-f" option explained in any of the documentation that
> accompanied the miNT-kit. I had previously used the rm -r option.
>
> Is there a book (or a file) that explains all of the various Unix commands
> & options available?
>
I don't think you'll have any luck. On AIX, the -f option means the
command won't prompt for removing write-protected files, but it does not
affect the ability to do so. You see those option mean slightly different
things from Unix to Unix. Its better to get the proper man pages for your
specific implementation. My suggestion is to aquire the "manual" section
of KGMD, which AFAIK features a rather complete set of man pages.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1939. Re: TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-20 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4b888e$lov@gateway1.brisnet.org.au>
Source record: 10278

Rob Aries (robaries@aol.com) wrote:
: >Is there really much of a difference between 2.05 and 2.06? I am
: thinking
: >about upgrading.

: From what I understand, they are the same, except that 2.06 is downward
: compatible with older Ataris (this is from the documentation with my TEC
: card). Such things as being able to turn the blitter on and off, and
: being able to switch from 8 to 16Mhz, are disabled in 2.06 when it sees
: that it's running on an older machine.

They work that way in 2.05 as well.

D

1940. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-20 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30d85559_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10279

In a message Henrik Lunardi Weide wrote to All :
HLW> Though this has nothing to do with Basic :-)
HLW>
HLW> Have you made your Rev.D/C Falcon run at 36 Mhz now ??
HLW>
HLW> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz
HLW> is 100% stable!!

Have anyone of you a SCSI hd? Any problems?

HLW> // Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
HLW> // 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //

Is that SCSII-II an CD-ROM?

mvh,
Magnus Kollberg

1941. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4ba5j8$kh1@tor.abc.se>
Source record: 10280

```
C> Do it right - use the
C>
C> BLOAD filename$,address
C>
C> command. This is a shit load faster than using input.
C> use VARPTR to get the address of a buffer to load into.

Hmmm... why not.

C> Or, if you want to load in segments, use the LIBRARY"GEMDOS" functions for
C> doing file i/o.
C>
C> Craig.
C> (Author of DULIB, OOPLIB, NVDILIB & MODLIB for HiSoft Basic)

What's that?

Carl.Lofgren@abc.se

---
* Kivi 1.41a *
```

1942. Gnu c++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: David White <davidw@rd.bbc.co.uk>
Message-ID: <4bbaho$acl@bbcnews.rd.bbc.co.uk>
Source record: 10281

Hello, people!
I have beren struggling for a while to set up
Gnu c++ on my falcon (MultiTOS, Outside and hard disk).
Is there a fools guide to setting up Gnu C on a TOS partition,
including a list of libraries and instructions on make files?
I would like to start C++ development on my machine ... I'm fed
up of programming for windoze at work! If there isn't any such
instructions file to make life a little easier, maybe someone
ought to consider putting their experience to some good use.
Also, does gnu c support some of the more recent C++
additions such as templates?

-David White

//standard disclaimer

1943. Re: Basic 2 problem

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4bbgda$ocp@news.iesd.auc.dk>
Source record: 10282

In article <4b68sg$r4q@tor.abc.se>, m9174@abc.se (Carl Lofgren) writes:
> c> Have you made your Rev.D/C Falcon run at 36 Mhz now ??
>
> No, not yet. I'm going to Paris very soon, and I won't buy anything
> before. But I _will_ get the FX card. I don't trust Wizztronic
> anymore.

What about a AfterBurner040, it's suppose to make the 486DX2 look like a old ZX81 :-)
It performs a mere 1000 % in RAM-access (!!!!!) when running a program in FastRAM (GemBench results.) compared to a 16 Mhz 68030 Falcon!

> c> Mine is running both 36 and 40 Mhz, much more stable than before. 36 Mhz is
> c> 100% stable!!
>
> How much faster does your Falcon _feels_?

It feels quite snappy now, especially when running MagiC 4.

But old MultiTOS also runs quite acceptable now, compared to the crawling speed before I got the FastRAM.

There is a BIIIIIG difference in performance, when running in 36 Mhz with FastRAM in 256 colors on the desktop. I'm always running in 800x600 in 256 colors now.

MPEG-players are running much faster when running at 36 Mhz (of course the 50 Mhz DSP does something too).

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //

1944. INTERNATIONAL PROGRAMMERS GUILD

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: info@ipgnet.com
Message-ID: <4bc2nm$rt@guild.ipgnet.com>
Source record: 10283

International Programmers Guild (IPG)

IPG represents professional programmers globally. Its recognized certification program continues to ensure and uphold the highest standards and principles in the field of programming. Services for members include: certification, job & contract referral, fellowship & networking etc..

URL: http://www.ipgnet.com/
e-mail: ipg@ipgnet.com

1945. ICONIFY

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951221160113.8837B-100000@iris.amp.uni-hannover.de>
Source record: 10284

Hi

I thought about introducing ICONIFY into some of my programs.
Unfortunately I have very little documentation on the topic. A few
questions :
The iconified window shows a little icon. Is it the AESs task to care for
this icon, or must the program handle the redraws etc. for the small
window with the icon ? If the AES cares for it : How do I tell the AES
the actual ICON to use ?
To uniconify I use the wind_set (... WF_UNICONIY ...) call. Do I have to
supply the size values that came with the WM_UNICONIFY message ? Or is it
automatically restored to the original size and position ?
How does ALLICONIFY work ?

Thanks for any info, as I don't own the MTOS programming docs.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1946. Re: Subject used for Internet address posting.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <4960rcain@nest.demon.co.uk>
Source record: 10285

Anyone know of an assembler which will handle >65000 source
lines?

Roger
rcain@nest.demon.co.uk

--

1947. STOS EXTRA extension

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: sinbad@globalnet.co.uk
Message-ID: <4bf9gb$usp@pippin.globalnet.co.uk>
Source record: 10190

A new version of EXTRA is well on its way. There will be several new commands and of course the usual improvements. The fee is yet to be decided. If you can't wait then write to Top Byte (address in most Atari ST publications) and demand it gets sorted out NOW!

Owners of the existing EXTRA 3.00 will be given the option to upgrade to version 3.10 when it is released. Again, the fee has not yet been decided.

One of the commands to go is lextra. I am sorry because I am sure so many of you used it to its capacity but it had to go to make way for other commands ;)

Thanks you to all those registered users who completed the questionnaire. The feedback has been taken on board and is appreciated.

Martin Cubitt, author EXTRA extension.

1948. Data compression routines WANTED (Atari ST Devpac 3)

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: sinbad@globalnet.co.uk
Message-ID: <4bf9i5$usp@pippin.globalnet.co.uk>
Source record: 10191
Cross-posted to: comp.sys.atari.programmer,alt.compression

I have written a packing/unpacking routine which is basically a simple RLE type. It is very fast but VERY ineffective! Does anyone have good compression source (68000 please) which I can use. Naturally I would need the depacking code too.

I can be contacted on this newsgroup or e-mail me sinbad@globalnet.co.uk

Merry Christmas!

Martin

1949. STOS EXTRA extension

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: sinbad@globalnet.co.uk
Message-ID: <4beurq$toe@pippin.globalnet.co.uk>
Source record: 10286

A new version of EXTRA is well on its way. There will be several new commands and of course the usual improvements. The fee is yet to be decided. If you can't wait then write to Top Byte (address in most Atari ST publications) and demand it gets sorted out NOW!

Owners of the existing EXTRA 3.00 will be given the option to upgrade to version 3.10 when it is released. Again, the fee has not yet been decided.

One of the commands to go is lextra. I am sorry because I am sure so many of you used it to its capacity but it had to go to make way for other commands ;)

Thanks you to all those registered users who completed the questionnaire. The feedback has been taken on board and is appreciated.

Martin Cubitt, author EXTRA extension.

1950. Re: ICONIFY

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <30DA7AB8.3D21@imc.exec.nhs.uk>
Source record: 10287

Peter Rottengatter wrote:
> The iconified window shows a little icon. Is it the AESs task to care for
> this icon, or must the program handle the redraws etc. for the small
> window with the icon ? If the AES cares for it : How do I tell the AES
> the actual ICON to use ?

You are responsible for drawing the contents of an iconified window. You just get WM_REDRAW messages...

> To uniconify I use the wind_set (... WF_UNICONIY ...) call. Do I have to
> supply the size values that came with the WM_UNICONIFY message ? Or is it
> automatically restored to the original size and position ?

I think you have to pass the values you get from the WM_UNICONIFY message into the WF_UNICONIFY command. The AES remembers the uniconified size & position of the window for you at any rate.

ALL_ICONIFY is a pig because you are responsible for remembering all your window positions before you close them.

This is sort of explained in the Compendium, although not very well.

--Chris

1951. STOS PROGRAMMERS

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: stosser@neon
Message-ID: <4be95t$4v@neon.airtime.co.uk>
Source record: 10288

Hi

Any STOS programmer here?, well there must be, it seems STOS was voted
best programming launguage in the Annual ST Format awards,

Well now we have our own page, for the latest STOS.FAQ the most
extensive S.EXTension list (that includes downloading and reading doc
files or mailing the authors), all the information about what articles
have appeared in 25 issues of STOSSER Diskzine, a list of all the files
given away in that diskzine, Download STOSSER,
Articles and info abound, aprox half a meg of text for you to read,
major update in January with a couple of hundred thousand more bytes of
STOS text for you, check it out NOW!

Works with CAB in low or Medium rez, best in med!

http://www.airtime.co.uk/users/stosser/

Please give me some feedback!

Tony Greenwood: irc channel#atari <stosser>
++
+ Stosser Diskzine founder and programmer issues 1-25 to Nov 1995 +
+ Author and Keeper of the STOS FAQ from September 1995 onwards +
+ Author STOS Masterclass tutorial series for ST Format Issu'71,72 +
+ Sponser/Keeper STOS Forever on Ad-Lib BBS (0191) 370 2659 +
+ Supplier to STOS page at http://www.mcc.ac.uk/~dlms/atari.html +
+ Commercial,Shareware and Freeware STOS programmer,(Current/Live) +
+ Official programmer for Stosser software <stosser@airtime.co.uk> +
++

1952. From 1st Word (or Steve) to Signum 4

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-22 00:00:00 UTC
From: houtzage@let.rug.nl
Message-ID: <houtzage.10.30DAB039@let.rug.nl>
Source record: 10289

As a STEVE and Signum user I am interested if there exists a programme that converts STEVE (or 1st Word) files into Signum 4. In my Signum 2 days I used a very handy programme made (I think) by Georg Scheibler in Germany. Is there something comparable for Signum 4 users?

Peter Houtzagers

Groningen, The Netherlands

1953. Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-23 00:00:00 UTC
From: stosser@neon
Message-ID: <4bfjus$6mn@neon.airtime.co.uk>
Source record: 10192

```
Hi

Well I have waited and nothing,
This seems to be a very quiet area, is atari.programming only for
problems, or for general discussions on programming,

QQQQQ Where are all the programmers,?
Q Q Is there anyone out there programming,?
Q Q What are you programming,?
Q Q When will it be ready?
Q Q Q What machines is it aimed at?
Q Q What type of release? ie pd etc
QQQQQ Q
Q

Please reply in here rather than email, lets all talk !

Cheers......!ynoT http://www.airtime.co.uk/users/stosser/
```

1954. Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-23 00:00:00 UTC
From: stosser@neon
Message-ID: <4bfk08$6mn@neon.airtime.co.uk>
Source record: 10193

>Hi

> Well I have waited and nothing,
> This seems to be a very quiet area, is atari.programming only for
> problems, or for general discussions on programming,
>
> QQQQQ Where are all the programmers,?
> Q Q Is there anyone out there programming,?
>Q Q What are you programming,?
>Q Q When will it be ready?
>Q Q Q What machines is it aimed at?
> Q Q What type of release? ie pd etc
> QQQQQ Q
> Q

Tony Greenwood here, answering Tony Greenwoods quite reasonable
questions :)

I started TIMESLIPS nearly a year ago but the artist dropped out
(its a game, hopefully to surpass my last release H.E.R.O.) its
totally different, its BIG and has lots of new things, anyway no
artist, now I have finally got an artist interested in the
project and all the stored ideas are now being implimented, eerm
trying :)
Ready!, dunno, before summer hopefully,

1 Meg Atari fm or STe, I dont see why I should make ste specific
games or any other ste specific software just because I own one,
why would I want to ostracise < hmm is that spelt right? > half
the atari owning public?

It will be released as Public Domain as far as I am aware, I was
robbed with my first attempt at making money out of my programming
and you know what they say about "once bitten etc", it hasent put
me off :)

BTW I ahve just (tonight) finished the latest shell for WARP
Diskzine issue 4, so AFAIK it should be out this week, I have sent
it to the producer of the mag, hmmm maybe later as it is crimbo?

Cheers........!ynoT http://www.airtime.co.uk/users/stosser/
Check this page out now!

1955. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-23 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <4bgopq$khg@turing.fwi.uva.nl>
Source record: 10194

stosser@neon (Tony Greenwood) wrote:

first of all, realize that atari is a dying platform
but... there are still some very good projects around, the most
impressive being the bad mood project (IMO).

: QQQQQ Where are all the programmers,?

programming instead of reading newsnet? :-)

: Q Q Is there anyone out there programming,?

yes, I am at the moment programming for the atari portfolio...

:Q Q What are you programming,?

small things, just got my portfolio so I am experimenting.
would like to make slip package.

:Q Q When will it be ready?

dunno

:Q Q Q What machines is it aimed at?

portfolio

: Q Q What type of release? ie pd etc

shareware, as usual (PFF always distributes programs as shareware)

: QQQQQ Q
: Q
:
: Please reply in here rather than email, lets all talk !

so, and what are YOU programming at the moment?

--
Martijn Dekker | PFF: Software for X Window System and more:
Math department | Atari ST, Atari Portfolio, Apple Mac,
University of Amsterdam | C64 and 486DX2/66
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

1956. Re: Subject used for Internet address posting.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-23 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DK1qwt.1uq@dk3uz.hanse.de>
Source record: 10195

rcain@nest.demon.co.uk (Roger Cain) writes:

>Anyone know of an assembler which will handle >65000 source
>lines?

Ummh, what relationship is there supposed to exist between the subject
you choose and above question?

You find me thoroughly surprised at hearing there _are_ assemblers which
have a source line limit. All 680x0 assemblers I ever used and still use
have no such IMO ridiculous restrictions (Alcyon, Quelo, MAS, gas).

I once, probably in a transient (I hope!) state of mental derangement,
bought a C compiler package, where the assembler didn't know about forward
references (Pure C). Never before did I trash a software that fast...

mry xmas & hpy 1996,

Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

1957. Re: TOS 2.05 versus TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-23 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <4bi403$b56@osiris.wu-wien.ac.at>
Source record: 10196

Mark Baines (msbaines@cix.compulink.co.uk) wrote:
: >Is there really much of a difference between 2.05 and 2.06? I am thinking
: >about upgrading.

I upgraded my machine some years ago with TOS 2.06 from TOS 2.05;
On the feature side, TOS 2.06 has an inbuilt memory test, the Atari logo
appearing on bootup; mybe some bug fixes I do not remember (the serial
port drivers?)
But most importantly it is the first Atari TOS version to support 1.44
Mb disk drives correctly, which TOS 2.05 doesn't. So, if you want to
install a HD drive or use one, TOS 2.06 is the choice. And - it runs on
all 68000 Atari machines, detecting the type of machine itsself.
However, I hardly remeber all details, as I haven't seen TOS 2.06 for a
long time. I am using Magic4 right now and recommend
upgrading to this TOS version instead of TOS 2.06.

Regards,

Alfred

1958. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <4bi9dp$5f9@bambam.soi.city.ac.uk>
Source record: 10197

> QQQQQ Where are all the programmers,?

We're all working hard... :)

> Q Q Is there anyone out there programming,?

Well I am.

>Q Q What are you programming,?

The definitive Atari Sysex software.

>Q Q When will it be ready?

Ooh, software release dates and all that...
I dunno. Weeks, months... as soon as it's decent enough
for release, really.

>Q Q Q What machines is it aimed at?

All Ataris with Midi ports.

> Q Q What type of release? ie pd etc

My first shareware proggie - but cheap, for what it does.

> Please reply in here rather than email, lets all talk !

I think programmers are notorious for not giving away too many secrets in
case someone else steals their thunder (and ideas :)

Anyway, I think there's plenty of mileage in rewriting old and useful
utilities to modern standards (multitasking OS, flydials etc etc)

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

1959. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-24 00:00:00 UTC
From: odonnllb <odonnllb@indigo.ie>
Message-ID: <4bifis$iub@niamh.indigo.ie>
Source record: 10198

stosser@neon (Tony Greenwood) wrote:
>
> Hi
>
> QQQQQ Where are all the programmers,?
rec.games.programmer or comp.os.msdos.djgpp :-)

> Q Q Is there anyone out there programming,?
Probably.

>Q Q What are you programming,?
Version 2 of an RPG Construction Kit called Hexaid.

>Q Q When will it be ready?
Never. When I get enough bright(?) ideas I'll start Version 3.

>Q Q Q What machines is it aimed at?
ST/STe. I don't have a Falcon or a Mega, so I don't know.

> Q Q What type of release? ie pd etc
I'll figure out the easiest way for the person who tried version 1 to
get a copy later.

> Please reply in here rather than email, lets all talk !
Regards
Brian O'Donnell
TCD Library
odonnllb@tcd.ie

1960. Re: Subject used for Internet address posting.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-24 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4bjaii$pr8@kaon.kuai.se>
Source record: 10199

Roger Cain (rcain@nest.demon.co.uk) wrote:

: Anyone know of an assembler which will handle >65000 source
: lines?

Devpac from HiSoft I guess. I have it myself, and I can't remember any
troubles with huge sourcecodes. Devpac v3.1 is the best assembler
package available for the Atari (at least in my opinion). HiSoft is also
selling a Falcon030 enhanced version of it.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

1961. Message #1024

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4bje2e$g0r@inca01.inca.co.nz>
Source record: 10200

I have recently rewritten my GEM apps, and as part of that, they now report unknown messages received.

Among the most frequent, I seem to see a message with value 1024 decimal ($400 hex) most often.

What is message 1024? How should I handle it?

From looking at the rest of the message data, it seems that msg[4] and msg[5] are a pointer to something. But what exactly is it a pointer to?

Using the sender-id in msg[1] and appl_search(), I find that it is usually sent to my application by Connect v2.46 and STZip 2.6 when they are starting up.

Ignoring it doesn't seem to hurt the overall functionality and stability of the system.

Is this message number documented anywhere?

Likewise, are there any other 'undocumented' messages I should be aware of?

I run a 20Mbyte TT with about 900Mbytes of online hard-drive, under TOS 3.05 and MultiTOS (with protection 'ON'). There's usually between ten and twelve megs of free RAM at the time those apps are loaded.

--

Quote For The Month: "With Friends Like You, I'd Rather Have Enemies"

1962. Re: ICONIFY

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-24 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DK3Jtt.H7H@cix.compulink.co.uk>
Source record: 10201

```
>I thought about introducing ICONIFY into some of my programs.
>Unfortunately I have very little documentation on the topic. A few
>questions :
First you need to include SMALLER in the window gadgets:

static int parts = (NAME | INFO | CLOSE | FULL | MOVE | SIZE | SMALLER |
UPARROW | DNARROW | LFARROW | RTARROW | VSLIDE | HSLIDE);

and an icon in your RSC file:
!rsrc_gaddr(R_TREE, FORM_ICON, &icon_form) ||

and then respond to the iconify messages in your evnt_multi loop:
case WM_ICONIFY:wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_shrinkbox(msg[4], msg[5], msg[6], msg[7], xc, yc,
wc, hc);
wind_set(msg[3], WF_ICONIFY, msg[4], msg[5], msg[6],
msg[7]);
wptr->iconified = OPEN; /*set a flag*/
break;
case WM_UNICONIFY:wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_growbox(xc, yc, wc, hc, msg[4], msg[5], msg[6],
msg[7]);
wind_set(msg[3], WF_UNICONIFY, msg[4], msg[5], msg[6],
msg[7]);
wptr->iconified = CLOSED; /*set a flag*/
break;

In your redraw window function (after moving etc) you need to either decide
whether to draw the normal window contents or the iconified window:

while (box.g_w && box.g_h)
{
if (rc_intersect(&area, &box))
{
clip[0] = box.g_x;
clip[1] = box.g_y;
clip[2] = box.g_x + box.g_w - 1;
clip[3] = box.g_y + box.g_h - 1;
vs_clip(handle, 1, clip);
if (wptr->iconified == OPEN)
DrawIconWindow(handle, box, wptr);
else
DoDisplay(handle, wptr);
}
wind_get(w_handle, WF_NEXTXYWH, &box.g_x, &box.g_y, &box.g_w, &box.g_h);
}
```

Draw your Iconified window. I use the same icon for all the windows and change the icon text label to indicate which window it is. You might also need to cater for different aspect ratios (ie effectively med res and all others):

```
v_opnvwk(work_in, &handle, work_out);
short aspect_ratio = work_out[4] / work_out[3];

void DrawIconWindow(short handle, GRECT area, WIND *wptr)
{
char *dest;
short x, y, w, h;

wind_get(wptr->whandle, WF_WORKXYWH, &x, &y, &w, &h);
dest = ((ICONBLK *)icon_form[ICON].ob_spec)->ib_ptext;
strcpy(dest, wptr->icon_text);
ClearArea(handle, x, y, w, h);
HideMouse();
icon_form->ob_x = x;
icon_form->ob_y = y;
icon_form->ob_width = w;
icon_form->ob_height = h;
icon_form[ICON].ob_x = w / 2 - icon_form[ICON].ob_width / 2;
if (aspect_ratio == 2)
icon_form[ICON].ob_y = h / 2 - icon_form[ICON].ob_height;
else
icon_form[ICON].ob_y = h / 2 - icon_form[ICON].ob_height / 2;
objc_draw(icon_form, ROOT, MAX_DEPTH, area.g_x, area.g_y, area.g_w,
area.g_h);
ShowMouse();
}
```

I don't bother with ALL_ICONIFY as it's a bugger not worth the effort IMHO. Hope that makes sense and helps!

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1963. Lattice C compiler newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-26 00:00:00 UTC
From: djsmith@iti2.net
Message-ID: <DK6KF3.Dpo@news.zippo.com>
Source record: 10202

Does anyone know of a good place to rub elbows with other Lattice C programmers? Thanx in advance.

1964. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-26 00:00:00 UTC
From: andy@aholt.demon.co.uk
Message-ID: <819972568_OASIS_@aholt.demon.co.uk>
Source record: 10203

In article <4bfk08$6mn@neon.airtime.co.uk>
stosser@neon (Tony Greenwood) said:-

> BTW I ahve just (tonight) finished the latest shell for WARP
>Diskzine issue 4, so AFAIK it should be out this week, I have sent
>it to the producer of the mag, hmmm maybe later as it is crimbo?

Hi

Is this Diskzine available by ftp ? If it is where can it be found ?

Thanks

---

andy@aholt.demon.co.uk

1965. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-26 00:00:00 UTC
From: stosser@neon
Message-ID: <4bq0s7$bhq@neon.airtime.co.uk>
Source record: 10204

Andrew Holt (andy@aholt.demon.co.uk) wrote:
: In article <4bfk08$6mn@neon.airtime.co.uk>
: stosser@neon (Tony Greenwood) said:-

: > BTW I ahve just (tonight) finished the latest shell for WARP
: >Diskzine issue 4, so AFAIK it should be out this week, I have sent
: >it to the producer of the mag, hmmm maybe later as it is crimbo?

: Hi

: Is this Diskzine available by ftp ? If it is where can it be found ?

It is doubtfull I am afarid, I send it to the editor of the zine, he
then releases it to such pdls as floppyshop, goodmans etc, I cannot
upload with this software so, your best bet is the pdls, theres 4 isues
of WARP and they are all Public Domain,

Tony Greenwood
. stosser@airtime.co.uk . .
. irc channel#atari<stosser> .
############### http://www.airtime.co.uk/users/stosser/ ####

1966. Re: Lattice C compiler newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-27 00:00:00 UTC
From: mcmahon@inil.com
Message-ID: <c1a7cb$121210.196@inil.com>
Source record: 10205

djsmith@iti2.net wrote:

>Does anyone know of a good place to rub elbows with other Lattice C
>programmers? Thanx in advance.

or how bout Mark Williams C? just learning myself...

Rory
mcmahon@inil.com
Atari Signal BBS - USA
708-232-7614 (28.8k)
708-232-4932 (14.4k)
1 gig, 14 CD's online!

1967. Re: Message #1024

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951227103916.14994D-100000@iris.amp.uni-hannover.de>
Source record: 10206

On 24 Dec 1995, Gaven Miller wrote:

> I have recently rewritten my GEM apps, and as part of that, they now
> report unknown messages received.
>
Messages unknown to an application should be ignored, not their receipt
reported (see below).

> Among the most frequent, I seem to see a message with value 1024 decimal
> ($400 hex) most often.
>
> What is message 1024? How should I handle it?
>
Dunno what just that message does ('d have to look up). It's probably
requesting if your software knows about some protocol. Since your
application doesn't know it should ignore the message.

> Ignoring it doesn't seem to hurt the overall functionality and stability
> of the system.
>
That's how it works : No response just means the receiver does not
support that specific thing.

> Is this message number documented anywhere?
>
Sure, read the docs of this particular protocol. ;-)

> Likewise, are there any other 'undocumented' messages I should be aware of?
>
Unless you wanna implement things like VA-protokoll, or Drag'n Drop you
don't need to know about those.

Have fun Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1968. Re: ICONIFY

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951227105436.14994E-100000@iris.amp.uni-hannover.de>
Source record: 10207

Thanks for all the info, particularly to Mark Baines, who supplied some
source code. Concerning the latter, one remaining question :

On Sun, 24 Dec 1995, Mark Baines wrote:
> First you need to include SMALLER in the window gadgets:
>
> static int parts = (NAME | INFO | CLOSE | FULL | MOVE | SIZE | SMALLER |
> UPARROW | DNARROW | LFARROW | RTARROW | VSLIDE | HSLIDE);
>
Are you sure you use the names specified by Atari ? I thought the name
was ICONIFIER, rather than SMALLER, also CLOSER, FULLER, MOVER, SIZER

Anyway, thanks a lot for your source code.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1969. Drive B - step 6ms?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-27 00:00:00 UTC
From: zdigas@jagor.srce.hr
Message-ID: <4brn3h$492@bagan.srce.hr>
Source record: 10208

I have an old 1040stfm and i need some small program on my bootsector to
change my step rate from 3 to 6 ms on drive B. Can anyone help me?


```
_________________________
/\ \
\_| Zvonimir Digas |
| zdigas@jagor.srce.hr |
| _____________________|_
\_/______________________/
```

1970. Re: Drive B - step 6ms?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951228140154.11486B-100000@iris.amp.uni-hannover.de>
Source record: 10209

On 27 Dec 1995, Zvonimir wrote:

>
> I have an old 1040stfm and i need some small program on my bootsector to
> change my step rate from 3 to 6 ms on drive B. Can anyone help me?
>
Why does it have to be in the bootsector ? A normal (small) program being physically (!) the first file in the main directory should do just as well.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1971. Re: Message #1024

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820206522_OASIS_@swampdog.demon.co.uk>
Source record: 10210

In article <Pine.A32.3.91.951227103916.14994D-100000@iris.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On 24 Dec 1995, Gaven Miller wrote:
>
>> I have recently rewritten my GEM apps, and as part of that, they now
>> report unknown messages received.
>>
>Messages unknown to an application should be ignored, not their receipt
>reported (see below).
>
>> Among the most frequent, I seem to see a message with value 1024 decimal
>> ($400 hex) most often.
>>
>> What is message 1024? How should I handle it?
>>
>Dunno what just that message does ('d have to look up). It's probably
>requesting if your software knows about some protocol. Since your
>application doesn't know it should ignore the message.

Not sure either, but I do have these defined. I can't remember where I
got them from originally though :-(

```
/* messages for PUREC & ST-GUIDE hypertext accessories */
#define AC_HELP 1025
#define AC_REPLY 1026
#define AC_VERSION 1027
#define AC_COPY 1028
```

[snip]

--

Guy Harrison

guy@swampdog.demon.co.uk

1972. Re: Drive B - step 6ms?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820206888_OASIS_@swampdog.demon.co.uk>
Source record: 10211

In article <4brn3h$492@bagan.srce.hr>
zdigas@jagor.srce.hr (Zvonimir) said:-

>
>I have an old 1040stfm and i need some small program on my bootsector to
>change my step rate from 3 to 6 ms on drive B. Can anyone help me?

The word at location $440 contains:

0 6ms
1 12ms
2 2ms
3 3ms

--

Guy Harrison

guy@swampdog.demon.co.uk

1973. Re: Lattice C compiler newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820259548_OASIS_@swampdog.demon.co.uk>
Source record: 10212

In article <c1a7cb$121210.196@inil.com>
mcmahon@inil.com (Rory McMahon) said:-

>or how bout Mark Williams C? just learning myself...

Been using MWC for years. I'll be glad to help with small problems.

--

Guy Harrison

guy@swampdog.demon.co.uk

1974. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-30 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4c2g98$eo7@whitbeck.ncl.ac.uk>
Source record: 10213

Tony Greenwood (stosser@neon) wrote:
> This seems to be a very quiet area, is atari.programming only for
> problems, or for general discussions on programming,

> QQQQQ Where are all the programmers,?

Reuters, making loads of money on contract...

> Q Q Is there anyone out there programming,?

You should see my mailbox....loads of people.

> Q Q What are you programming,?

I've just released CLAv3 (electronic CAD & simulation).
I've got a new release of DUftp (mint-net again) almost ready.
XaAES (although a little late - sorry) is coming along nicely, and I
do promise to actually let a select few get their mits on it RSN.

> Q Q When will it be ready?

see above.

> Q Q Q What machines is it aimed at?

Well, DUftp is an 'any with MiNT+MiNT-net'
CLA runs on anything, but better in high-res/loads of colours (I wrote
it on a falcon).
XaAES has only been tested on a falcon so far, but should run on any
machine with MiNT.

> Q Q What type of release? ie pd etc

CLA is shareware (I've been working on it for 5 years now of and on).
DUftp is PD (I did a source release of it as well).
XaAES will be released under the GNU Public License as source & binary.

Craig Graham

1975. STiK Telnet Beta Testers Wanted!

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-30 00:00:00 UTC
From: jbaumgar@coil.com
Message-ID: <4c2mhb$lbb@bronze.coil.com>
Source record: 10214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I have a beta version of Telnet that is almost ready for release, but I
am looking for beta testers. I'd like to know what the Atari community
thinks before I upload it to all the various sites around the world.

So, if you want to have a copy, there are two terms to the contract:

1) You _must_ tell me what you think. Please e-mail me at jbaumgar@coil.com
2) Don't distribute it yourself. I realize that no security precautions
have been taken by me, but please don't. I only want people who are
interested in beta testing to use it for now. There will be an official
release available in a week.

The file is located at http://www.coil.com/~jbaumgar/ai.html

Thanks!

--
Jim Baumgardner (jbaumgar@coil.com) http://www.coil.com/~jbaumgar
"Matricies? We don't need no stinkin' matricies!" - my linear algebra
professor while proving a corollary to the Cayley-Hamilton Theorem

1976. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.951230135958.15757B-100000@iris.amp.uni-hannover.de>
Source record: 10215

On 30 Dec 1995, Craig. Graham wrote:

> I've just released CLAv3 (electronic CAD & simulation).
>
Fetched that release, and tried to run it. Directly after startup NVDI tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one crashed immediately, the other later on. CLA obviously relies on the effect of Atari-VDI that wrong handles don't neccessarily lead to problems (Mind you : This is a bug !)

The plain computer of course does run it, but CLA involves lots of graphics, and this is painfully on a 12 MHz maschine without NVDI. I'd try CLA again, when the improper VDI handling is cured.

> I've got a new release of DUftp (mint-net again) almost ready.
>
I liked very much the idea of DUftp. I must point out that I really like the way Xwindow window manager display the GUI. And I also like the appearance of GEM. But mixing it up (like having a program with Motif look running in a GEM environment) is to me as ugly as almost nothing else. Please, Craig, go a little bit more for the style guidelines. I'd love to have a program like DUftp with a decent GUI. Is the gui hardwired into DUftp ? Or is there a way to cure this ?

> XaAES (although a little late - sorry) is coming along nicely, and I
> do promise to actually let a select few get their mits on it RSN.
>
I's love to check this one myself.

Please, Craig, don't take my critique personally, you've done a great job, but without people citicising programs hardly get better.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

1977. Re: ICONIFY

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-31 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DKGEuB.24M@cix.compulink.co.uk>
Source record: 10216

>Are you sure you use the names specified by Atari ? I thought the name
>was ICONIFIER, rather than SMALLER, also CLOSER, FULLER, MOVER, SIZER
These are defined as such in my Lattice C header files. It is SMALLER in The
Atari Compendium.
I did wonder at the reasoning behind 'SMALLER' TBH ;-)

>Anyway, thanks a lot for your source code.
No problem. Hope it helps. Email if you don't understand anything.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

1978. Cheap Jaguar Dev. Kit.

Newsgroup: comp.sys.atari.programmer
Date: 1995-12-31 00:00:00 UTC
From: roine@stacken.ct.se
Message-ID: <ftn_2.204.219_0e6cdaf0_Roine@stacken.ct.se>
Source record: 10217

```
-------------------------------------------------- 951231
Info about the Jaguar Server.
--------------------------------------------------
Current hardware revision B.
BootROM B001, JagOS version 1.07

A | in front of a line means that some new stuff
has been typed in there since the last info file...
--------------------------------------------------

The Jaguar Server project started out in August '94. The goal
was to make a cheap developer kit for anyone that wanted to
program for the Jaguar. Atari's own developer kit was $5500 and
that was WAY to much if you just wanted to hack and program the
Jaguar just for the fun of it.

The very first prototype was built around the Mega ST's 'MegaBus'
All of it was hand wired together using a total of 21 IC's.
I can tell you that this board had VERY little empty space on it..
This prototype was soon scraped, as i begun work on the Rev A
board, using a different approach this time. It was built for the
cartridge port and could then be used on all Atari computers not
just the ones having a 'MegaBus'.
To keep the cost down, i also decided to use the Jaguar's 2MB
main memory and not include any expensive RAM chips in the Jaguar
Server hardware.

The Rev A board was up and running with very simple software in
Februari '95. As the Rev A board had some small flaws, i made
some changes to the layout and came up with the Rev B board.

More serious work now begun on the Software - The Shell running
on the Atari computer and the JagOS - Running on the Jaguar.

--------------------------------------------------
General Info.
--------------------------------------------------

* Use the Jaguar Server kit to develop Jaguar programs !

* The Jaguar Server runs on all Atari ST/STE/Falcon/TT computers.

* The hardware plugs into your computers cartridge port. From the
cartridge hardware goes a 40 pin ribbon cable into the Jaguar.

* Uses a slightly modified standard Jaguar. You send our Jaguar
to me for modification, and i'll send it back to you.
```

* You can change betweeen 'modified' and 'orginal' Jaguar by the
flick of a switch. A reset button is also installed.
ABSOLUTELY _NO_ compability problems with Jaguar games.

* No programing restrictions apart from a 2Mb main memory limit
in the Jaguar. Future software updates will be able to upload
data at the command of a running Jaguar program.

* You use the Jaguar Server software to upload programs/data to
the Jaguar. The software looks best in resolutions over 640*400.

* Software updates to JagOS (Jaguar Operating System) are possible
without burning a new EPROM chip simply by using newer software.

| * Upload transfer rate is currently 83 Kbyte per second on a 8 Mhz
| Atari and 131 Kbyte per second running at 16 Mhz.

* Use the Devpac 3 assembler or any other code generator to write
programs.

* A remote debugger is under development.

* Software updates and info are availible on InterNet World Wide Web
at http://www-und.ida.liu.se/~t94patsa/jserver.html
and by filerequest with any FidoNet compatible mailer to
STacken BBS on FidoNet 2:204/219 under the magic name JSERVER

* A Jaguar Server Developer Mailing list are availible for
programming discussions. NOT open for anyone.
E-mail to nat@zumdick.rhein-main.de for more info

* The Jaguar Server development kit contains this...

+ Jaguar Server cartridge (hardware)
+ Jaguar Server Shell & JagOS (software)
+ Switches, ribbon cable, connectors and everything else
that you need to start programming right away.
+ A few Jaguar (*.JAG) programs and example source code.

* IT DOES _NOT_ CONTAIN THE FOLLOWING... You have to get these
things yourself....

- No 68000 or Atari RISC assemblers.
- No Jaguar technical documentation.

* 'Hacker' experience and good knowledge of assembler programming
is STRONGLY recommended because of lacking Jaguar technical
documentation.

* The Jaguar Server is NOT connected to Atari Corp. in ANY way.

* _Introduction_ price is :

3400 Skr
| 730 DM
| 330 GBP

```
| 510 USD for the Jaguar Server and a new Jaguar console
(Swedish PAL without game!), modified and ready
to be used directly.

1500 Skr
| 325 DM
| 145 GBP
| 225 USD for the Jaguar Server and modification.
You send your Jaguar to us...

Shipping is NOT included in these prices and will be added!
Around 200 Skr for shipping is normal.

------------------------------------------------
Some technical info.
------------------------------------------------
A Jaguar (*.JAG) program is built around a header. There are
currently five different headers, each with it's own use
and advantages depending on the development environment and
programs.
For example, one of the headers looks like this (for Devpac 3)

*---------------------------------------------------------------*
* Standard JagOS 3 Upload & Run parameters. *
* ? Roine 950420 *
*---------------------------------------------------------------*
OUTPUT i:\*.JAG * Output standard Atari Executable.

down EQU $5000 * Download adress in Jaguar.
start EQU $5000 * Program start adress in Jaguar.
OPT D- * No debugging info.

dc.b 'JAGR' * Magic to skip Devpac Header.
dc.w 3 * JagOS 3 - Recive & Run.
dc.l down * Download adress.
dc.l c_end-c_start * Lenght of Jaguar Code.
* A dc.l 0 are also possible.
dc.l start * Start adress.
ORG start * If position dependent code.

*---------------------------------------------------------------
c_start * Jaguar code start.....
NOP
NOP
ILLEGAL * Not much of a program... Hmm...
c_end * Jaguar code end.
*---------------------------------------------------------------
END

------------------------------------------------
Jaguar Modification
------------------------------------------------
As there has been some trouble with users installing things wrong when
```

modifying their Jaguars to accept the Jaguar Server Development kit,
I have decided to NOT to let users do this modification on their own
any more.

I really think that this solution is the best for both parts.
This means that the Jaguar Server Development kit will work when you
get it, just plug it in the computer and start programming and i will
get happy customers with working kits!

This means that you now _MUST_ send us your Jaguar console and i will
do this modification for you. This will ensure that the modification
is correctly done and working 100%
It is also possible to order a complete new Jaguar Console (PAL) if
you for some reason cant send your Jaguar to us.

Misc Info.

If you have more specific questions or want to order,
write me by E-Mail...

Roine@stacken.ct.se

1979. Getting in touch with David Braeburn

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-01 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4c8fft$108@orm.southern.co.nz>
Source record: 10218

```
How can I get in touch with David Braeburn?
Preferably over internet.
```

1980. shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820766356_OASIS_@swampdog.demon.co.uk>
Source record: 10219

Bah!

I've just spent the whole night debugging some code only to find shellsort() had failed. Is there a size limit for this function (32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing it with qsort() removed the fault immediately (duff addresses into the comparison routine no less!).

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

1981. ** ST DOOR AUTHORS **

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-03 00:00:00 UTC
From: Rosemary MacCallum <mccallum@inwave.com>
Message-ID: <4cec06$k97@homer.alpha.net>
Source record: 10220

Newsgroup: comp.sys.atari.programmer

(Earliest articles...)
(Earlier articles...)

* TOS 2.05 versus TOS 2.06
o "Mark Baines" (18)
+ Alfred Radauer (19)
o root (15)
* Re: gnu c++ problem - root (42)
* Re: tos code - root (23)
* Basic 2 problem
o Carl Lofgren (21)
o Henrik Lunardi Weide (37)
o Magnus Kollberg (19)
* Re: Can't delete folders on Minix partition (rm -rf worked) - Peter
Rottengatter (25)
* Gnu c++ setup problems - David White (15)
* INTERNATIONAL PROGRAMMERS GUILD - Rod Marquart (9)
* ICONIFY - Peter Rottengatter (23)
o Chris Ridd (24)
o "Mark Baines" (91)
+ Peter Rottengatter (21)
+ "Mark Baines" (19)
* STOS PROGRAMMERS - Tony Greenwood (34)
* From 1st Word (or Steve) to Signum 4 - H.P. Houtzagers (8)
* Re: Subject used for Internet address posting. - Roger Cain (10)
o Edmund H. Ramm (24)
o Daniel Hedberg (20)
* STOS EXTRA extension - Martin Cubitt (19)
* Data compression routines WANTED (Atari ST Devpac 3) - Martin Cubitt
(12)
* STOS EXTRA extension - Martin Cubitt (19)
* Programmers? - Tony Greenwood (21)
o Martijn Dekker (44)
o Hall BJ (42)
o odonnllb (31)
o "Craig. Graham" (38)
+ Peter Rottengatter (38)
* Programmers? - Tony Greenwood (48)
* Message #1024 - Gaven Miller (29)
o Peter Rottengatter (38)
* Lattice C compiler newsgroup - djsmith@iti2.net (2)

o Rory McMahon (15)
* Re: Programmers? - Andrew Holt (19)
o Tony Greenwood (24)
* Drive B - step 6ms? - Zvonimir (12)
o Peter Rottengatter (16)
* Re: Message #1024 - Guy Harrison (40)
* Re: Drive B - step 6ms? - Guy Harrison (23)
* Re: Lattice C compiler newsgroup - Guy Harrison (16)
* STiK Telnet Beta Testers Wanted! - James E. Baumgardner II (21)
* Cheap Jaguar Dev. Kit. - Roine (181)
* Getting in touch with David Braeburn - Frieder Guy (2)
* shellsort() 'n' qsort() - Guy Harrison (20)

1982. Re: ** ST DOOR AUTHORS **

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-03 00:00:00 UTC
From: Rosemary MacCallum <mccallum@inwave.com>
Message-ID: <4cemje$rb2@homer.alpha.net>
Source record: 10221

Fraggin' heck!

I apologise for that it was supposed to attach a file not quote
to kingdom come...

Very sorry!

What was supposed to go out was a plea to ANY Atari ST Doorgame
authors either past or present to send me info on their products
so I can compile a list of currently available doors available
to sysops like myself... What I am trying to do is sort out which
doors are still supported, which aren't, and update people on the
location to send donations too.

If you are/were a door author please drop me a line with:

>< Doorgame(s) along with last/latest revision number.
>< Shareware Status (expired/no longer supported/donation amount)
>< Your Name
>< Support BBS Number (if applicable)
>< Your Address if you are still accepting donations/support.

Thanks...

-- -- - -
Mindbomb Developments Mindbomb 608/757-2092
-- ST Doorgames -- - NET mccallum@inwave.com
-- - - - -

1983. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-03 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwDKMKMo.2I2@netcom.com>
Source record: 10222

In article <820766356_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>I've just spent the whole night debugging some code only to find
>shellsort() had failed. Is there a size limit for this function
>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>it with qsort() removed the fault immediately (duff addresses into the
>comparison routine no less!).

If I remember correctly, shellsort() is a recursive implementation, and therefore can require a significant amount of stack space, depending on the number of elements to be sorted. With MWC you by default get a limited amount; you can increase it by setting a global in your program (I forget the name, something like _stacksize). Since by default MWC doesn't check for stack collisions, your data and stack segments probably collided. Not pretty.

qsort() is not a recursive algorithm, so it doesn't have the same space requirements even though it has the same calling convention. I don't know for sure which is faster on MWC.

--
-Greg

"De gustibus non disputandem.
Caveat emptor, cave canem."

1984. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4cg8j0$jr6@nyheter.chalmers.se>
Source record: 10223

In article <gjwDKMKMo.2I2@netcom.com>,
Gregory J. Wageman <gjw@netcom.com> wrote:
>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>I've just spent the whole night debugging some code only to find
>>shellsort() had failed. Is there a size limit for this function

That would of course depend on your implementation.

>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing

Shell sort, if correctly implemented, works, naturally. It wouldn't be
very useful as a sorting algorithm otherwise. ;-)

>>it with qsort() removed the fault immediately (duff addresses into the
>>comparison routine no less!).
>
>If I remember correctly, shellsort() is a recursive implementation, and

While it's perhaps possible to write a recursive shell-sort, that would
be very strange.

>therefore can require a significant amount of stack space, depending on

Shell-sort is actually one of those very nice sorting routines that
don't require any extra space (apart from a couple of integer variables).

>qsort() is not a recursive algorithm, so it doesn't have the same space

Quick-sort normally _is_ a recursive sort, although you could of course
write a non-recursive implementation. You'd still need some kind of
stack, though. The size of the stack would be proportional to log(n) IIRC.

I don't think the ANSI standard defines what kind of sorting algorithm
is actually used by qsort(). shellsort() is not an ANSI defined function.
Shell-sort and quick-sort are usually rather similar in performance.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1985. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820803842_OASIS_@swampdog.demon.co.uk>
Source record: 10224

In article <gjwDKMKMo.2I2@netcom.com>
gjw@netcom.com (Gregory J. Wageman) said:-

>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>I've just spent the whole night debugging some code only to find
>>shellsort() had failed. Is there a size limit for this function
>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>it with qsort() removed the fault immediately (duff addresses into the
>>comparison routine no less!).
>
>If I remember correctly, shellsort() is a recursive implementation,
>and therefore can require a significant amount of stack space,
>depending on the number of elements to be sorted. With MWC you by
>default get a limited amount; you can increase it by setting a global
>in your program (I forget the name, something like _stacksize). Since
>by default MWC doesn't check for stack collisions, your data and stack
>segments probably collided. Not pretty.
>
>qsort() is not a recursive algorithm, so it doesn't have the same space
>requirements even though it has the same calling convention. I don't
>know for sure which is faster on MWC.

The MWC manual says exactly the opposite - it's normally rather good.
The fact that qsort() worked and shellsort() did not, should have lead
me to that conclusion. I'll go check...

Unexpected result - No, it wasn't the stack :-(

Test code in shellsort() comparison module:

```
int
Cmp(a,b)
char **a,
**b;
{int dummy;

if ((long)&dummy <= (_stksize + 1024)) abort();
return strcmp(*a,*b);
}
```

I also increased _stksize to 128K just to double check. No joy.

Everything seems to work until the last comparison whereby 'b'
contains garbage - in fact the value looks like it could be the
consequence of a stack overflow. Wierd.

I'll have to try and duplicate it under more debuggable circumstances,
preferably with a file smaller than 300K!

--

Guy Harrison

guy@swampdog.demon.co.uk

1986. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-04 00:00:00 UTC
From: dancer@brisnet.org.au
Message-ID: <4cglkb$n26@gateway1.brisnet.org.au>
Source record: 10225

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: Tony Greenwood (stosser@neon) wrote:
: > This seems to be a very quiet area, is atari.programming only for
: > problems, or for general discussions on programming,

: > QQQQQ Where are all the programmers,?

: Reuters, making loads of money on contract...
Writing Internet software for SysVR4 unix boxes.

: > Q Q Is there anyone out there programming,?

: You should see my mailbox....loads of people.
Heaps, yes.

: > Q Q What are you programming,?

: I've just released CLAv3 (electronic CAD & simulation).
: I've got a new release of DUftp (mint-net again) almost ready.
Does it work in medium res, yet? Or do the dialog elements still retain the
wrong aspect ratios?
: XaAES (although a little late - sorry) is coming along nicely, and I
: do promise to actually let a select few get their mits on it RSN.
Pleasepleasepleasepleasepleasepleaseplease! It'll go so nicely with my
MiNTNET/CAB overlay.

A CAB Overlay to make it work with SLIP/CSLIP/PPP under MiNTNET.

: > Q Q When will it be ready?

: see above.
Ready now, but it has one or two annoying bugs (unless they're CAB bugs).
Either way, I'm fairly certain it's not bug-free.

: > Q Q Q What machines is it aimed at?

: Well, DUftp is an 'any with MiNT+MiNT-net'
: CLA runs on anything, but better in high-res/loads of colours (I wrote
: it on a falcon).
: XaAES has only been tested on a falcon so far, but should run on any
: machine with MiNT.
MiNT+MiNT-net.
: > Q Q What type of release? ie pd etc

: CLA is shareware (I've been working on it for 5 years now of and on).
: DUftp is PD (I did a source release of it as well).
: XaAES will be released under the GNU Public License as source & binary.
GNU Public License.

: Craig Graham
D

1987. 8bit Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-05 00:00:00 UTC
From: lmull@skypoint.com
Message-ID: <4ci521$rpt@stratus.skypoint.net>
Source record: 10226

I have the atari assembler editor cartridge. I have been trying to
figure out how to load the MSB and LSB into the accumulator using labels.
ex:

```
lda <NAME
sta XXXX
lda >NAME
sta XXXX
NAME .byte "Hello"
```

I have seen this wording in magazines, however I get an 'ERROR - 6' when
the assembler runs through 'lda <NAME'. Does anyone know the correct
syntax to use for this?

--

1988. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-05 00:00:00 UTC
From: ggeens@elis.rug.ac.be
Message-ID: <4cj255$mvi@infoserv.rug.ac.be>
Source record: 10227

Gregory J. Wageman (gjw@netcom.com) wrote:

: qsort() is not a recursive algorithm, so it doesn't have the same space
: requirements even though it has the same calling convention. I don't
: know for sure which is faster on MWC.

qsort *is* a recursive algoritm. But stack requirements may vary according
to implementation.

--
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Atypical civil engineer -- And proud of it!
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for PGP public keys (or use keyserver)

1989. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-05 00:00:00 UTC
From: michal@gortel.phys.ualberta.ca
Message-ID: <4cjmft$1u6u@pulp.ucs.ualberta.ca>
Source record: 10228

Guy Geens (ggeens@elis.rug.ac.be) wrote:

: qsort *is* a recursive algoritm. But stack requirements may vary according
: to implementation.

More precisely a textbook description of Quick Sort is recursive. This
does not mean that implemented as a qsort() function it has to be done
that way. Actually it is pretty easy to make it into an iterative
loop. This means that you have to maintain your own stack explicitely
but, with a properly done qsort(), on 32-bit machine you need something
like 16 cells long array of pointers (give or take a pointer or two)
for that purpose. A "naive" qsort() implementation is very good, and
important too, for a Computer Science 101 course but not for a decent
library.

I have no idea how qsort() is done in MWC libraries.

--mj

1990. Re: About T-CON100 an Sozobon Distr15

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-05 00:00:00 UTC
From: dstewart@nest.demon.co.uk
Message-ID: <5178dstewart@nest.demon.co.uk>
Source record: 10229

Hello
there

I was going to email you concerning the Jag-server, You can certainly put
me down for
one.

As long as I can program it with a STE. Then that will be a great step for
in the games or other type of programs that can be used on the
Jag

Derek

--

1991. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <820995524_OASIS_@swampdog.demon.co.uk>
Source record: 10230

In article <4cjmft$1u6u@pulp.ucs.ualberta.ca>
michal@gortel.phys.ualberta.ca (Michal Jaegermann) said:-

>Guy Geens (ggeens@elis.rug.ac.be) wrote:
>
>: qsort *is* a recursive algoritm. But stack requirements may vary according
>: to implementation.
>
>More precisely a textbook description of Quick Sort is recursive. This
>does not mean that implemented as a qsort() function it has to be done
>that way. Actually it is pretty easy to make it into an iterative
>loop. This means that you have to maintain your own stack explicitely
>but, with a properly done qsort(), on 32-bit machine you need something
>like 16 cells long array of pointers (give or take a pointer or two)
>for that purpose. A "naive" qsort() implementation is very good, and
>important too, for a Computer Science 101 course but not for a decent
>library.
>
>I have no idea how qsort() is done in MWC libraries.

The manual says recursive. There is no source code provided for either
method which is a shame. I wouldn't mind seeing some though. If I'm
going to looking at the machine code then a basic idea of how they
both work will certainly help!

--

Guy Harrison

guy@swampdog.demon.co.uk

1992. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4cmbqd$c0n@nyheter.chalmers.se>
Source record: 10231

```
In article <820995524_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
...
>The manual says recursive. There is no source code provided for either
>method which is a shame. I wouldn't mind seeing some though. If I'm

Quick sort is conceptually very simple:

- If there's only one element, the list is sorted, otherwise:
- Select an element, for example the first one
- Divide the rest of the elements into two groups,
one for values that are larger than the selected one and one for those
that are smaller (it doesn't matter where the ones that are equal go)
- Quick sort each group (by applying these steps recursively
- Put the two (now sorted) groups back together, with the previously
selected element in the middle
- The End!

Implementing this is a lot easier in some languages than in others.
C is one where it's not entirely straight-forward, so I'll skip that.
Let's leave it as an exercise for the reader. ;-)

Shell sort is far from as simple to explain, so I'll just give a working
example for you to examine.

void swap(int *a, int *b)
{
int tmp;

tmp = *a;
*a = *b;
*b = tmp;
}

/*
* This code is a quick conversion from a BASIC program
* => The array starts with element 1
*/

void shell(int *d, int n)
{
int inc, l, ps;

inc = n; /* lots of variations */
while (inc > 1) {
inc /= 2; /* lots of variations */
for(l = 1;l <= n - inc;l++) {
```

```
if (d[l] > d[l + inc]) {
swap(&d[l], &d[l + inc]);
ps = l - inc;
while ((ps > 0) && (d[ps] > d[ps + inc])) {
swap(&d[ps], &d[ps + inc]);
ps = ps - inc;
}
}
}
}
}

void main(void)
{
int elements[17] = {0,2,6,3,7,2,9,1,2,7,4,4,2,6,0,2,1};
int n;

shell(elements, 16);

for(n = 1;n < 17;n++)
printf("%d ", elements[n]);
printf("\n");
}
```

I hope that helps.

--
Chalmers University | Why are these | e-mail: d8klojo@dtek.chalmers.se
of Technology | .signatures | rand@cd.chalmers.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1993. Re: Lattice C compiler newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-06 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960106185854.10974A-100000@mars.dsv.su.se>
Source record: 10232

On Tue, 26 Dec 1995 djsmith@iti2.net wrote:

> Does anyone know of a good place to rub elbows with other Lattice C
> programmers? Thanx in advance.

As I see it, 'C' problems comes in three flavours:

1) System related (in this case TOS etc). c.s.a.p will be the best group to hang around no matter what language you are using.

2) Compiler related (Lattice x.xx). Hmm .. Lattice has a product for the Amiga as well, but I still think that if you use an atari then c.s.a.p would be appropiate for questions and opinions on programmingtools.

3) 'ANSI-C' related. GOTO comp.lang.c.moderated

// Jens M Andreasen (using Lattice 5.06)

1994. ~ PLEASE SEND ME "BIGBEN" ACC OR PRG ! ~ ~ ~

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-06 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <4cnmcq$ajs@ccnet3.ccnet.com>
Source record: 10233

I REALLY NEED THIS ACC OR PRG .
PLEASE ZIP IT MY WAY .
MUCH APPRECIATED! ! 1

--

\\\\\\\\\\ JV1080 ~ MIDIVERB4 //////////
CAF~STUDIO MODULE~XOR/UNISYN~SONY DAT TCDD3
DR660~ATARI FALCON~ALESIS 3630,MEQ230
\\\\\\\\\\ \=====/ //////////
selah @ccnet.com

1995. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-06 00:00:00 UTC
From: mk@anuurn.ruhr.de
Message-ID: <2e65c895924a00@anuurn.ruhr.de>
Source record: 10234

In <820803842_OASIS_@swampdog.demon.co.uk>,
Guy Harrison (guy@swampdog.demon.co.uk) wrote:

> In article <gjwDKMKMo.2I2@netcom.com>
> gjw@netcom.com (Gregory J. Wageman) said:-
>
>>In article <820766356_OASIS_@swampdog.demon.co.uk>,
>>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>>
>>>I've just spent the whole night debugging some code only to find
>>>shellsort() had failed. Is there a size limit for this function
>>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>>it with qsort() removed the fault immediately (duff addresses into the
>>>comparison routine no less!).

Yes, there definitely *is* a nasty bug in Mark William's shellsort()
that limits the effective array size to (IIRC) about 32 K: after
calculating the offset of an array element (using the `muls' operation),
the resulting value is sign extended to 32 bits - which is utter
nonsense, since `muls' already returns a 32 bit value!

One way to fix it: extract shellsort.o from libc.a, find exactly four
occurences of the sequence
0x48c0 ext.l d0
0xd08d add.l a5,d0
and, using some kind of hex editor, replace the `ext.l d0' by
a `nop' (0x4e71)...

I tracked this down a few years ago when a user of a file selector
I was hacking/maintaining at that time complained about crashes
when opening directories containing more that 1000 file entries... :-)

Martin
--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

1996. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-07 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4cp2l4$j1c@whitbeck.ncl.ac.uk>
Source record: 10235

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> > I've just released CLAv3 (electronic CAD & simulation).
> Fetched that release, and tried to run it. Directly after startup NVDI
> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
> crashed immediately, the other later on. CLA obviously relies on the
> effect of Atari-VDI that wrong handles don't neccessarily lead to
> problems (Mind you : This is a bug !)

Strange. I've not had that problem myself, and I use NVDI all the time. I did try to ensure things worked OK (and did have quite a large number of testers with various setups from a 1Meg STE through falcons & TT's, right up to a PowerMac with MagicMac), and no-one had reported it. Oh well....perhaps you should have mailled me a bug report?

> The plain computer of course does run it, but CLA involves lots of
> graphics, and this is painfully on a 12 MHz maschine without NVDI.

When used with NVDI or Enhancer, CLA3 speeds up a lot as it makes use of off-screen bitmaps to speed up the display.

> I'd try CLA again, when the improper VDI handling is cured.

Sigh...

> > I've got a new release of DUftp (mint-net again) almost ready.
> >
> I liked very much the idea of DUftp. I must point out that I really like
> the way Xwindow window manager display the GUI. And I also like the
> appearance of GEM. But mixing it up (like having a program with Motif
> look running in a GEM environment) is to me as ugly as almost nothing
> else. Please, Craig, go a little bit more for the style guidelines.

?????I'm sorry, but I don't follow you here. The only thing about DUftp that isn't quite standard is that the scroll bars are on the left for the remote & local file lists. Everything else is modern standard GEM. A menu bar, a couple of non-modal dialogs, one or two editable text fields, a pop-up menu or two....nothing non-standard about that. The drag & drop handling is standard as well...it's certainly nothing like Motif.

> I'd love to have a program like DUftp with a decent GUI. Is the gui
> hardwired into DUftp ? Or is there a way to cure this ?

I know the GUI isn't perfect, but it's not that bad. Better give me some real examples here, as I don't see a problem myself.

> Please, Craig, don't take my critique personally, you've done a great
> job, but without people citicising programs hardly get better.

Not personally, but at least in the case of the DUftp comments, puzzling.

1997. fprolog

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-07 00:00:00 UTC
From: Niel <ee2dj@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.960107202316.15819A-100000@altair.herts.ac.uk>
Source record: 10236

hello, i'm a french student so excuse me for my english.
I'm looking for a software: fprolog
If someone know where i can find it, it could be nice
for me.

thank you

1998. Re: Lattice C compiler newsgroup

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-07 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4cp2rg$j1c@whitbeck.ncl.ac.uk>
Source record: 10237

djsmith@iti2.net wrote:
> Does anyone know of a good place to rub elbows with other Lattice C
> programmers? Thanx in advance.

Right here. There's a few of us about :)
DUftp was written in Lattice C (I think it's just about the only bit of
MiNT / MiNT-net software that has been so far). CLA is also done with
Lattice, as is XaAES.....

Craig
(using Lattice 5.52 on a falcon030 to write XaAES)

1999. 14 Bomben!!! Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: p3001at@sun1
Message-ID: <4crm9h$1lv@sparcserver.lrz-muenchen.de>
Source record: 10040

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C

2000. Re: Help with Gnu C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4crvo3$3oc@studs.sci.kun.nl>
Source record: 10041

In <4cqtq4$73m@sunsystem5.informatik.tu-muenchen.de> etbauer@informatik.tu-muenchen.de (Christian "Eddi" Etbauer) writes:

>I heard something about newer GEMDOS supporting such filesystems and a
>filesystem called minix, but I don't know exactly what this is all about.

MiNT supports alternative filesystems; there is indeed a MinixFS which supports long filenames. IIRC, the latest MagiC (v4) supports loadable filesystems too (?)

Good luck,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2001. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <821161906_OASIS_@swampdog.demon.co.uk>
Source record: 10042

In article <4cp2l4$j1c@whitbeck.ncl.ac.uk>
"Craig. Graham" <Craig.Graham@ncl.ac.uk> said:-

>Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
>> > I've just released CLAv3 (electronic CAD & simulation).
>> Fetched that release, and tried to run it. Directly after startup NVDI
>> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
>> crashed immediately, the other later on. CLA obviously relies on the
>> effect of Atari-VDI that wrong handles don't neccessarily lead to
>> problems (Mind you : This is a bug !)
>
>Strange. I've not had that problem myself, and I use NVDI all the time. I
>did try to ensure things worked OK (and did have quite a large number of
>testers with various setups from a 1Meg STE through falcons & TT's, right
>up to a PowerMac with MagicMac), and no-one had reported it. Oh
>well....perhaps you should have mailled me a bug report?

This may be a red herring but ...

I have had this NVDI message crop up on occasion. Nearly all the time,
it can be duplicated, indicating a bug. However, on a very few
occasions, it can occur in normally well behaved software (no I can't
think of any examples - sorry!). I have a gut feeling that the cause
is some other software (maybe not releasing handles - dunno).

--

Guy Harrison

guy@swampdog.demon.co.uk

2002. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960108141713.12351F-100000-100000@hektor.iqo.uni-hannover.de>
Source record: 10043

On 7 Jan 1996, Craig. Graham wrote:

: Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: > > I've just released CLAv3 (electronic CAD & simulation).
: > Fetched that release, and tried to run it. Directly after startup NVDI
: > tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
: > crashed immediately, the other later on. CLA obviously relies on the
: > effect of Atari-VDI that wrong handles don't neccessarily lead to
: > problems (Mind you : This is a bug !)
:
: Strange. I've not had that problem myself, and I use NVDI all the time. I
: did try to ensure things worked OK (and did have quite a large number of
: testers with various setups from a 1Meg STE through falcons & TT's, right
: up to a PowerMac with MagicMac), and no-one had reported it. Oh
: well....perhaps you should have mailled me a bug report?
:
Ok. Well, I didn't look for interference with other installations on my
maschine. I just stared at that NVDI alert ('cos I didn't get it for a
long time, and ran it again on the plain computer. I'll start all over
again, in a more proper way.

: > The plain computer of course does run it, but CLA involves lots of
: > graphics, and this is painfully on a 12 MHz maschine without NVDI.
:
: When used with NVDI or Enhancer, CLA3 speeds up a lot as it makes use of
: off-screen bitmaps to speed up the display.
:
That's what I guessed, but it apparently does not run with NVDI 3.02.

: > > I've got a new release of DUftp (mint-net again) almost ready.
: > >
: > I liked very much the idea of DUftp. I must point out that I really like
: > the way Xwindow window manager display the GUI. And I also like the
: > appearance of GEM. But mixing it up (like having a program with Motif
: > look running in a GEM environment) is to me as ugly as almost nothing
: > else. Please, Craig, go a little bit more for the style guidelines.
:
: ?????I'm sorry, but I don't follow you here. The only thing about DUftp
: that isn't quite standard is that the scroll bars are on the left for the
: remote & local file lists. Everything else is modern standard GEM. A menu
: bar, a couple of non-modal dialogs, one or two editable text fields, a pop-up
: menu or two....nothing non-standard about that. The drag & drop handling is
: standard as well...it's certainly nothing like Motif.
:
I remember other things like very strangely shaped scrollbars and so on.

It's been a while since I looked at it, maybe I confuse something. If so, you'll read my apology.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2003. 14 Bomben!!! Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: p3001at@sun1
Message-ID: <4crlup$1lv@sparcserver.lrz-muenchen.de>
Source record: 10044

[No readable article body recovered]

2004. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <4cq0b9$bek@dns.plano.net>
Source record: 10045

d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>Shell sort is far from as simple to explain, so I'll just give a working
>example for you to examine.
>
I have *not* looked carefully at your exampe for the Shell sort, but there is a Shell sort and *some* explanation of it in Kernighan & Richie's _The C Programming Language_. It is on pages 58 and 108 in the first edition, and on pages 61-62 in the second edition. Anyone who is serious about writing C *must* have some K&R around>

2005. Re: shellsort() 'n' qsort()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <821161670_OASIS_@swampdog.demon.co.uk>
Source record: 10046

In article <2e65c895924a00@anuurn.ruhr.de>
mk@anuurn.ruhr.de (Martin Koehling) said:-

>In <820803842_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>>>>I've just spent the whole night debugging some code only to find
>>>>shellsort() had failed. Is there a size limit for this function
>>>>(32/64k?) or is my implementation of it broken (MWC 3.0.9). Replacing
>>>>it with qsort() removed the fault immediately (duff addresses into the
>>>>comparison routine no less!).
>
>Yes, there definitely *is* a nasty bug in Mark William's shellsort()
>that limits the effective array size to (IIRC) about 32 K: after
>calculating the offset of an array element (using the `muls' operation),
>the resulting value is sign extended to 32 bits - which is utter
>nonsense, since `muls' already returns a 32 bit value!
>
>One way to fix it: extract shellsort.o from libc.a, find exactly four
>occurences of the sequence
> 0x48c0 ext.l d0
> 0xd08d add.l a5,d0
>and, using some kind of hex editor, replace the `ext.l d0' by
>a `nop' (0x4e71)...
>
>I tracked this down a few years ago when a user of a file selector
>I was hacking/maintaining at that time complained about crashes
>when opening directories containing more that 1000 file entries... :-)

Many thanks for this, it has saved me from an enormous amount of
hassle.

--

Guy Harrison

guy@swampdog.demon.co.uk

2006. 14 Bomben!!! Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: p3001at@sun1
Message-ID: <4crm66$1lv@sparcserver.lrz-muenchen.de>
Source record: 10238

```
Subject: 14 Bomben!!! Help!
Newsgroups: comp.sys.atari.programmer
Summary:
Keywords:

Subject: Bomben
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C
```

2007. Help with Gnu C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-08 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <4cqtq4$73m@sunsystem5.informatik.tu-muenchen.de>
Source record: 10239

Hi !

Could anyone tell me, how to install an alternative filesystem on harddisc that supports long filenames and an unzipper to unpack Gnu C properly ? With my current setup, some files are overwritten during extraction.

I heard something about newer GEMDOS supporting such filesystems and a filesystem called minix, but I don't know exactly what this is all about.

Any help would be appreciated.

Eddi

--
_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |

2008. formatting hard disk

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-09 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <4cu10o$16d4@melimelo.enst-bretagne.fr>
Source record: 10047
Cross-posted to: fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

a friend of mine got 2 hard diks from PC. These disks are SCSI disk, Prodrive LPS 120 and 340 from Quantum.He's working with Hushi scsi tool and can read sectors, verifie these but can't partitionnig nor installing a bootsector. It seems that these disks are low-level formatted, and that he can't do nothing.

Does anybody know a solution for this problem?

Regards.

2009. Re: Programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-09 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_30f2b388_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10048

```
In a message Craig. Graham wrote to All :
>> I've just released CLAv3 (electronic CAD & simulation).
>> Fetched that release, and tried to run it. Directly after startup NVDI
>> tells me "Invalid handle". Two choices : "Continue" or "Tolerate", one
>> crashed immediately, the other later on. CLA obviously relies on the
>> effect of Atari-VDI that wrong handles don't neccessarily lead to
>> problems (Mind you : This is a bug !)
CG>
CG> Strange. I've not had that problem myself, and I use NVDI all the time.
CG> I did try to ensure things worked OK (and did have quite a large number
CG> of testers with various setups from a 1Meg STE through falcons & TT's,
CG> right up to a PowerMac with MagicMac), and no-one had reported it. Oh
CG> well....perhaps you should have mailled me a bug report?

Ehhh... I have got the same problem, but my machine doesn't crash. I just get
the Dialog box and it works after that. I have an Falcon TOS 4.04

Cheers,
Magnus Kollberg
```

2010. 14 Bomben!!! Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-09 00:00:00 UTC
From: p3001at@sun1
Message-ID: <4cthaj$ade@sparcserver.lrz-muenchen.de>
Source record: 10049

Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
What does 14 bombs mean? on a falcon 030

Big C

2011. Re: formatting hard disk

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-10 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DKxzyp.JAw@cix.compulink.co.uk>
Source record: 10050
Cross-posted to: fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

> a friend of mine got 2 hard diks from PC. These disks are SCSI disk,
> Prodrive LPS 120 and 340 from Quantum.He's working with Hushi scsi
> tool and can read sectors, verifie these but can't partitionnig nor
> installing a bootsector. It seems that these disks are low-level
> formatted, and that he can't do nothing.

Did they work when they were last used on the PC - and if so - what O/S were they used under?

I'v had no problem moving drives from PCs onto Ataris and back again. Whichever the drive is connected to - I can happily format and partition it.

This is using ICD Pro Utilities on a TT. Its a couple of years old now - but has useful features like being able to change the interleave. I had a drive on my PC with an interleave of 7 - and couldn't find anyway of changing it (actually only when I connected it to the TT did I find out that it was the interleave which was making it so slow). Anyway I had no problems formating and paritioning it using the ICD Pro Utilities - and after a DOS FDISK - the drive is now happily back up and running on the PC.

:-)

Roland.

@CiX

2012. Re: formatting hard disk

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-10 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <4d0q85$e9@sunsystem5.informatik.tu-muenchen.de>
Source record: 10051
Cross-posted to: fr.comp.sys.atari,comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>a friend of mine got 2 hard diks from PC. These disks are SCSI disk, Prodrive
>LPS 120 and 340 from Quantum.He's working with Hushi scsi tool and can read
>sectors, verifie these but can't partitionnig nor installing a bootsector. It
>seems that these disks are low-level formatted, and that he can't do nothing.

Some drives need arbitration, meaning the computer has to identify itself with
its own SCSI-Id when requesting data. Since the TT is the only Atari-computer
with a proper SCSI-interface, this problem should only occur on ST-computers (I
don't know about falcon) when using disks via ACSI-port, because ACSI works
without arbtitration. But it seems strange to me that you can read sectors. On
which Computer does your friend run his drives ?

Eddi

--
_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |

2013. Changing Stack Limits

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-10 00:00:00 UTC
From: kodogr@flood.xnet.com
Message-ID: <4d1in3$khh@flood.xnet.com>
Source record: 10052

I am trying to create a simple cooperative multitasking system in Forth on the Ste. This is for a game. I am running into a problem whenever my multitasker trys to define a paramater stack (sp...a7) for an individual task. I am assuming that there are some pointers in the first 1k of memory, in the St, which determine the upper and lower limits for a data stack using a7. I have not been able to determine the proper way to change this address register without generating a bus or address error. I do not have any docs. Help.

2014. Re: Changing Stack Limits

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-11 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960111114724.13806D-100000@vesta.amp.uni-hannover.de>
Source record: 10053

On 10 Jan 1996, Kodogr wrote:

> I am trying to create a simple cooperative multitasking system in Forth
> on the Ste. This is for a game. I am running into a problem whenever my
> multitasker trys to define a paramater stack (sp...a7) for an
> individual task. I am assuming that there are some pointers in the first
> 1k of memory, in the St, which determine the upper and lower limits for a
> data stack using a7. I have not been able to determine the proper way to
>
No, there aren't. The stack can go as far as the memory reaches.

> change this address register without generating a bus or address error. I
> do not have any docs. Help.
>
Well, if you got an address error, the reason is obvious : You stored an
odd address into A7. Bus errors are generated on a few occasions. These
are :
- You accessed memory that's not there.
- You accessed the lowest 2 K in memory while in user mode.
- You accessed the I/O area ($fxxxxx) while in user mode.
The words "You accessed ..." may very well mean that you've set A7 to
one of the mentioned addresses and led the program do some stack work.

Note also that the OS does stack access as well. So try to make the
stack larger (try at least 4 K). Maybe you even have to save and restore
A7 for each OS access.

Good luck Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2015. help - capturing the vertical interrrupt(not the horizontal one)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-12 00:00:00 UTC
From: mrnmrs@io.org
Message-ID: <4d63v1$41t@ionews.io.org>
Source record: 10054

Anybody have any tips for this one. I've successfully captured the horizontal interrupt for the purpose of changing colours from scan line to scan line, but now I need to use the vertical interrupt to 'reset' my routine at the top/bottom of each screen redraw.

Unlike the horizontal interrupt, there doesn't seem to be an interface for capturing the vertical int.

I am working on a bog standard STFM.

Any comments/help is appreciated.

2016. Re: help - capturing the vertical interrrupt(not the horizontal one)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <821562088_OASIS_@swampdog.demon.co.uk>
Source record: 10055

In article <4d63v1$41t@ionews.io.org>
mrnmrs@io.org (Michael Saarna) said:-

>Anybody have any tips for this one. I've successfully captured the
>horizontal interrupt for the purpose of changing colours from scan line
>to scan line, but now I need to use the vertical interrupt to 'reset' my
>routine at the top/bottom of each screen redraw.
>
>Unlike the horizontal interrupt, there doesn't seem to be an interface
>for capturing the vertical int.
>
>I am working on a bog standard STFM.
>

There's the deferred vertical blanking handler:

$452 vblsem short
$454 nvbls short
$456 vblqueue long

If this is of any use and you know C then email me - I have some code
to make use it.

--

Guy Harrison

guy@swampdog.demon.co.uk

2017. Upoint-Medium

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-13 00:00:00 UTC
From: <>
Message-ID: <821648574_OASIS_@martinr.magmacom.com>
Source record: 10056

```
--
Is there anyone that knows how to get the medium version of Upoint or
where to send an E-Mail to be able to get this version as the address
for Stefan Brusch is not a good one . I would like to register for
this version but don't know who to contact . Any answers ? Pleeeeese !
------------------------------------------------------------------------
inbox@martinr.ppp.magmacom.com
------------------------------------------------------------------------
```

2018. Re: Changing Stack Limits

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-14 00:00:00 UTC
From: kodogr@flood.xnet.com
Message-ID: <4db10s$8up@flood.xnet.com>
Source record: 10057

Kodogr (kodogr@flood.xnet.com) wrote:
: Peter,

: Thanks for the info. You were right. I was getting a couple addressing
: modes mixed up. I am programming is assembly and forth. I wrote my own
: assembly sprite drivers, which I think are pretty fast.

: The multitasker works now, but I want to improve it before I start using it.

: Kodogr

Talking to myself again.

My mutitasker is now fully operational and enhanced.

Included is a nifty word called ?start

flag ?start task-name word-to-execute

if flag is true, then ?start sets the task to execute that word
if flag is false, does nothing.

Must now see if my implementation of local variables works with all of this
other stuff. I don't see why not.

Kodogr

2019. Re: Changing Stack Limits

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-14 00:00:00 UTC
From: kodogr@flood.xnet.com
Message-ID: <4d9pfr$1v1@flood.xnet.com>
Source record: 10058

Peter,

Thanks for the info. You were right. I was getting a couple addressing modes mixed up. I am programming is assembly and forth. I wrote my own assembly sprite drivers, which I think are pretty fast.

The multitasker works now, but I want to improve it before I start using it.

Kodogr

2020. The Answer: "14 Bomben!!! Help!"

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4da9e2$ehd@inca01.inca.co.nz>
Source record: 10059

p3001at@sun1 wrote:

> Weiss jemand, was 14 Bomben bedeuten?? Falcon 030
> What does 14 bombs mean? on a falcon 030
>
> Big C

"Stack Format Error"

The Motorola 68010 processor changed the stack frames created by TRAP and some other instructions. This "new" stack frame format carried on through the '020, '030, '040 and, I surmise, the '060.

A 16-bit "Stack Frame Format Word" is placed on the stack following the SR and PC registers. So, instead of a 6-byte TRAP frame, it is now eight bytes.

The new stack frame will only affect software which is either unaware of this change and alters the stack frame, or software which calls TRAP routines from the 68k Supervisor mode.

The CPU will "spit the dummy" if, when executing an RTE instruction (or one of a few other instructions which I can't seem to recall at the moment) to return from Supervisor (System) mode to User mode if this value is incorrect. It does so by executing exception number fourteen, which, in the case of Atari TOS, has been set to print a stream of bombs on the screen, the number of which tells you which exception was raised. Atari TOS also defaults to killing the process which raised the exception.

--

Quote For The Month: "I'd horse-whip you if I had a horse"

2021. how to turn off screen&HD on a stacy

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-15 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Jan15.081827.45892@yogi.urz.unibas.ch>
Source record: 10060

Hello,

Does anyone know how I can turn off the screen & the HD on my stacy by
software?
If you know how to do it, please send me assembler, pascal or modula-2
source or some hints!

Maccel has this feature, but I need to have finer control to this.
Are there some new TOS calls in stacy TOS? And how can I check for the
availability of these?

thanx,

Simi

2022. Help!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-15 00:00:00 UTC
From: I.D.Cadman-CSSE94@cs.bham.ac.uk
Message-ID: <4dd9r5$m44@percy.cs.bham.ac.uk>
Source record: 10061

I've got a 2.5 Mbyte ST with a hard drive - does anyone know of a Gnu C++ version that works
on this - I've tried everything!!

If you can help email I.D.Cadman-CSSE94@cs.bham.ac.uk
Thanks!
Ian.

2023. Re: help - capturing the vertical interrrupt(not the horizontal one)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-15 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4ddlja$abr@m1.cs.man.ac.uk>
Source record: 10062

I'm amazed that you've grabbed the hbl and not found a way of grabbing the vbl, or do you not have any docs at all? Even so, a little bit of hacking will soon sort that out. Anyway, here's a little snippet of code. Email me if you want some code examples - I'll send some hbl (done via the mfp), vbl, with screen-buffering and music source. Whatever else I've got lying around.

The vertical blank interrupt vector is located at $70. Just save this one and bung in the address of your new routine and there you go. Here's some code that rasters the screen in bars of colour. (The bars are made up from black->white->black.) The second vbl routine will make them move upwards. Wow! This isn't a very good way of doing things really. Much better to use the MFP if you want to change lots of the palette, and keep it that way for a number of scanlines. Eg: a score panel at the bottom of the screen could have a different palette to the rest of the screen. But the MFP isn't that good at changing lots of scanlines (Say you want fifteen differently done scanlines one after another) and basically falls back to becoming like the hbl. In actual fact, the hbl is controlled via the MFP, but the $120 vector gives a nice easy way of doing something every scanline. The MFP wins overall though because it uses less processor time overall compared to going through the $120 vector, although it may require a slightly different mode of attack. Email me if you want some MFP sources, or get out your disassembler and start hacking any demo, nicely done menu, etc.

Sorry about the crap spacing, but it's this editor's tabs.

```
;
; Some code for rastering the screen
;
... ; start code
lea.l colours,a6 ; a6->colour table
move.w #$2700,sr ; stop interrupts
move.l $70.w,old_vbi ; save old vbi vector
move.l $120.w,old_hbl ; and the hbl
move.l #vbl1,$70.w ; non-moving rasters
move.l #hbl,$120.w ; hbl interrupt
move.w #$2300,sr ; start interrupts
loop
cmp.b #39,$fffffc02.w ; space?
beq.s loop
... ; exit code here
;
; This'll give a display of rasters that is steady
vbl1
```

```
lea.l colours,a6 ; a6->colour table
move.w #1,vbl_flag ; flag the vbl's happened
rte
;
; This'll give moving rasters
vbl2
move.w #1,vbi_flag
rte
;
;
hbl
move.w (a6)+,$ffff8240.w ; next colour
cmp.w #$ffff,(a6) ; end of table?
bne.s hbl_end
lea.l colours,a6
hbl_end
rte
;
colours dc.w $0000,$0111,$0222,$0333,$0444,$0555,$0666,$0777
dc.w $0777,$0666,$0555,$0444,$0333,$0222,$0111,$0000
dc.w $ffff ; end of table
old_vbi ds.l 1
old_hbl ds.l 1
vbi_flag ds.w 1
```

gaz
(gjones@cs.man.ac.uk)

2024. Re: help - capturing the vertical interrrupt(not the horizontal one)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-15 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <4ddk0a$c21@sunsystem5.informatik.tu-muenchen.de>
Source record: 10063

Hi !

>Anybody have any tips for this one. I've successfully captured the
>horizontal interrupt for the purpose of changing colours from scan line
>to scan line, but now I need to use the vertical interrupt to 'reset' my
>routine at the top/bottom of each screen redraw.
>
>Unlike the horizontal interrupt, there doesn't seem to be an interface
>for capturing the vertical int.
>
>I am working on a bog standard STFM.
>
>Any comments/help is appreciated.

If you use assembler, I can help youto a proper solution. Just email me.

Eddi

--
_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |

2025. Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-16 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>
Source record: 10064

I've found the excellent-but-massive gnu-st.txt file (I have probably got the name wrong). It explained several environment variables that need to be setup (GNUINC GNULIB GXXINC TEMP, etc) for the gnu 2.x compiler which I am trying to install. I wrote a small trial c++ program (called trial.cpp) that included the <iostream.h> file but it wouldn't compile.

On running the compiler with the -v switch (verbose) I found that it was not looking where the GXXINC variable indicated. Can anyone throw any light on this problem?

-David White

#standard disclaimer

2026. Looking for Matrix BBS

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-16 00:00:00 UTC
From: Mike Szewczyk <szewczyk@ais.net>
Message-ID: <30FC03CB.5004@ais.net>
Source record: 10065

Could anyone who has heard of this, seen it, has it, modified it, is
running it, knows someone who knows someone who heard of it, please mail me?

Any kind of lead would be GREATLY appreciated.

Mike

2027. Serial Port (850) Programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-17 00:00:00 UTC
From: askwersk@mit.edu
Message-ID: <askwersk-1701960450550001@yavin.mit.edu>
Source record: 10066

I'm trying to work on the serial port.

I have a little program:

```
10 DIM A$(50)
20 OPEN #1,7,0,"R1:"
30 PRINT #1,"AT"
40 CLOSE #1
50 OPEN #1,6,0,"R1:"
60 INPUT #1,A$
70 PRINT A$
80 CLOSE #1
```

It breaks with:

ERROR- 135 AT LINE 30

When I change the 7 in 30 to 13 then instead it says..

ERROR- 154 AT Line 60

I cannot even find 154 in the error code listings. Can someone please explain to me how to send and recieve to a modem connected to the 850 interface?

I used to program on an 800 but it broke, then I bought an cheap used 800xl and an 850 interface but the previous owner forgot to include the 850 docs.

Adam Skwersky

--
Adam Skwersky
Graduate Student Department of Mechanical Engineering, MIT
askwersk@mit.edu

2028. Books

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4dlvof$nl2@dux.dundee.ac.uk>
Source record: 10067

I am looking for books to teach me how to programm ATARI ST/Falcon games.
My main interest is in graphics and sound and the books should cover
68k, C and M56001 programming.

Rod

--
--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

2029. APL programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-18 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <4dlot5$qqf@cville-srv.wam.umd.edu>
Source record: 10068

Anyone out there program in APL? I'm learning,and would like someone to bounce ideas off of... Thanks!

--LuNATiC

2030. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-18 00:00:00 UTC
From: jmf@informatik.uni-koblenz.de
Message-ID: <4dl97l$bge@newshost.uni-koblenz.de>
Source record: 10069

In article <4dfsm6$s6l@bbcnews.rd.bbc.co.uk>,
David White <david.white@rd.eng.bbc.co.uk> writes:
> [...]
>I wrote a small trial c++ program (called trial.cpp) that included
>the <iostream.h> file but it wouldn't compile.
>
>On running the compiler with the -v switch (verbose) I found that it
>was not looking where the GXXINC variable indicated. Can anyone
>throw any light on this problem?

Have you got a capture of the error output?

--

____
Tschuess / /
/ Jens M. Felderhoff /
Jens / /
/ Internet: jmf@scary.fido.de, /
/ jmf@informatik.uni-koblenz.de (*.de only) /
/ FidoNet : 2:2454/95.10@fidonet.org /
/ NeST : 90:400/601.10@nest.ftn /
/____/

2031. Re: help - capturing the vertical interrrupt(not the horizontal one)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-18 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4dle5h$ipn@m1.cs.man.ac.uk>
Source record: 10070

Oops, made a mistake in my last piece of code - should have been $68.w
not $120.w I only realised last night. Sorry about that. But I was doing
it from memory and haven't coded for a while. Might as well give a brief
info on the MFP since it's better than $68.w.

Ok, the MFP is the Multi-Function Peripheral chip and controls the timers
and serial port and some other stuff. The timer vectors are all located
around $100-$150. The hbl ($68.w) is in fact an extension of the MFP, but
runs every scanline, rather than being programmable as the MFP is. So,
how do we take control of this? Simple, let's jump to your interrupt
install code:

```
... ; your start code here
move.w #$2700,sr ; stop interrupts
bsr save_ints ; save all the interrupts
move.l #vbl,$70.w ; new vertical blank
move.l #timerb,$120.w ; new timer b routine
move.w #$2300,sr ; start interrupts
loop
cmp.b #$39,$fffffc02.w ; space?
beq.s loop
move.w $2700,sr ; stop interrupts
bsr restore_ints ; restore all the interrupts
move.w #$2300,sr ; start interrupts
... ; your exit code here
```

Ok, let's take a closer look here. You turn off the interrupts first
since you don't want them still going whilst you're installing new
interrupts as the results can be unpredictacble. You save the
interrupts (this means the vbl, hbl, and the MFP interrupts you use
in your routine - we're getting to that bit). So here's the vbl rout:

```
vbl
move.w #1,vbl_flag ; flag it's happened
clr.b tbcr
move.l #timerb,$120.w ; new timer b
move.b #1,tbdr ; start in 1 scanline
move.b #8,tbcr ; event countdown mode
rte
```

Ok, this first stops timer b, installs the new routine, then sets the
timer b data register to 1, then starts timer b using 8 as the
control number - this is event countdown mode. In this mode, each
scanline the data register gets decremented by 1, and then the new
routine is run when it gets to zero. Here's the hbl rout:

```
timerb
clr.b $fffffa1b.w ; stop timer b
```

```
move.b #100,$fffffa21.w ; 100 scanlines (tb data reg)
move.l #tb2,$120.w ; new tb rout
move.b #8,$fffffa1b.w ; event countdown mode
addq.w #4,$ffff8240.w ; a simple colour change
blcr #0,$fffffa0f.w ; acknowledge interrupt
rte
```

Ok, take a look at the above. Hopefully you'll understand most of it. The idea is simple - stop the timer, set it's data register, put the address of the next routine to use, start the timer. BUT, you need to also acknowledge that you've finished with the interupt as well, otherwise the channel is left open and is unusable. Ok, here's some more code.

```
tb2
clr.b $fffffa1b.w ; as above
move.b #4,$fffffa21.w ; 4 scanlines
move.l #tb3,$120.w ; new rout
move.b #8,$fffffa1b.w ; start timer
clr.w $ffff8240.w ; black background
bclr #0,$fffffa0f.w ; acknowledge
rte
tb3
clr.b $fffffa1b.w
move.b #4,$fffffa21.w
cmp.w #$0007,$ffff8240.w ; best blue?
beq.s tb3_dn ; yes, so we want to go down
move.l #tb3,$120.w ; this rout again
move.b #8,$fffffa1b.w
addq.w #1,$ffff8240.w ; brighter blue
bclr #0,$fffffa0f.w
rte
tb3_dn
move.l #tb4,$120.w ; down rout
move.b #8,$fffffa1b.w
subq.w #1,$ffff8240.w ; start going down
bclr #0,$fffffa0f.w
rte
tb4
clr.b $fffffa1b.w ; same as tb3, except
move.b #4,$fffffa21.w ; we're going down the
cmp.w #0,$ffff8240.w ; blues
beq.s tb4_up
move.l #tb4,$120.w
move.b #8,$fffffa1b.w
subq.w #1,$ffff8240.w
bclr #0,$fffffa0f.w
rte
tb4_up
move.l #tb3,$120.w
move.b #8,$fffffa1b.w
addq.w #1,$ffff8240.w
bclr #0,$fffffa0f.w
```

rte

Can you see what the result will be? Examine the code, and run through a few cycles of it. Draw diagrams if they help, I find them invaluable. Ok, let's go through it - we start with a black background (at tb2), then run tb3 after 4 scanlines. tb3 stops the interrupt as normal, then checks to see whether the blue has a value of 7 (highest my STFM can cope with!) If it is 7 then it jumps to tb3_dn. We'll deal with that in a moment. Otherwise, it adds 1 to $ffff8240. This actually increases the blue amount in the colour. (for colours, use $RGB, where R=red, G=green, B=blue, eg: $0333 = a grey, $0777=white, etc.) Then it acknowledges and runs the next timer b, which is in fact itself. So now we get a brighter blue, and etc... so we end up with a fade of black to blue. Now we get to tb3_dn, which decreases the amount of blue and runs tb4. Guess what that does eh? This is a pretty poor example of the MFP, but you get the idea. This could have been coded differently, in one timer b, using self-modifying code, where the addq is changed to a subq or vice versa. Ho hum. You may notice that the colours flicker slightly at the very edges of the line, this is because the exact moment the instructions are getting run is not the same every time. It is possible to avoid problems like this, and do special triclks (like opening the borders), but I leave that for you to find out (or hack!).

gaz

2032. Wanted C Programmer

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-19 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <822085972_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 10071
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

```
-----BEGIN PGP SIGNED MESSAGE-----

Help.

I am using the Mydial extensions for resources, as supplied with
Interface, in OASIS 2. Unfortunately, the person who compiled the C code for
use with GFA basic left out eh access to the 3-D dialogs functions.

What I need is someone with Pure C or Turbo C who can recompile the
source for me. I know what needs changing, and have amended the source, but as
my C experience is limited it may be wrong.

Any one who can help please contact me via e-mail.

Thanks in advance.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQB1AwUBMQAJUBhgjvPuccgtAQHLcwMAh/IdL4VHaGIsZvKd+aD4OYqNEay/YEsu
pMMCSfQi+kb6FaKBJ3pC44r4jJn0fAo/fE9NsjHe1sV0U3Fr/mf4ur2wmK8qAtLw
r24HXmgnTp73I8DX0hcvpeZqGdP0Jdxc
=A4RR
-----END PGP SIGNATURE-----

--

================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ====== phil@yeadontt.demon.co.uk ===========
```

2033. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-19 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.960119130918.756C-100000@bull.mimuw.edu.pl>
Source record: 10072

> On running the compiler with the -v switch (verbose) I found that it
> was not looking where the GXXINC variable indicated. Can anyone
> throw any light on this problem?

You can implicity declare where the includes are by option
-I/dev/g/path/to/g++-include
or simpy -I$(GXXINC). You propably have also to add -L(GXXLIB) for
properly linking.

regards,

Simon.

2034. Re: Help!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-19 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DLEKB2.IpK@cix.compulink.co.uk>
Source record: 10073

In message <4dd9r5$m44@percy.cs.bham.ac.uk>, I.D.Cadman-CSSE94@cs.bham.ac.uk said:
> I've got a 2.5 Mbyte ST with a hard drive - does anyone know of a Gnu
> C++ version that works on this - I've tried everything!!

A long time ago I had a copy of G++ 1.40 which worked in 2.5Mb. You need to run a seriously striped down system - and turn optimisation off. Even then you will be limited to the size of programs you can compile.

:-)

Roland.

@CiX

2035. Help, any MWC users?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-20 00:00:00 UTC
From: dzander@solaria.sol.net
Message-ID: <4dr562$khs@solaria.sol.net>
Source record: 10074

Hello, I am wondering if there are any Mark Williams C users who can help me with a problem I have. The manual doesn't explain how to use the LineA routines very well and contradicts itself with the header file. In the lexicon (MWC 3.0.5) it says that the instruction to place a sprite on the screen uses two pointers but the header file shows four parameters; two long (for the x,y position) and two pointers which I assume the first is a pointer to the structure la_sprite and the second is enough free space to hold the screen's background.

Another question I have is if I am able to combine VDI commands with the linea commands. When I open a virtual screen with opnvwk() and then use the linea0() (initialize) command I get a crash. I think I read somewhere that if a program uses line A routines then it cannot use the VDI nor the AES and must run as a TOS program with the .tos extension.

Thanks in advance for any help.

--
Douglas Zander | editor of GAMES Player's Zine (GPZ)
dzander@solaria.sol.net | an ezine for subscribers of GAMES Magazine (tm)

2036. Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-20 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
Source record: 10075

How should I do to properly install an interrupt that outputs midi from a timestamped que? It should output the first element, check the time of the next, and "sleep" until that time.

I want my C application to calculate the times and (if nescessary) rearrange the que. This is no problem.

The problem is that whenever I try to install an interrupt, my system hangs or bombs out :(

Any example on installing interrupts in mixed C/assembly is most welcome!

I use Lattice C 5.06

thanx // Jens M Andreasen

2037. Re: Help, any MWC users?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <822330260_OASIS_@swampdog.demon.co.uk>
Source record: 10076

In article <4dr562$khs@solaria.sol.net>
dzander@solaria.sol.net (Douglas Zander) said:-

> Hello, I am wondering if there are any Mark Williams C users who can
> help me with a problem I have. The manual doesn't explain how to
> use the LineA routines very well and contradicts itself with the
> header file. In the lexicon (MWC 3.0.5) it says that the instruction
> to place a sprite on the screen uses two pointers but the header
> file shows four parameters; two long (for the x,y position) and two
> pointers which I assume the first is a pointer to the structure
> la_sprite and the second is enough free space to hold the screen's
> background.

There is quite a bit of contradiction throughout the whole of the
LineA documentation. To be fair, MWC did attempt to document what was
(and still is to a large extent) undocumented atari routines. On a
more helpful note:

```
linead()
int16 hot_spot_x, hot_spot_y;
struct la_sprite *p;
void *save_blk;
```

save_blk should be:

```
high rez 74 bytes
med rez 138
low rez 266
```

This needs to be calculated as 64 bytes per bit plane + 10 bytes just
in case the program is to run under unknown resolutions.

It's a long time since I did any of this so you will need to get out
the debugger and check the size of the parameters passed to linead().
At the machine level, the first two are ints but they *might* be int32
at the linead() function level. (Off the top of my head) You should
see something like this:

```
linead_ link a6,$something
move.w 0x8(a6),d0 /x pos
move.w 0xa(a6),d1 /y pos
move.l 0xc(a6),a0 /la_sprite
move.l 0x10(a6),a1 /save_blk
linea $0x000d
unlk a6
rts
```

ie check that 8(a6) and 10(a6) are in fact words, not longs.

If you plan to use the LineA often then I recommend getting more than one source of literature. All of them have errors. With three books you can just about work out where the errors are. "Compute's Technical Reference Vol 3" (the TOS one) is pretty good as far as they go.

> Another question I have is if I am able to combine VDI commands with
> the linea commands. When I open a virtual screen with opnvwk() and then
> use the linea0() (initialize) command I get a crash. I think I read
> somewhere that if a program uses line A routines then it cannot use the
> VDI nor the AES and must run as a TOS program with the .tos extension.

They can be combined but it is tricky. The basic problem is the AES and VDI treat the linea like a slave - both have licence to write anywhere they want, so combination with your own linea code relies on your ability to to keep restoring the data, which negates the speed advantages of using the linea somewhat. You are essentially being a cut down VDI. Again, unless speed is crucial, I recommend sticking to the VDI.

In the end, I completely rewrote the LineA bindings and they are now much easier to understand. I even wrote some linea font loading routines. I'll email the lot if you want to take a peek at the source code.

--

Guy Harrison

guy@swampdog.demon.co.uk

2038. 14 Bomben, d.h.?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-22 00:00:00 UTC
From: p3001at@sun4
Message-ID: <4e0dk9$g45@sparcserver.lrz-muenchen.de>
Source record: 10077

Hallo!
Was bedeuten am Falcon 14 Bomben?

2039. objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4e0g3l$1o0@m1.cs.man.ac.uk>
Source record: 10078

Hi. I'm writing a number of programs in C with a nice modern GEM interface (windowed dialogues, iconify etc.), and I am currently using GCC. However, all my previous GEM programs have been written in Prospero C, which has a number of non-standard function calls. (eg. objc_newtext() and objc_text())

I have managed to work out an equivelent piece of code for a number of the functions, but cannot see how to write an equivelent routine to either of these two:

```
char *objc_text(OBJECT *tree,int index)
/* IIRC? Not sure... */
```

which returns the text field of the given object in the given tree. and...

```
void objc_newtext(OBJECT *tree, int index, char *text)
```

which changes the text field of a given object.

Any ideas on how to do this? (I tend to use objc_newtext() a lot to change the value of status indicators etc.)

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

2040. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-22 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.960122182656.1102A@slc-12>
Source record: 10079

```
In the referenced article, jacquesa@cs.man.ac.uk writes:
>
> Hi. I'm writing a number of programs in C with a nice modern GEM interface
> (windowed dialogues, iconify etc.), and I am currently using GCC. However,
> all my previous GEM programs have been written in Prospero C, which has
> a number of non-standard function calls. (eg. objc_newtext() and
> objc_text())
> I have managed to work out an equivelent piece of code for a number of the
> functions, but cannot see how to write an equivelent routine to either of
> these two:
>
> char *objc_text(OBJECT *tree,int index)
> /* IIRC? Not sure... */
>
> which returns the text field of the given object in the given tree. and...
>
> void objc_newtext(OBJECT *tree, int index, char *text)
>
> which changes the text field of a given object.
>

I do believe that you can use rsrc_gaddr to find the address of the
object and then grab the address of the text string from the record
defining the object. You'll need to pass rsrc_gaddr the number of the
object you want to change. I can't recall the exact details of the object
structure though, so you'll need to look em up.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |
-----------------------------------------------------------------
```

2041. Re: Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-22 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>
Source record: 10080

```
In a message Jens M Andreasen wrote to All :
JMA> How should I do to properly install an interrupt that outputs midi from
JMA> a timestamped que? It should output the first element, check the time
JMA> of the next, and "sleep" until that time.
JMA>
JMA> I want my C application to calculate the times and (if nescessary)
JMA> rearrange the que. This is no problem.
JMA>
JMA> The problem is that whenever I try to install an interrupt, my system
JMA> hangs or bombs out :(
JMA>
JMA> Any example on installing interrupts in mixed C/assembly is most
JMA> welcome!
JMA> I use Lattice C 5.06

Just what I'm looking for as well. :-))
I have also done some hacking and I have managed to get all sorts of wonderfull
effects, like scrolling the screen etc. but not what I want it to do. :-(
I would like to just get an timer interrupt with a specified period of time and
when the interrupt happens it would look if it should send out some data or
not.

Cheers,
Magnus Kollberg
```

2042. Re: APL programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-22 00:00:00 UTC
From: <>
Message-ID: <4e0e8a$m1u@newshost.uni-koblenz.de>
Source record: 10081

```
In article <4dlot5$qqf@cville-srv.wam.umd.edu>,
abstract@wam.umd.edu (Gypsy Eyes) writes:
>Anyone out there program in APL? I'm learning,and would like someone to
>bounce ideas off of... Thanks!

APL is a terminal disease! ;-)

(Couldn't resist!)
--

_____________________________________________________
Tschuess / /
/ Jens M. Felderhoff /
Jens / /
/ Internet: jmf@scary.fido.de, /
/ jmf@informatik.uni-koblenz.de (*.de only) /
/ FidoNet : 2:2454/95.10@fidonet.org /
/ NeST : 90:400/601.10@nest.ftn /
/_____________________________________________________/
```

2043. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4e2cec$nf6@bbcnews.rd.bbc.co.uk>
Source record: 10082

Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:
>
> > On running the compiler with the -v switch (verbose) I found that it
> > was not looking where the GXXINC variable indicated. Can anyone
> > throw any light on this problem?
>
> You can implicity declare where the includes are by option
> -I/dev/g/path/to/g++-include
> or simpy -I$(GXXINC). You propably have also to add -L(GXXLIB) for
> properly linking.
>
I've found the problem. I need to name my file XXX.cc , not XXX.cpp. I've now managed to get it working but it is SLOOOOWWW. On my falcon with 4 megs of memory and running Outside (34Megs of virtual memory) it is unbearable! Perseverance is needed!

-David White

//standard disclaimer

2044. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <822501042_OASIS_@swampdog.demon.co.uk>
Source record: 10083

```
In article <4e0g3l$1o0@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hi. I'm writing a number of programs in C with a nice modern GEM interface
>(windowed dialogues, iconify etc.), and I am currently using GCC. However,
>all my previous GEM programs have been written in Prospero C, which has
>a number of non-standard function calls. (eg. objc_newtext() and objc_text())
>
>I have managed to work out an equivelent piece of code for a number of the
>functions, but cannot see how to write an equivelent routine to either of
>these two:
>
>char *objc_text(OBJECT *tree,int index)
> /* IIRC? Not sure... */
>
>which returns the text field of the given object in the given tree. and...

Very basically, it all revolves around a switch statement.

OBJECT *ob;
char *p;

rsrc_gaddr(R_TREE,tree,&ob);
switch (ob[obi].ob_type) {
case x: /* TEDINFO (ie text) */
p = ((TEDINFO*)ob[obi].ob_spec)->te_ptext;
break;

case y: /* STRING */
p = ob[obi].ob_spec;
break

etc ..

default:
p = NULL;
break;
}

return p;

>void objc_newtext(OBJECT *tree, int index, char *text)
>
>which changes the text field of a given object.
```

```
p = objc_text(ob,obi); /* or whatever */
sprintf(p,blah...);

/* assuming window is open, redraws all visible objects */
wind_update(BEG_UPDATE);
wind_get(handle,WF_WORKXYWH,PRECT(wr));
wind_get(handle,WF_FIRSTXYWH,PRECT(rr));
while (rr.w && rr.h) {
if (rc_intersect(&wr,&rr))
objc_draw(ob,obi,MAX_DEPTH,rr)
;
wind_get(handle,WF_NEXTXYWH,PRECT(rr));
}
wind_update(END_UPDATE);

Use this to size a single object and adjust the above redraw
accordingly ...

objc_offset(ob,obi,&rr.x,&rr.y);
rr.w = ob[obi].ob_width;
rr.h = ob[obi].ob_height;

You may have outside border problems because objc_offset() does not
take them into account. Depends on what you are doing really.

>Any ideas on how to do this? (I tend to use objc_newtext() a lot to change
>the value of status indicators etc.)

Using the redraw method ensures the objects are drawn correctly in the
background. You do not have to wait for a WM_REDRAW message before
walking the rectangles, it can be done at any time.

I assume from the function names that when you say "status" you are
referring to text. If you mean the state field then simply ...

ob[obi].ob_state &= ~SELECTED; /* clears selected */
/* redraw code above */

--

Guy Harrison

guy@swampdog.demon.co.uk
```

2045. Re: Wanted C Programmer

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: Frank.Charlton@dial.pipex.com
Message-ID: <AD29E2BC966886F65@am208.du.pipex.com>
Source record: 10084
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

In article <822085972_OASIS_NEWS@yeadontt.demon.co.uk>,
phil@yeadontt.demon.co.uk (Phil Yeadon) wrote:

> What I need is someone with Pure C or Turbo C who can recompile the
>source for me. I know what needs changing, and have amended the source, but

Phil, mail me.

ATB, Frank.

Tachyon Communications - http://www.netkonect.net/tachyon/
* Web Design * Technical Support * Freelance Journalism *

"Who programs the programmer?" - David Zindell, "Neverness"

2046. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <3104E6F5.4654@imc.exec.nhs.uk>
Source record: 10085

```
Anthony Jacques wrote:
> char *objc_text(OBJECT *tree,int index)
> /* IIRC? Not sure... */
>
> which returns the text field of the given object in the given tree. and...

Perhaps something like this:

char *objc_text(OBJECT *tree, int index)
{
switch (tree[index].ob_type & 0xff) { /* Mask off extended byte */
case G_STRING: /* For all object types whose ob_specs point to a */
case G_BUTTON: /* string, do this... */
return (char *)(tree[index].ob_spec);
case G_TEXT: /* Ditto, for anything that has an ob_spec which */
case G_BOXTEXT: /* points to a TEDINFO structure, do this... */
case G_FTEXT:
case G_FBOXTEXT:
return ((TEDINFO *)(tree[index].ob_spec))->te_ptext;
}
return NULL;
}

> void objc_newtext(OBJECT *tree, int index, char *text)
>
> which changes the text field of a given object.

Pretty easy, given objc_text exists. Note there isn't any bounds checking,
I don't know if the Prospero version did any or what. (ie make sure your
new string doesn't overflow the space for the string in the resource.)

void objc_newtext(OBJECT *tree, int index, char *text)
{
char *s;

s = objc_text(tree, index);
if (s)
strcpy(s, text);
}

--Chris
```

2047. Re: Atari TTM194, TTM195 monitor

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <DLnK7E.8n5@cix.compulink.co.uk>
Source record: 10086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.atari

In message <4e2q2n$mod@melimelo.enst-bretagne.fr>, Alain.Derennes@enst-bretagne.fr said:

>Can anabody give me the differences between TTM194 and TTM195 monitors.

I'm not aware of any significant differences.

They are both 19in TT high (ECL) monitors made by different companies (Taxan?/Phillips), and badged by Atari.

Barry wilsontjb@cix.compulink.co.uk

2048. Atari TTM194, TTM195 monitor

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <4e2q2n$mod@melimelo.enst-bretagne.fr>
Source record: 10087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.atari

Hello,

Can anabody give me the differences between TTM194 and TTM195 monitors.

Regards.

2049. calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-23 00:00:00 UTC
From: Stephen Wilson <101352.2326@CompuServe.COM>
Message-ID: <4e1a5ccff1@mhafc.production.compuserve.com>
Source record: 10088
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Anyone know whether it's possible to convert Atari Calamus files
to something a PC DTP program can handle? Replies via email
pleeeese.
TIA . . .
Steve Wilson
101352.2326@compuserve.com

2050. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960124124606.17004E-100000@iris.amp.uni-hannover.de>
Source record: 10089

```
On Mon, 22 Jan 1996, Sim wrote:

:
: In the referenced article, jacquesa@cs.man.ac.uk writes:
: >
: > Hi. I'm writing a number of programs in C with a nice modern GEM interface
: > (windowed dialogues, iconify etc.), and I am currently using GCC. however,
: > all my previous GEM programs have been written in Prospero C, which has
: > a number of non-standard function calls. (eg. objc_newtext() and
: > objc_text())
: > I have managed to work out an equivelent piece of code for a number of the
: > functions, but cannot see how to write an equivelent routine to either of
: > these two:
: >
: > char *objc_text(OBJECT *tree,int index)
: > /* IIRC? Not sure... */
: >
: > which returns the text field of the given object in the given tree. and...
: >
: > void objc_newtext(OBJECT *tree, int index, char *text)
: >
: > which changes the text field of a given object.
: >
:
:
: I do believe that you can use rsrc_gaddr to find the address of the
: object and then grab the address of the text string from the record
: defining the object. You'll need to pass rsrc_gaddr the number of the
: object you want to change. I can't recall the exact details of the object
: structure though, so you'll need to look em up.
:

The call

objc_newtext(OBJECT *tree, int index, char *text);

should be aquivalent to

strncpy (((TEDINFO *) tree[index].ob_spec)->te_ptext, text,
strlen (((TEDINFO *) tree[index].ob_spec)->te_pvalid));

This line makes sure you don't write text too long into the field, but
does not check whether the string matches the validation string.

Cheers Peter
```

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2051. Re: Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-24 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960124123216.17004D-100000@iris.amp.uni-hannover.de>
Source record: 10090

On Sat, 20 Jan 1996, Jens M Andreasen wrote:

>
> How should I do to properly install an interrupt that outputs midi from a
> timestamped que? It should output the first element, check the time of
> the next, and "sleep" until that time.
>
> I want my C application to calculate the times and (if nescessary)
> rearrange the que. This is no problem.
>
> The problem is that whenever I try to install an interrupt, my system
> hangs or bombs out :(
>
It depends with interrupt you wanna use. The most basic way is to switch
to Supervisor Mode, then save the old interrupt vector, so your routine
can properly return to the old routine, then write the address of your
routine into the interrupt vector, and return to user mode. If you want
to completely replace the old one, yours must end with an RTE
instruction, which is hard to achieve in C. The other version is very
tricky to do as well in C. For both I would strongly suggest to use
assembler, at least for the binding to your C code. The fiddling with
vectors in Supervisor mode can be replaced by a Setexc() call (this is
BIOS).
Easily done (even completely in C) is installing a vsync interrupt
function. This is because TOS provides an array where you can put the
address of your routine, and it will get executed as a normal subroutine.

Whichever way you choose : Note that your new interrupt will be executed
in Supervisor mode, and will also use the supervisor system stack, which
is very limited !!! There is very little space for local variables, and
virtually none for arrays or extended structures !

>
> I use Lattice C 5.06
>
I never used Lattice C, I've got no idea whether it provides any help
with such problems.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2052. Re: calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-24 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <damms002-2401961452170001@async96.async.duke.edu>
Source record: 10091
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

There is a Calamus modul available called "Bridge". This modul exports any Calamus file into a variety of different image formats including EPS und PS, you can even print on PS printers this way.

Thomas

In article <4e1a5ccff1@mhafc.production.compuserve.com>, Stephen Wilson <101352.2326@CompuServe.COM> wrote:

> Anyone know whether it's possible to convert Atari Calamus files
> to something a PC DTP program can handle? Replies via email
> pleeeese.
> TIA . . .
> Steve Wilson
> 101352.2326@compuserve.com

--
Thomas Damms
DUKE University
damms002@acpub.duke.edu

2053. Re: Atari TTM194, TTM195 monitor

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-24 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <4e5d29$c3l@news.rrz.uni-koeln.de>
Source record: 10092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,fr.comp.sys.atari

Hello,

Alain-Pierre DERENNES (Alain.Derennes@enst-bretagne.fr) wrote:

: Can anabody give me the differences between TTM194 and TTM195 monitors.

The TTM194 can be turned down to complete darkness, so you don't need a screen saver. The TTM195's brightness can only be varied in a limited range, but it seems to have a better contrast. I have seen only one example of each type, so I cannot tell you whether there are differences in contrast in within a production series.

Bye,

Kerstin

2054. Re: Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-24 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <4e5gbi$e5l@nyheter.chalmers.se>
Source record: 10093

In article <ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>,
Magnus Kollberg <magnus.kollberg@p11.straight.ct.se> wrote:
>In a message Jens M Andreasen wrote to All :
> JMA> How should I do to properly install an interrupt that outputs midi from
> JMA> a timestamped que? It should output the first element, check the time
...
> JMA> The problem is that whenever I try to install an interrupt, my system
> JMA> hangs or bombs out :(
...
> JMA> I use Lattice C 5.06
>
>Just what I'm looking for as well. :-))

Have you tried the manuals?
There's not very much info in there, but they do mention that you have to
use the __interrupt calling protocol modifier. Otherwise the function will
be terminated with an RTS rather than the RTE needed for interrupt routines.
I assume __interrupt also makes sure that all registers are saved.

For normal interrupt handling that should be enough, but the compiler also
supplies the interrupt function with a special structure so that you can
access the saved SR and PC (and other things, when available).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2055. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DLr2M8.E0z@cix.compulink.co.uk>
Source record: 10094

```
>all my previous GEM programs have been written in Prospero C, which has
>a number of non-standard function calls. (eg. objc_newtext() and objc_text())
The sort of thing you want is this:
---
/*
* copy the string from a TEDINFO into another string
* usage: get_tedinfo(tree, FIELDNAME, edit);
* where: global OBJECT *tree; global char edit[40];
* and FILENAME is editable object in tree defined in RSC header
*/
void GetTedinfo(OBJECT *tree, int obj, char *dest)
{
char *source;

source = ((TEDINFO *)tree[obj].ob_spec)->te_ptext; /* extract address */
strcpy(dest, source);
}

and

/*
* copy a string into a TEDINFO structure
* usage: set_tedinfo(tree, FIELDNAME, edit);
* where: global OBJECT *tree; global char edit[40];
* and FILENAME is editable object in tree defined in RSC header
*/
void SetTedinfo(OBJECT *tree, int obj, char *source)
{
char *dest;

dest = ((TEDINFO *)tree[obj].ob_spec)->te_ptext;
strcpy(dest, source);
}

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

2056. ST's Timer A/B questions - need help for emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: S94 <gearyp@cs.man.ac.uk>
Message-ID: <310785C1.41C67EA6@cs.man.ac.uk>
Source record: 10095

I've been trying to figure out how these work for an emulator i'm doing.
What i need clarifying is this:-

When the counter is at 01, what happens on the next impulse??
- ST INTERNALS says somthing about changing the timer to the output of
it's pins ?, does'nt make much sense to me..
i presume it the resets the counter to it's original value ??, and
counts down again, or do you have to do this yourself??

secondly, what is the point of setting bit 4 of the control register to
produce a low reading. When exactly would this be useful and what
differences does it make.

Lastly, i've been running my emulator through the St's ROM (v1.0), the
code of this is also in ST INTERNALS which is helpful. I was wondering
what the code between FC0CE4-FC0D1E does, it's a small routine which
does what appears to be some mindless looping using Timer B, maybe
somone could enlighten me on that as well. I could always type the
routine in if nobody has reference to this book.

Thanks in advance, it would really help me if sombody could answer these
questions.

Paul Geary.

2057. RE: Calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <damms002-2501961314370001@async181.async.duke.edu>
Source record: 10096
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

> >
> Yep, there is an excellent utility distributed by FAST Club (previously
ST Club)
> It converts between CVG/EPS (various formats of EPS). It really is good. About
> 14 UKP I think... Recommend it.
>
> --
> dave

There are sometimes some compatibility problems with EPS formats. Therfore
I'd like to trythis utility.

What is FAST Club and how can I contact them ?

--
Thomas Damms
DUKE University
damms002@acpub.duke.edu

2058. Re: calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <822560412snz@mbha.demon.co.uk>
Source record: 10097
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2401961452170001@async96.async.duke.edu>
damms002@acpub.duke.edu "Thomas Damms" writes:

> There is a Calamus modul available called "Bridge". This modul exports any
> Calamus file into a variety of different image formats including EPS und
> PS, you can even print on PS printers this way.
>
> Thomas
>
> In article <4e1a5ccff1@mhafc.production.compuserve.com>, Stephen Wilson
> <101352.2326@CompuServe.COM> wrote:
>
> > Anyone know whether it's possible to convert Atari Calamus files
> > to something a PC DTP program can handle? Replies via email
> > pleeeese.
> > TIA . . .
> > Steve Wilson
> > 101352.2326@compuserve.com
>
Yep, there is an excellent utility distributed by FAST Club (previously ST Club)
It converts between CVG/EPS (various formats of EPS). It really is good. About
14 UKP I think... Recommend it.

--
dave

o/o/o/

2059. ZZ assembler books

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <4e8rms$l3c@dux.dundee.ac.uk>
Source record: 10098

How much was ZZ software introduction to ST assembler (I think that was
it's title) last on sale for?

Rod

--
Rod McCall, Senior Honours, Computer Science with Accounting Studies
1994/95 President, University of Dundee Dramatic Society
Try My new web pages on http://www.mcs.dundee.ac.uk:8080/~rmccall/index.html
(they include Sinclair C5, Atari and a few other silly pages)
"I know, I read it on the back of a match box!"

2060. Re: objc_newtext() and objc_text()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-25 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.960125091848.3016C-100000@bull.mimuw.edu.pl>
Source record: 10099

tOn 22 Jan 1996, Anthony Jacques wrote:

> Hi. I'm writing a number of programs in C with a nice modern GEM interface
> (windowed dialogues, iconify etc.), and I am currently using GCC. However,
> all my previous GEM programs have been written in Prospero C, which has
> a number of non-standard function calls. (eg. objc_newtext() and objc_text())

I propose you to use impressive gem++ library wiritten in C++ and working
with gnu c. It's really worth to use it!

regards,

Simon.

2061. Re: ST's Timer A/B questions - need help for emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960126092057.17445B-100000@pallas.amp.uni-hannover.de>
Source record: 10100

On Thu, 25 Jan 1996, S94 wrote:

> When the counter is at 01, what happens on the next impulse??
> - ST INTERNALS says somthing about changing the timer to the output of
> it's pins ?, does'nt make much sense to me..
> i presume it the resets the counter to it's original value ??, and
> counts down again, or do you have to do this yourself??
>
If I remember right there is a possibility to set the counter to
continuous or single-shot mode. The name says it all, I think. I'm not
sure though if the reset is done when the counter reaches 0 (as you
assumed) or when it goes negative (counting down from 0). I'd have to
look it up.

> Lastly, i've been running my emulator through the St's ROM (v1.0), the
> code of this is also in ST INTERNALS which is helpful. I was wondering
> what the code between FC0CE4-FC0D1E does, it's a small routine which
> does what appears to be some mindless looping using Timer B, maybe
> somone could enlighten me on that as well. I could always type the
> routine in if nobody has reference to this book.
>
I'll look this one up as well.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2062. anyone using sc1224 for web browser

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: jnorton@ra
Message-ID: <4eaoi8$8n4@thoth.nilenet.com>
Source record: 10101

Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?

I want to set up, but have been told that 4 color is just not very good
for web browsing.

Thanks.

2063. RE: Calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <822647116snz@mbha.demon.co.uk>
Source record: 10102
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2501961314370001@async181.async.duke.edu>
damms002@acpub.duke.edu "Thomas Damms" writes:

>
> > >
> > Yep, there is an excellent utility distributed by FAST Club (previously
> ST Club)
> > It converts between CVG/EPS (various formats of EPS). It really is good. About> > 14
UKP I think... Recommend it.
> >
> > --
> > dave
>
> There are sometimes some compatibility problems with EPS formats. Therfore
> I'd like to trythis utility.
>
> What is FAST Club and how can I contact them ?
>

FAST Club in Nottingham England
tel: +44 1159 455250 fax: +44 1159 455305

I haven't spoken to them for some time but I think they are still in business...

Hope this helps, Exchange deals with a variety of EPS formats.

--
dave

%/%/%/

2064. Re: anyone using sc1224 for web browser

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <822769456_OASIS_@swampdog.demon.co.uk>
Source record: 10103

In article <4eaoi8$8n4@thoth.nilenet.com>
jnorton@ra (John Norton) said:-

>Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?
>
>I want to set up, but have been told that 4 color is just not very good
>for web browsing.

I use an STFM in medium rez. This is fine if you don't mind turning
off the options for pictures (switch on the option for text instead
though). It's also faster and less prone to crashing (imho).

--

Guy Harrison

guy@swampdog.demon.co.uk

2065. Re: anyone using sc1224 for web browser

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <822770720_OASIS_@swampdog.demon.co.uk>
Source record: 10104

In article <4eb373$9tc@ionews.io.org>
diehl@io.org (Eric March) said:-

>John Norton (jnorton@ra) wrote:
>: Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?
>
>: I want to set up, but have been told that 4 color is just not very good
>: for web browsing.
>
>I'm using a Mega ST4 with CAB/STiK. 4 Colours isn't all tthat great, but
>it works. Another solution is to use a program like Bigscreen and run
>CAB in low res to get 16 colours and then just scroll around.

Where can Bigscreen be obtained from?

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

2066. Re: APL programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: a1648888@athena.rrz.Uni-Koeln.DE
Message-ID: <4ea6s5$93d@news.rrz.uni-koeln.de>
Source record: 10105

```
Jens Felderhoff (jmf@.uni-koblenz) wrote:
: In article <4dlot5$qqf@cville-srv.wam.umd.edu>,
: abstract@wam.umd.edu (Gypsy Eyes) writes:
: >Anyone out there program in APL? I'm learning,and would like someone to
: >bounce ideas off of... Thanks!

: APL is a terminal disease! ;-)
```

: (Couldn't resist!)
Well, I sure like that disease! Yes, of course I do program APL - as
everyone will keep on doing once he/she has seriously begun to learn the
language. However, I own only an old version of APL.68000 for the ST. If
anyone is willing to sell an APL2 license for the TT, I�d be interested.
(If the price isn�t L100: that�s what MicroAPL wants me to pay...)

Nowadays, I�m using APL2 for OS/2.

```
--
Rainer J. H. Brandt
Universitaet zu Koeln
a1648888@smail1.rrz.uni-koeln.de
```

2067. Re: anyone using sc1224 for web browser

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: diehl@io.org
Message-ID: <4eb373$9tc@ionews.io.org>
Source record: 10106

John Norton (jnorton@ra) wrote:
: Is anyone using MegaSTE with color sc1224 for CAB/STiK web browsing?

: I want to set up, but have been told that 4 color is just not very good
: for web browsing.

I'm using a Mega ST4 with CAB/STiK. 4 Colours isn't all tthat great, but
it works. Another solution is to use a program like Bigscreen and run
CAB in low res to get 16 colours and then just scroll around.

: Thanks.

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2068. RE: Calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <5930rcain@nest.demon.co.uk>
Source record: 10107

On 26 Jan 96 dammms002@acpub.duke.edu wrote:
d> What is FAST Club and how can I contact them ?

UK PD library and publisher of ST Applications.

UK phone 0115 945 5250
UK fax 0115 945 5305

Address:

7, Musters Road,
West Bridgeford,
Nottingham.
NG2 7PP
UK

Roger
rcain@nest.demon.co.uk

--

2069. Re: Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960126142454.20524A-100000@aston>
Source record: 10108

On 24 Jan 1996, Johan Klockars wrote:

> > JMA> The problem is that whenever I try to install an interrupt, my system
> > JMA> hangs or bombs out :(
> ...
> > JMA> I use Lattice C 5.06
>
> Have you tried the manuals?

Oh yes! :)
The manuals (5.06) mention how to do a normal function call, and thats it!

> There's not very much info in there, but they do mention that you have to
> use the __interrupt calling protocol modifier. Otherwise the function will
> be terminated with an RTS rather than the RTE needed for interrupt routines.
> I assume __interrupt also makes sure that all registers are saved.

My version of Lattice manuals (5.06) mentions that the __interrupt
modifier is legal but not doing anything (yet) :(

I have tried to inline an RTE , but I have this feeling that the startup
of the routine spoils the registers before I can tell it to save them all
(or at least the ones I intend to use.)

So the problem is how to do the bindings to the interrupt as an assembly
routine using the assembler included in the package.

Forexample: let an interrupt increment a global variable every milisecond,
and let the C routine access that variable {printf("%d",number);}
If I could come that far, the rest would be _much_ easier.

// Jens M Andreasen

2070. RE: Calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-26 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <AD2F18BF96681683FD@peckham.compulink.co.uk>
Source record: 10109
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <damms002-2501961314370001@async181.async.duke.edu>,
damms002@acpub.duke.edu (Thomas Damms) wrote:

>> >
>> Yep, there is an excellent utility distributed by FAST Club (previously
>ST Club)
>> It converts between CVG/EPS (various formats of EPS). It really is good. About
>> 14 UKP I think... Recommend it.
>>
>> --
>> dave
>
>There are sometimes some compatibility problems with EPS formats. Therfore
>I'd like to trythis utility.
>
>What is FAST Club and how can I contact them ?
>
FaST Club
7 Musters Road
Nottingham
NG2 7PP
England

Telephone +44 115 945 5250

E-Mail stclub@cix.compulink.co.uk

Matthew Carey

2071. Re: calamus file conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-27 00:00:00 UTC
From: Stephen Wilson <101352.2326@CompuServe.COM>
Message-ID: <4ebuo8$ju7$1@mhafc.production.compuserve.com>
Source record: 10110
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Many thanks to everyone who replied to this query. I didn't know
there was a PC version of Calamus - this seems the best way to
go, but I'll bear the other options in mind.
Regards,
Steve Wilson
101352.2326@compuserve.com

2072. Change top process under MultiTOS - how?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-27 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <4ece2l$foa@status.gen.nz>
Source record: 10111
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am trying to change the top process under MultiTOS. By "top process" I am referring to the process which has a tick on it in the desk menu.

So far, I just look through all the windows until I find a window owned by the process I want to top, then send a wm_top message to that process. This works ok if the process has opened windows, but not if it only displays a menubar and no windows.

Does anyone know of a universal way of "topping" any process, having the same effect as selecting that process in the desk menu by hand?

I have been trying to find an answer to this question for some time, but nobody seems to have any ideas :(Perhaps I have to use appl_tplay() to simulate a mouse click in the desk menu?? How would I go about finding out what position to click in the menu to choose the process I want?

Thanks for any suggestions!

2073. Atari 2600/5200/7800/Lynx and Atari 8-BIT Computers - FREE Catalog

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-27 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4ech9v$341@stratus.skypoint.net>
Source record: 10112

```
**************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
**************************************************************************
```

2074. Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-27 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <4ed2rn$9iu@preeda.internex.net.au>
Source record: 10113

Hi, just wondering if anyone can recommend to me ways to quickly get into programming for my Falcon. A friend and I are currently doing Amiga programs, and I'm eager to port some of these to Falcon (maybe STe where possible). I'm reasonably familiar with programming, but if you could all give me your (no doubt) differing opinions on which languages to use I would be most grateful. BTW, the games are basically 2D sprite/scrolling things.

Itching to start,

Jared

2075. Good books about ATARI ASM

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-27 00:00:00 UTC
From: Bert.Greevenbosch@mmm.xs4all.nl
Message-ID: <b24_9601281623@mmm.xs4all.nl>
Source record: 10114

Hello, world

Does anybody know a good book about learning ATARI assembler, and
containing the GEM BIOS functions?

If ISBN code exist, I would gladly receive it, because I don't think I can
buy the book without ordering it.

With kind regards,
Bert Greevenbosch

B.T.W. My E-mail address will stop existing in begin March 1996, I don't
know my new address yet.
She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE, Rotterdam, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert.greevenbosch@mmm.xs4all.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

2076. Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-28 00:00:00 UTC
From: stosser@neon
Message-ID: <4efqhf$kl0@neon.airtime.co.uk>
Source record: 10115

Hi

Are there any ftp sites or www pages that have any Hisoft Basic 2 source
code or articles tutorials etc,
Anyone having fun with this package that was given away by AW?

Anyone got any source for it?

I have the program but no docs at all?

Cheers....!ynoT stosser@airtime.co.uk

2077. TSR's and Interrupt Programming in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-28 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <7326_Spencer@mettav.demon.co.uk>
Source record: 10116

The question I have is how do I write a TSR which can link into an Interrupt in C?

When linking into the interrupts, is it possible to make the program both screen resolution and machine independant, ie. it will run on both an ST and a TT withoout to much effort in coding seperate sections for either machine.

All help on this issue is appreciated, especially any commented C source code giving examples ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS 300-32600 MNP5 V42Bis 44-(0)181-445-6514 24 Hours |
| Ideals and wording in this message are not necessarily those of |
| the Sysop of the Tavern BBS |
~~~~~~

2078. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <6004rcain@nest.demon.co.uk>
Source record: 10117

On 28 Jan 96 wizzo@connexus.apana.org.au wrote:
w> Hi, just wondering if anyone can recommend to me ways to quickly get
w> into programming for my Falcon. A friend and I are currently doing
w> Amiga programs, and I'm eager to port some of these to Falcon (maybe
w> STe where possible).

IMO you should use, on the Falcon, whatever language you have been using
on the Amiga. You will have enough bother converting system calls without
needing to learn a new lingo.

AFAIK all languages available on the Amiga are also available on Atari.

If you are REALLY FED UP with the language you are using on the Amiga then
start NEW projects with something else.

C seems to be the fave.

Roger
rcain@nest.demon.co.uk

--

2079. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-28 00:00:00 UTC
From: Szymon Stasik <sstasik@zodiac1.mimuw.edu.pl>
Message-ID: <Pine.LNX.3.91.960128003835.1588A-100000-100000-100000@zodiac1.mimuw.edu.pl>
Source record: 10118

On 23 Jan 1996, David White wrote:

> I've found the problem. I need to name my file XXX.cc , not XXX.cpp. I've
> now managed to get it working but it is SLOOOOWWW. On my falcon with 4
> megs of memory and running Outside (34Megs of virtual memory) it is
> unbearable! Perseverance is needed!

Its sad, but true :(((I was working with similar configuration for a
long time, but now I have installed a linux and gcc under linux runs
faster a bit and is also much easier to use and configure. I have also no
problem with getting the newest version (currently 2.7.2 --- exceptios
supported!) of compiler and debugger and I can make tos cross-compiler.
Its worth while.

regards,

Simon.

2080. Re: APL programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <4ehhe1$a4m@cville-srv.wam.umd.edu>
Source record: 10119

```
: language. However, I own only an old version of APL.68000 for the ST. If
: anyone is willing to sell an APL2

What are the differences between APL and APL2?

--LuNATiC
```

2081. Pure C in english

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <4ei0nk$m4s@melimelo.enst-bretagne.fr>
Source record: 10120

Hello,

I was told by a friend that, in England, Pure C is sold with an english documentation. Can somebody confirm this assert, and, in this case, where can I find it (snail mail adress, fax ..).

Regards

2082. (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <4ehvg5$m4s@melimelo.enst-bretagne.fr>
Source record: 10121

Hello,

I was told by a friend that, in England, Pure C is sold with an english documentation. Can somebody confirm this assert, and, in this case, where can I find it (snail mail adress, fax ..).

Regards

2083. Re: 14 Bomben, d.h.?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.960129143726.9216A-100000@[130.225.56.243]>
Source record: 10122

On 22 Jan 1996 p3001at@sun4 wrote:

> Hallo!
> Was bedeuten am Falcon 14 Bomben?

Det betyder egentlig ikke noget s=E6rligt, dvs. jo flere bomber jo mindre=
=20
er fejlen..=20

OOOOPPPSSS.. Maybe I should translate it into international sence..

It means that there has been some kind of an error.. Actually it's=20
nothing to worry about, since that the less of bombs means a bigger=20
error, so since you got 14 bombs its not a big error.. ;)

1 bomb =3D Reset
2 bobms =3D Bus Error
3 Bombs =3D Invalid Instruction..
and so on...

Hope this helps..=20

Greets Jakob=20
(Denmark)

2084. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.960129144409.9216B-100000@[130.225.56.243]>
Source record: 10123

On 27 Jan 1996, Jared Jeavons Quinert wrote:

> Hi, just wondering if anyone can recommend to me ways to quickly get
> into programming for my Falcon. A friend and I are currently doing Amiga
> programs, and I'm eager to port some of these to Falcon (maybe STe where
> possible). I'm reasonably familiar with programming, but if you could
> all give me your (no doubt) differing opinions on which languages to use
> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
> things.

Since it seems like you know the basic fundamentals of programming...
Start coding in assembly NOW !!!! Later on start on C, and then combine C
and Assembly.. In this way you will learn the instructions from the
computers view, and learn how to increase the CPU preformence.. ;)

Get started in Assembly by reading the book :

Introduction to Atari ST Machine Code.. (or something like this)..

And then get other 680x0 books.. Then you will learn it in a good manor..

Greets Jakob :)

2085. Assembler Source code for interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SOL.3.91.960129132652.18162A-100000@midge.bath.ac.uk>
Source record: 10124

Message-ID: <Pine.ULT.3.91.960126142454.20524A-100000@aston>
References: <Pine.ULT.3.91.960120083911.10983B-100000@mars.dsv.su.se>
<ftn_2.203.221.11$fidonet.org_3103b884_Magnus.Kollberg@p11.straight.ct.se>
<4e5gbi$e5l@nyheter.chalmers.se>
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII

<SNIP>

I've knocked up this bit of code, which gives you a timer B timer vector that
simply increments the contents of a Global int. This code was written off the
top of my head, so as to wether it works or not, I make no warrenty.
As I don't have a C compiler I can't test it, so if it don't work you're
own your own ;)

In the code I'm assuming that the stack will look like this:

sp-12 int timer b data byte (0x000000db)
sp-8 int timer b control byte (0x000000cb)
sp-4 int address of global variable
sp-> int return address

when Install_TimerB is called.

Check out my page for mfp info.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--

** Interrupt installer module. (C) S.Hammett 1996

--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--

** WARNING: This routine assumes Timer B is free for use (as on STs/STEs)
** Note! : Int = long word = 4 bytes.

** Just call Install_TimerB at any time to set/reset timer frequency
** Timer is ON by default.

** Install_TimerB - Install timer B interrupt
** passed on stack: (Install_TimerB(int &i, int control, int data))
**
** Int: Timer B data byte
** Int: Timer B control byte

```
** Int: Pointer to Global Int to increment.

** Start_TimerB - Start timer
** Stop_TimerB - Stop timer

Install_TimerB
movem.l d0-a6,-(sp) save regs
lea (15*4)+4(sp),a6 a6 = ptr to parameters

pea install call code in supervisor mode
move #38,-(sp)
trap #14
addq #6,sp

movem.l (sp)+,d0-a6 restore regs
rts return

Stop_TimerB
movem.l d0-a6,-(sp)
pea stoptimer call code in supervisor
move #38,-(sp)
trap #14
addq #6,sp
movem.l (sp)+,d0-a6
rts return

Start_TimerB
movem.l d0-a6,-(sp)
pea starttimer
move #38,-(sp)
trap #14
addq 6,sp
movem.l (sp)+,d0-a6
rts

install
move.l #timerb_vec,$120.w set interrupt vector
move.l (a6),timerb_vec+6 modify code to inc variable
move.b 4+3(a6),$fffffa1b.w set control register
move.b 8+3(a6),$fffffa21.w set data register
bclr #0,$fffffa13.w clear timer b imr
bset #0,$fffffa07.w enable timer b
bclr #0,$fffffa0f.w clear timer b isr
rts

stoptimer
bclr #0,$fffffa07.w disable timer b
move.b #0,$fffffa1b.w stop timer
rts

starttimer
bclr #0,$fffffa13.w clear timer b imr
bset #0,$fffffa07.w enable timer b
```

```
bclr #0,$fffffa0f.w clear timer b isr
rts

**--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--++--**
timerb_vec
add.l #1,timerb_inc
bclr #0,$fffffa0f.w
rte
timerb_inc
ds.l 1
```

2086. Re: Interrupts in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960129150315.19912A-100000@iris.amp.uni-hannover.de>
Source record: 10125

On Fri, 26 Jan 1996, Jens M Andreasen wrote:

>
> Forexample: let an interrupt increment a global variable every milisecond,
> and let the C routine access that variable {printf("%d",number);}
>
There is no interupt that normally is being fired each millisecond or
even more often. You gotta setup an MFP timer and let that one cause
interupts. If this resolution is not needed though, it might be even
enough to use _frclock, which counts the frames displayed on the screen
(Rate depends on resolution set.) If you could use that one you won't
need any interupt programming at all.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2087. TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <4eise4$l4m@lastactionhero.rs.itd.umich.edu>
Source record: 10126

I've encountered what seems to be a bug with TOS4.04, I was
wondering if anyone else had encountered it or could comment on it.

When programming a Desk Accessory and using the Windfind command
I get a return of -1. The same program on a TOS 4.02 machine returns the
appropriate window handle.

Comments? Suggestions?

Thanks,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

2088. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <4eil4e$pek@turing.fwi.uva.nl>
Source record: 10127

Jakob Johnsen <31jhj@but.auc.dk> wrote:

:
:
:On 27 Jan 1996, Jared Jeavons Quinert wrote:
:
:> Hi, just wondering if anyone can recommend to me ways to quickly get
:> into programming for my Falcon. A friend and I are currently doing Amiga
:> programs, and I'm eager to port some of these to Falcon (maybe STe where
:> possible). I'm reasonably familiar with programming, but if you could
:> all give me your (no doubt) differing opinions on which languages to use
:> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
:> things.
:
:Since it seems like you know the basic fundamentals of programming...
:Start coding in assembly NOW !!!! Later on start on C, and then combine C

C should be fast enough! I would say, get the game up and running and
then see whether some parts need to be done in assembler...

:and Assembly.. In this way you will learn the instructions from the
:computers view, and learn how to increase the CPU preformence.. ;)

which is necessary on the slow falcon?

:Get started in Assembly by reading the book :
:
:Introduction to Atari ST Machine Code.. (or something like this)..
:
:And then get other 680x0 books.. Then you will learn it in a good manor..
:
:Greets Jakob :)

--
Martijn Dekker | PFF: Software for X Window System and more:
Math department | Atari ST, Atari Portfolio palmtop, C64
University of Amsterdam | Apple Mac and 486DX4/100
http://www.fwi.uva.nl/~mdekker/ | http://www.fwi.uva.nl/~mdekker/pff.html

2089. Re: Pure C in english

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-29 00:00:00 UTC
From: ehramm@dk3uz.hanse.de
Message-ID: <DLyJpI.37G@dk3uz.hanse.de>
Source record: 10128

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

Hisoft
The Old School
Greenfield
Bedford
MK45 5DE

Phn: +441 525 718181
Fax: +441 525 713716

rgds, Eddi
--
dk3uz@db0hht.ampr.org - ehramm@dk3uz.hanse.de - DK3UZ@DB0HHT.#HH.GER.EU
Linux/m68k, the best U**x ever to hit an Atari!
Distribution of this message via the Microsoft Network is prohibited

2090. Re: APL programmers?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: a1648888@athena.rrz.Uni-Koeln.DE
Message-ID: <4eksla$6gj@news.rrz.uni-koeln.de>
Source record: 10129

Gypsy Eyes (abstract@wam.umd.edu) wrote:
: : language. However, I own only an old version of APL.68000 for the ST. If
: : anyone is willing to sell an APL2

: What are the differences between APL and APL2?
APL2 knows nested arrays.

--
Rainer J. H. Brandt
Universitaet zu Koeln
a1648888@smail1.rrz.uni-koeln.de

2091. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <4el286$52h@rs18.hrz.th-darmstadt.de>
Source record: 10130

Hi!

In article <4eise4$l4m@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
> I've encountered what seems to be a bug with TOS4.04, I was
> wondering if anyone else had encountered it or could comment on it.
>
> When programming a Desk Accessory and using the Windfind command
> I get a return of -1. The same program on a TOS 4.02 machine returns the
> appropriate window handle.
Well, are you sure you supplied senseful coordinates to wind_find? As this
functions returns the handle of a window containing a given location on the
screen, it may return -1 if there is no window to be found.

I'm running TOS 4.04 myself, and I haven't experienced any problems with my
program Maus-Window, which uses wind_find extensively.

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf) | "Quick to judge, quick to
Johann-Valentin-May-Strasse 7 | anger, slow to understand,
64665 Alsbach-Haehnlein / Germany | ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de | fear walk hand in hand."
PGP-key available on request! | Rush

2092. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4ekgde$cch@news.nevada.edu>
Source record: 10131

Jared Jeavons Quinert (wizzo@connexus.apana.org.au) wrote:
: Hi, just wondering if anyone can recommend to me ways to quickly get
: into programming for my Falcon. A friend and I are currently doing Amiga
: programs, and I'm eager to port some of these to Falcon (maybe STe where
: possible). I'm reasonably familiar with programming, but if you could
: all give me your (no doubt) differing opinions on which languages to use
: I would be most grateful. BTW, the games are basically 2D sprite/scrolling
: things.

It depends on what language you wrote the Amiga version in.

Vince

2093. Re: Pure C in english

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: frankzim@express.ca
Message-ID: <11d7cc$121939.3d0@news.express.ca>
Source record: 10132

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> wrote:

>Hello,

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

>Regards

I'm not sure about that, but there is a collection of documentation
available in english from a fellow in the US. It includes

- Pure C Help Files (in english)
- Complete documentation of Pure C menus, double clicks and hot keys
- Assembler and C Language references and tutorials
- Pure Debugger menus and window descriptions
- Complete descriptions of all library functions(except BGI, LineA,
and VT52)
- Atari Memory Map and hardware descriptions
- ASCII, Scan Codes, data structures, file formats, examples, & more.

He was selling this at $50 US, but put it on half-price sale around
Christmas. Maybe it's still on sale? You can reach him at

John Kormylo
9614 Oregano Circle
Houston, TX 77036

Or e-mail at J.KORMYLO@GENIE.COM.

-Frank Z.

2094. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4ekvhr$9c2@m1.cs.man.ac.uk>
Source record: 10133

In article <4eil4e$pek@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>Jakob Johnsen <31jhj@but.auc.dk> wrote:
>
>:
>:
>:On 27 Jan 1996, Jared Jeavons Quinert wrote:
>:
>:> Hi, just wondering if anyone can recommend to me ways to quickly get
>:> into programming for my Falcon. A friend and I are currently doing Amiga
>:> programs, and I'm eager to port some of these to Falcon (maybe STe where
>:> possible). I'm reasonably familiar with programming, but if you could
>:> all give me your (no doubt) differing opinions on which languages to use
>:> I would be most grateful. BTW, the games are basically 2D sprite/scrolling
>:> things.
>:
>:Since it seems like you know the basic fundamentals of programming...
>:Start coding in assembly NOW !!!! Later on start on C, and then combine C
>
>C should be fast enough! I would say, get the game up and running and
>then see whether some parts need to be done in assembler...

It depends what programming language you are using now - if on the
Amiga, you code in C, then its probably best that you stick what the
programs are written in...

If you are using AMOS (do Amiga programmers still use this?) then you
might want to switch to STOS, and use my Falcon Extension....

>:and Assembly.. In this way you will learn the instructions from the
>:computers view, and learn how to increase the CPU preformence.. ;)
>
>which is necessary on the slow falcon?

Yes! As has been mentioned elsewhere, the bus is slow on the Falcon,
and to get anywhere near optimum performance in a decent graphics mode
you need to take this into account.

When the bus only has to handle 32k for a screen its not too bad, but
if you have 153.6k for a screen to update/draw every refresh it starts
to get overloaded...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/

STOS Falcon Extension v1.2a available from WWW page... UUE'd on request...

2095. Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: ibc@interaccess.com
Message-ID: <ibc.192.01D7FA0D@interaccess.com>
Source record: 10134

Hello,

If anyone here has a Atari Basic Document or has a Good Document about
Atari Programming can you please e-mail it to me at IBC@interaccess.com.

Thanx in advance

2096. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <4elh02$eg6@lastactionhero.rs.itd.umich.edu>
Source record: 10135

I have egg on y face now. Ifound my problem. When I was
grabbing in all my support files, I ommitted to properly initialize the
VDI. SO hence it had some serious problems. This does spark one
question though. Why did it function fine under AES4.1 on one machine
and not on the other?

Dan

2097. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-30 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <4elbiv$bms@lastactionhero.rs.itd.umich.edu>
Source record: 10136

re: Windfind

I do a vq_mouse to get the position before the call. The really odd thing about this problem is that it occurs on this one machine in both it's normal TOS and under MultiTOS, while on the other machine it works fine under it's normal TOS and the same AES version of MultiTOS. It doesn't really make any sense.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

2098. Atari 2600/5200/7800/Lynx and Atari 8-Bit Catalog

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4en8cf$8f6@stratus.skypoint.net>
Source record: 10137

```
*****************************************************************************
* Have you ever thought there was no place on earth to get stuff *
* for your 2600/5200/7800/Lynx and Atari 8-Bit computers? *
* *
* Well look no further! *
* *
* To receive a FREE catalog of all Atari 8-bit and game machine products, *
* email your full name and postal mailing address to: ice@skypoint.com *
*****************************************************************************
```

2099. Re: Help!

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: stosser@neon
Message-ID: <4emgjm$23g@neon.airtime.co.uk>
Source record: 10138

Interactive Business Consultants, Inc. (ibc@interaccess.com) wrote:
: Hello,

: If anyone here has a Atari Basic Document or has a Good Document about
: Atari Programming can you please e-mail it to me at IBC@interaccess.com.

: Thanx in advance

You mention the word BASIC, well check out tis www page

http://www.airtime.co.uk/users/stosser/

As seen in ST Format and Atari World.....

Cheers......!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

2100. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: binder@hp81.rbg.informatik.th-darmstadt.de
Message-ID: <4en9f6$10pq@rs18.hrz.th-darmstadt.de>
Source record: 10139

Hi!

In article <4elh02$eg6@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
#> I have egg on y face now. Ifound my problem. When I was
#>grabbing in all my support files, I ommitted to properly initialize the
#>VDI. SO hence it had some serious problems. This does spark one
#>question though. Why did it function fine under AES4.1 on one machine
#>and not on the other?
Well, I guess that's because the VDI in TOS 4.04 is less forgiving that that
found in older versions. (Remember: MultiTOS replaces the AES, not the VDI!)
Or maybe you've used NVDI on one machine, but not on the other.

But anyway: Don't mix AES- and VDI-calls for accessing the mouse. To get the
current mouse position, either use graf_mkstate or use the values returned
from an evnt_multi call (evnt_multi _always_ returns keyboard and mouse state,
independent from the events you have specified).

Also, to switch the mouse on and off, use graf_mouse(M_ON/M_OFF, 0L) instead
of v_show_c/v_hide_c (I know you haven't written that, but this is another
common problem).

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf) | "Quick to judge, quick to
Johann-Valentin-May-Strasse 7 | anger, slow to understand,
64665 Alsbach-Haehnlein / Germany | ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de | fear walk hand in hand."
PGP-key available on request! | Rush

2101. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <4enq7l$42c@preeda.internex.net.au>
Source record: 10140

Thanks to everyone who's so far responded to me here, and via e-mail :)

At the moment, I'm most likely to go the C route. The games we've been doing are written in Blitz basic, with some in-line assembler (which I've been led to believe should be one of the easiest parts to convert), so I now have just a couple of other questions...

1) Are there game-type libraries around for various C-compilers to handle sprites, hardware scrolling, sounds and the like. If so, then will my choice of C compiler affect which libraries will work?
2) Not really another question I guess...Which C compiler (English language)?

Thanks again,

Jared

2102. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-3101961434200001@trh-ppp4.interlink.no>
Source record: 10141

In article <4el286$52h@rs18.hrz.th-darmstadt.de>,
binder@rbg.informatik.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <4eise4$l4m@lastactionhero.rs.itd.umich.edu>,
baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:
> > I've encountered what seems to be a bug with TOS4.04, I was
> > wondering if anyone else had encountered it or could comment on it.
> >
> > When programming a Desk Accessory and using the Windfind command
> > I get a return of -1. The same program on a TOS 4.02 machine returns the
> > appropriate window handle.
> Well, are you sure you supplied senseful coordinates to wind_find? As this
> functions returns the handle of a window containing a given location on the
> screen, it may return -1 if there is no window to be found.

IIRC, wind_find should return 0 if no window is found (ie: the desktop)...?

Vegard Hofsoy

2103. ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823158320_OASIS_@swampdog.demon.co.uk>
Source record: 10142

'ello,

I've got a slight problem - can somebody enlighten me about how ltoa()
works. I have to write one due to it being missing in my compiler.
Better still, if somebody has the source for one then get in touch!

This is all I know ...

```
char *ltoa( int32, char*, int16_or_32 );
char *ltoa(val,dest,oo_er)
```

It converts 'val' into a string and writes it to 'dest' right? Is
'oo_er' the precision, maximum string length or what?

TIA

--

Guy Harrison

guy@swampdog.demon.co.uk

2104. test, just skip..

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: arcovang@caiw.nl
Message-ID: <823194236_OASIS_@caiw.nl>
Source record: 10143

```
A NNTP post test...

--
-------------------------------------------------------------------------
Arco van Geest
Goof & Fox Software
Email: arcovang@caiw.nl
Snail: PO.BOX 315, 2670 AJ, Naaldwijk, The Netherlands
-------------------------------------------------------------------------
```

2105. Re: Pure C in english

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <310F429A.452D@imc.exec.nhs.uk>
Source record: 10144

Edmund H. Ramm wrote:
>
> Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:
>
> >I was told by a friend that, in England, Pure C is sold with an english
> >documentation. Can somebody confirm this assert, and, in this case, where can I
> >find it (snail mail adress, fax ..).
>
> Hisoft

No, Hisoft sell Lattice C.

--Chris

2106. Re: Pure C in english

Newsgroup: comp.sys.atari.programmer
Date: 1996-01-31 00:00:00 UTC
From: john@g4rev.ampr.org
Message-ID: <DM2Hrv.K06@g4rev.ampr.org>
Source record: 10145

Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> wrote:

>I was told by a friend that, in England, Pure C is sold with an english
>documentation. Can somebody confirm this assert, and, in this case, where can I
>find it (snail mail adress, fax ..).

Its a long time since I looked but I had to buy mine in German.

John
--
+ Internet: john@its.bt.co.uk + Sutton Coldfield & District RAYNET +
+ Amprnet: john@g4rev.ampr.org + West Mids TCP/IP Co-ordinator +
+ BBS: + GemNOS, TCP/IP for Atari Computers +

2107. Re: 14 Bomben, d.h.?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-01 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960201140914.12215A-100000@hektor.iqo.uni-hannover.de>
Source record: 10146

On Mon, 29 Jan 1996, Jakob Johnsen wrote:

> nothing to worry about, since that the less of bombs means a bigger
> error, so since you got 14 bombs its not a big error.. ;)
>
Interesting theory ;-) Well, a double bus fault leads to zero bombs (just
halting the computer), so to this point the theory is right.

> 1 bomb = Reset
>
This one never occurs that way, it always directly restarts the computer.

> 2 bobms = Bus Error
> 3 Bombs = Invalid Instruction..
> and so on...
>
The latter is wrong :
3 Bombs = Address Error
4 Bombs = Invalid Instruction
8 Bombs = Privilege Violation

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2108. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-01 00:00:00 UTC
From: mk@anuurn.ruhr.de
Message-ID: <31113798439c551@anuurn.ruhr.de>
Source record: 10147

In <4elbiv$bms@lastactionhero.rs.itd.umich.edu>,
Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

>re: Windfind
>
>
> I do a vq_mouse to get the position before the call.

You shouldn't use VDI functions if equivalent AES functions do
exist; use graf_handle() in this case!

(Or, possibly even better: use evnt_multi(MU_TIMER) with a null
delay - there are reports about strange mouse button problems
if graf_handle() and evnt_multi() are *both* used in the same
event loop...)

>The really
>odd thing about this problem is that it occurs on this one machine in
>both it's normal TOS and under MultiTOS, while on the other machine it
>works fine under it's normal TOS and the same AES version of MultiTOS.
>It doesn't really make any sense.

Yes it does... :-)

Probably it's a bug in the Falcon's VDI; note that MultiTOS doesn't
contain a VDI - it simply uses the existing one, which would nicely
explain your observation!

Martin

--
Martin Koehling // NEW email address: mk@anuurn.ruhr.de

2109. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-01 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <4eqmv3$96i@cc.tut.fi>
Source record: 10148

: :Since it seems like you know the basic fundamentals of programming...
: :Start coding in assembly NOW !!!! Later on start on C, and then combine C

: C should be fast enough! I would say, get the game up and running and
: then see whether some parts need to be done in assembler...

My monochrome two-player game Punssi is 100% C and achives 72Hz frame
update rate with 5 sprites (two players, two enemies and one ball) on
8Mhz STfm (no blitter, XBios sounds). Well, actually it has 10 lines of
assembly for handling the joystick packets send by kbd interrupts, but
that would have been a bit hard to do with C...

It works on the Falcon too, for binary and source see:
http://www.modeemi.cs.tut.fi/~puujalka/

: Martijn Dekker | PFF: Software for X Window System and more:

W rules! <g> (X source is too bloated for fiddling :))

- Eero

2110. Re: ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-01 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960201191429.8167B-100000@mars.dsv.su.se>
Source record: 10149

On Wed, 31 Jan 1996, Guy Harrison wrote:

> This is all I know ...
>
> char *ltoa(int32, char*, int16_or_32);
> char *ltoa(val,dest,oo_er)
>
> It converts 'val' into a string and writes it to 'dest' right? Is
> 'oo_er' the precision, maximum string length or what?

You are right on your first two assumptions,

oo_er is called "radix" in my (MS)documentation. It's the base you want the output written in ie: 16 for hex, 2 for binary, 10 for normal base 10

Unfortunately this function is non-standard and may do whatever ... Have a look at sprintf before wasting too much work!

// Jens M Andreasen

2111. Re: ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-01 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4eqgh9$79h@studs.sci.kun.nl>
Source record: 10150

In <823158320_OASIS_@swampdog.demon.co.uk> guy@swampdog.demon.co.uk (Guy Harrison) writes:

>I've got a slight problem - can somebody enlighten me about how ltoa()
>works. I have to write one due to it being missing in my compiler.
>Better still, if somebody has the source for one then get in touch!

>This is all I know ...

>char *ltoa(int32, char*, int16_or_32);
>char *ltoa(val,dest,oo_er)

>It converts 'val' into a string and writes it to 'dest' right? Is
>'oo_er' the precision, maximum string length or what?

oo_er is the `radix', so I guess you can also use it to make binary
(radix = 2) or hex (radix = 16) representations, for example.

When making your own, you can probably make use of sprintf().

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2112. I need to learn!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-02 00:00:00 UTC
From: ibc@interaccess.com
Message-ID: <ibc.208.00EC37CF@interaccess.com>
Source record: 10151

If there is a document about programming on atari please e-mail it to me at IBC@interaccess.com or tell me the http address

THANX!

2113. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-02 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <4et83e$ccs@cc.tut.fi>
Source record: 10152

```
: If you are using AMOS (do Amiga programmers still use this?) then you
: might want to switch to STOS, and use my Falcon Extension....

I have used Amos a couple of times two years ago. It's more like
the modern basics (local variables, no line numbers, auto indenting
etc.) than STOS (yikes). ST Basics are commercial though...

- Eero
```

2114. ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-02 00:00:00 UTC
From: dag.dao@dada.ct.se
Message-ID: <ftn_2.200.136$fidonet.org_3111a46f_Dag.Dao@dada.ct.se>
Source record: 10153

```
> I've got a slight problem - can somebody enlighten me about how
> ltoa() works. I have to write one due to it being missing in my
> compiler. Better still, if somebody has the source for one then get in
> touch!

I'll check this out today in school (Microsoft Visual C++! Yuk!).

> char *ltoa( int32, char*, int16_or_32 );
> char *ltoa(val,dest,oo_er)
>
> It converts 'val' into a string and writes it to 'dest' right? Is

Correct.

> 'oo_er' the precision, maximum string length or what?

No, the 'radix' or base, ie 2, 8, 10 or 16.

-+- /Dada!
```

2115. MIDI on ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-02 00:00:00 UTC
From: John Cartwright <johnc@dial.pipex.com>
Message-ID: <31129D3D.5DAE@dial.pipex.com>
Source record: 10154

Hi!

I don't know much about the ST, but I'm hoping one of you guys does!
I need to know how to open and send data to the ST's MIDI Port using C.

If you know, please EMail me DIRECT at the address below. URGENT! :-)

--
John Cartwright

EMail: johnc@dial.pipex.com
WWW: http://dspace.dial.pipex.com/town/square/gp95/

2116. Re: ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823308824_OASIS_@swampdog.demon.co.uk>
Source record: 10155

In article <Pine.ULT.3.91.960201191429.8167B-100000@mars.dsv.su.se>
Jens M Andreasen <jens-and@dsv.su.se> said:-

>
>
>On Wed, 31 Jan 1996, Guy Harrison wrote:
>
>> This is all I know ...
>>
>> char *ltoa(int32, char*, int16_or_32);
>> char *ltoa(val,dest,oo_er)
>>
>> It converts 'val' into a string and writes it to 'dest' right? Is
>> 'oo_er' the precision, maximum string length or what?
>
>You are right on your first two assumptions,
>
>oo_er is called "radix" in my (MS)documentation. It's the base you
>want the output written in ie: 16 for hex, 2 for binary, 10 for normal
>base 10
>
>Unfortunately this function is non-standard and may do whatever ... Have
>a look at sprintf before wasting too much work!

Thanks :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2117. Re: ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-03 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DM7p5E.JBr@cix.compulink.co.uk>
Source record: 10156

>I've got a slight problem - can somebody enlighten me about how ltoa()
>works. I have to write one due to it being missing in my compiler.
>Better still, if somebody has the source for one then get in touch!
Do you Lattice C?
If so, use stcl_d, stcl_h etc calls.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2118. The Blue Ribbon Campaign

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-04 00:00:00 UTC
From: cptblade <cptblade@teleport.com>
Message-ID: <311588FD.330F@teleport.com>
Source record: 10157
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.*

```
--
Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
cptblade@teleport.com | my personal position
GRUNT Computing - Support for | only and not that of
Atari users worldwide | my employers.
```

2119. Re: ltoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823487614_OASIS_@swampdog.demon.co.uk>
Source record: 10158

In article <DM7p5E.JBr@cix.compulink.co.uk>
msbaines@cix.compulink.co.uk ("Mark Baines") said:-

>>I've got a slight problem - can somebody enlighten me about how ltoa()
>>works. I have to write one due to it being missing in my compiler.
>>Better still, if somebody has the source for one then get in touch!
>Do you Lattice C?

I will be if I ever get round to ordering it :-)

>If so, use stcl_d, stcl_h etc calls.

I'm making do with sprintf() atm, fortunately all the calls had 10 as
the radix.

--

Guy Harrison

guy@swampdog.demon.co.uk

2120. Re: MIDI on ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-04 00:00:00 UTC
From: John Cartwright <johnc@dial.pipex.com>
Message-ID: <31150F6A.2FF2@dial.pipex.com>
Source record: 10159

I wrote:
>
> Hi!
>
> I don't know much about the ST, but I'm hoping one of you guys does!
> I need to know how to open and send data to the ST's MIDI Port using C.
>
> If you know, please EMail me DIRECT at the address below. URGENT! :-)

There's been a change of plan!
Does anyone know how to do this using 68000 assembler?
Thanks again.

--
John Cartwright

EMail: johnc@dial.pipex.com
WWW: http://dspace.dial.pipex.com/town/square/gp95/

2121. Re: TOS 4.04 bugs?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-04 00:00:00 UTC
From: ackerman.29@postbox.acs.ohio-state.edu
Message-ID: <ackerman.29-0402961439570001@gb107samac.acs.ohio-state.edu>
Source record: 10160

In article <31113798439c551@anuurn.ruhr.de>, mk@anuurn.ruhr.de (Martin Koehling) wrote:

> In <4elbiv$bms@lastactionhero.rs.itd.umich.edu>,
> Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:
>
> >re: Windfind
> >
> >
> > I do a vq_mouse to get the position before the call.
>
> You shouldn't use VDI functions if equivalent AES functions do
> exist; use graf_handle() in this case!
>
> (Or, possibly even better: use evnt_multi(MU_TIMER) with a null
> delay - there are reports about strange mouse button problems
> if graf_handle() and evnt_multi() are *both* used in the same
> event loop...)

A null delay in evnt_multi() in a Desk Acc locks up the system under TOS 1.0. Not that I'm using 1.0, but I hate to write programs that will knowingly cause such problems.

>
> >The really
> >odd thing about this problem is that it occurs on this one machine in
> >both it's normal TOS and under MultiTOS, while on the other machine it
> >works fine under it's normal TOS and the same AES version of MultiTOS.
> >It doesn't really make any sense.
>
> Yes it does... :-)
>
> Probably it's a bug in the Falcon's VDI; note that MultiTOS doesn't
> contain a VDI - it simply uses the existing one, which would nicely
> explain your observation!
>

But they are both using NVDI 2.5. The only functional difference between them under MultiTOS is that one has 14 megs and the other only 4.

> Martin
>
> --
> Martin Koehling // NEW email address: mk@anuurn.ruhr.de

Here is another fun question. When enabling OBJC_EDIT in a dialog in a window. How do you get it to work properly. I've been having problems with the cursor appearing outside the window or at the end of the box containing the edit field (Note end of the box not end of the edit field).

Dan Ackerman
ackerman.29@osu.edu

2122. PureC memory allocation problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <4f4rdf$5nt@krant.cs.ruu.nl>
Source record: 10161
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

my PureC (1.0) is behaving a bit strange: I have a program that
combines C and M68K, and in both I declare some variables:

main.c: void *buffer[80][2][10];
fdrsec.s: .DATA
FDsector: dc.w 0

If I now link these modules together, I get that 6400 bytes have been
allocated for `buffer'--just as shd be--but FDsector (and other
variables I defined in fdrsec.s) appear somewhere inside this buffer!
In other words, suppose buffer points to 0x0000 and continues until
0x1800 (or whatever 6400 is in hex); then FDsector will point to, say,
0x0600. Clearly I get all kinds of problems with this.

Am I doing something wrong? (I checked everything I could possibly
think of.) Or is this some bug in PureC? And how do I prevent this
from happening?

Thanks in advance,

-- Jules

2123. Problems switching between DD and HD disks

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <4f4rel$5nv@krant.cs.ruu.nl>
Source record: 10162
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Hi,

I am having the following with a program I am writing to read/write Akai sampler disks, which are formatted slightly different from the Atari/MS-DOS format. I had to directly program the FDC--all (x)bios functions fail to read such disks--and finally got it working, but now I am experiencing the following problem.

When I, say, insert an Akai HD disk and try to read it from the desktop, I get `your output device is not receiving data'. When I run my program, it reads the disk just fine. However, if I now insert an Akai DD disk and run my program, it fails to read it at all--HD disks work fine though. If I try to read the Akai DD disk from the desktop, I get the same error message, but suddenly my program will read only Akai DD disks--HD disks aren't recognized at all.

In other words, it seems there is a problem switching between DD and HD. Attempting to read the disk from the desktop solves this, but how do I do this from within my own program? Any help would be much appreciated.

Thanks in advance,

-- Jules

2124. Re: XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <4f5k7h$n6p@whitbeck.ncl.ac.uk>
Source record: 10163

Ben Bell (csuwi@csv.warwick.ac.uk) wrote:

> Hi,

> Is there any release of XaAES around yet? I remember back in the start of
> Jan that Craig said about two weeks - has it been delayed?

Hi Ben....no, it's not really been delayed (much). I wasn't happy with
the performance of TOSWIN with it, so I'm cobbling together a replacement
console window before the beta (you cann't run a desktop yet so you need
the console to run programs from).

Does anyone know what MINIWIN does with it's resource file? It definitely
has one, but it never calls rsrc_load(), or any of the other rsrc_ class
functions for that matter - but it then goes on to call rsrc_gaddr() anyway.
Any offers?

Craig.
(better late than never....)

2125. Re: PureC memory allocation problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: paa@hol.gr
Message-ID: <4f4v7j$41s@newsflash.hol.gr>
Source record: 10164
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

Jules Vleugels (jules@cs.ruu.nl) wrote:

: Hi,

: my PureC (1.0) is behaving a bit strange: I have a program that
: combines C and M68K, and in both I declare some variables:

: main.c: void *buffer[80][2][10];
: fdrsec.s: .DATA
: FDsector: dc.w 0
buffer is local or global?
If you declare it as local do you allocate enough stack?
: If I now link these modules together, I get that 6400 bytes have been
: allocated for `buffer'--just as shd be--but FDsector (and other
: variables I defined in fdrsec.s) appear somewhere inside this buffer!
: In other words, suppose buffer points to 0x0000 and continues until
: 0x1800 (or whatever 6400 is in hex); then FDsector will point to, say,
: 0x0600. Clearly I get all kinds of problems with this.

: Am I doing something wrong? (I checked everything I could possibly
: think of.) Or is this some bug in PureC? And how do I prevent this
: from happening?

: Thanks in advance,

: -- Jules

2126. Display problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4f537p$gpv@m1.cs.man.ac.uk>
Source record: 10165

I've had my old STFM for quite a while, but this is a problem that has always been with it, and I've just learned to live with it. I'd like to fix it though so this is the problem - in medium resolution, and occasionally low resolution as well, pixels on the screen flicker uncontrollably. This makes text very difficult to read - for example, when using Monst2, I have to use the 'faint' command to reduce the text size otherwise bits of the text are unreadable. On bad days, even the faint text suffers from the flicker. The flickering is generally not individual pixels but more often lines of about 8 pixels with little dots around it. The Ultimate Ripper when I had it for a while was essentially unreadable, and doc displayers (eg Revenge) suffered the same problem. Once, after using the computer for a few hours, I suddenly noticed that the problem had disappeared. I originally thought it was probably a dodgy tv modulator since I use a tv, but, having made up a scart lead the other day, the problem was not solved. (although the display was noticably improved by the scart lead). I thought it may be a memory problem, but the screen ram is perfectly steady. Opinions anyone? I suspect it is the video shifter which is causing the bother. How much are new ones and what expertise is requried to fit it. (I'm alright with a soldering iron and have opened my ST up plenty of times to clean it or fix the damned mouse/joystick ports).

gaz

2127. XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: csuwi@csv.warwick.ac.uk
Message-ID: <4f4r87$4rb@dodger.csv.warwick.ac.uk>
Source record: 10166

Hi,

Is there any release of XaAES around yet? I remember back in the start of
Jan that Craig said about two weeks - has it been delayed?

Thanks,
Ben

+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
/// email: B.J.Bell@warwick.ac.uk
bjb Snail: Tocil 58M, University of Warwick, Coventry CV4 7AL
_/ "Rock and Roll Children, alone again. But you've got Rock and Roll!"
--
+-----------Ben Bell - Programmer, Musician and now a Student too!---------+
/// email: B.J.Bell@warwick.ac.uk
bjb Snail: Tocil 58M, University of Warwick, Coventry CV4 7AL
_/ "Rock and Roll Children, alone again. But you've got Rock and Roll!"

2128. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <4f5a9k$47k@cc.tut.fi>
Source record: 10167

: At the moment, I'm most likely to go the C route. The games we've been
: doing are written in Blitz basic, with some in-line assembler (which I've
: been led to believe should be one of the easiest parts to convert), so I
: now have just a couple of other questions...

: 1) Are there game-type libraries around for various C-compilers to handle
: sprites, hardware scrolling, sounds and the like. If so, then will my
: choice of C compiler affect which libraries will work?

Warwick Allison's C++ game programming library for GNU C++ seems quite
nice. You'll need _at least_ 4Mb to run GNU C++ and Warwick's library
is a bit old (no support for newer machines like Falcon).

:2) Not really another question I guess...Which C compiler (English language)?

Only free alternatives are SozobonX C
(ftp.fu-berlin.de (somehere like /pub/atari/programming/sozobonX))
and GNU C. With GNU C you need _at least_ 2MB of ram. Both of the
compilers are a bit 'unixy' to use.

- Eero

2129. RSC

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <4f4md7$a4v@bignews.shef.ac.uk>
Source record: 10168

Can anybody tell me where to get a resource file editor preferbly off the net.
I will be using it with thing on med res so I want it to make the half size
icons. But I also want to have a go at gem programming so if anyone can help
please do.
DAN.

2130. SOZOBONX Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <4f4mkk$a4v@bignews.shef.ac.uk>
Source record: 10169

Please will somebody help me use sozobonX I can't make it work even if I try
setting up environment wariables using a CPX CC.ttp can't find the compiler.
and if I try to run the programs by hand i.e. hcc, top, jas, and ld then when
I finally link I get _undef messages and a file called a.out is produced which
may be the beginnings of a program file but actually means 1 tenth of nothing
to me. I am learning C ant the moment on P.C's and I want to use the ST for
work. Partly cos I usually find it easier.
Thanks for any help
DAN

2131. Re: MIDI on ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-05 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960205110826.10247A-100000@iris.amp.uni-hannover.de>
Source record: 10170

```
On Sun, 4 Feb 1996, John Cartwright wrote:

> >
> > I don't know much about the ST, but I'm hoping one of you guys does!
> > I need to know how to open and send data to the ST's MIDI Port using C.
> >
> > If you know, please EMail me DIRECT at the address below. URGENT! :-)
>
> There's been a change of plan!
> Does anyone know how to do this using 68000 assembler?
> Thanks again.
>
Use BIOS calls :

Bios #1 int Bconstat (int dev);
Bios #2 int Bconin (int dev);
Bios #3 int Bconout (int dev, int databyte);

Use dev = 3 for accessing the MIDI port. Bconstat returns -1 ($FFFF) if
data is present, 0 otherwise. Calls in assembly language shown for
Bconout :

move.w databyte, -(sp) ; Provide data for output
move.w #3, -(sp) ; Provide port number for MIDI
move.w #3, -(sp) ; Call function number 3 (Bconstat)
trap #13 ; Do the BIOS call
addq.l #6, sp ; Clear the stack

The other two calls look the same, just replace the function number; you
find the return value in the lower 16 bit of D0 :

move.w #3, -(sp) ; Provide port number for MIDI
move.w #2, -(sp) ; Call function number 2 (Bconin)
trap #13 ; Do the BIOS call
addq.l #4, sp ; Clear the stack

Replace the number '2' in the second line by '1' in order to call
Bconstat.

Cheers Peter

--------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
--------------------------------------------------------------------
```

2132. Iconifying windows

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <31172367.82@imc.exec.nhs.uk>
Source record: 10171

I'm trying to implement a menu option that iconifies the current window in an app.

This doesn't work too well because to do the wind_set(WF_ICONIFY) I need to pass it the iconified window's x/y/w/h (*not* the original window's x/y/w/h), and I don't know any of the values!

The usual iconification procedure just reacts to the GEM WM_ICONIFY message, which passes these coords to the app which simply does a wind_set(m[3], WF_ICONIFY, m[4], m[5], m[6], m[7]).

How do I find out the values to pass to wind_set?

I'm using AES 4.1...

--Chris

2133. new pack algorithm

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <311723B1.41C6@in.tu-clausthal.de>
Source record: 10172

I implemented a compleetely new Pack algorithm in 68020 Assembler on my falcon. It is now in compleete test state, but it's running fast and effective. Perhaps this could be a possibility to make a 030 only memmory management for MinT whith online compression and swaping with cache, etc.

I'm not too much confirm with the internal structure of MinT. Perhaps someone could help me to get it in there.

Christof

2134. Re: XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <4f7ao0$5j6@nntp.hut.fi>
Source record: 10173

In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
Craig. Graham <Craig.Graham@ncl.ac.uk> wrote:
>Hi Ben....no, it's not really been delayed (much). I wasn't happy with
>the performance of TOSWIN with it, so I'm cobbling together a replacement
>console window before the beta (you cann't run a desktop yet so you need

Why don't you just slightly modify TOSWIN? If I've understood correctly,
XaAES has features that make it possible for TOSWIN to run without
being in busyloop and hence wasting CPU power for nothing.
I thought I would do this modification when XaAES would be available,
but of course it'd be great if someone else did it for me :-).

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

2135. Re: Iconifying windows

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.823610178@news.cwi.nl>
Source record: 10174

Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:

>I'm trying to implement a menu option that iconifies the current
>window in an app.

>This doesn't work too well because to do the wind_set(WF_ICONIFY)
>I need to pass it the iconified window's x/y/w/h (*not* the original
>window's x/y/w/h), and I don't know any of the values!

>The usual iconification procedure just reacts to the GEM WM_ICONIFY
>message, which passes these coords to the app which simply does
>a wind_set(m[3], WF_ICONIFY, m[4], m[5], m[6], m[7]).

>How do I find out the values to pass to wind_set?

Very well observed! And solution is... none. Iconify was designed
to work only when the user clicks on the iconifier in a window name
bar. The best you can do is do your own alignment of icons along
some other side of the screen...

Anyway, don't bother writing for MultiTOS because nobody really
uses it...

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 12079, 1100 AB Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

2136. Re: Games stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4f7tft$n7f@news.iesd.auc.dk>
Source record: 10175

In article <4eil4e$pek@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
> Jakob Johnsen <31jhj@but.auc.dk> wrote:
>
> C should be fast enough! I would say, get the game up and running and
> then see whether some parts need to be done in assembler...
>
> :and Assembly.. In this way you will learn the instructions from the
> :computers view, and learn how to increase the CPU preformence.. ;)
>
> which is necessary on the slow falcon?

No, it's just the way all programmers should do their things (including Micro$oft). Optimum performance from the current hardware.

Everything else is feeble programming. (Programming in the dark, without knowing anything about the machines architecture).

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

2137. Re: Itoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DMDBEA.Bo@cix.compulink.co.uk>
Source record: 10176

>I will be if I ever get round to ordering it :-)
:-) You won't be sorry.

>>If so, use stcl_d, stcl_h etc calls.
>I'm making do with sprintf() atm, fortunately all the calls had 10 as
>the radix.
Ah, I think I know what you want now. Convert a string to a long integer
with optional change of base? Try the ISO/ANSI strtol and strtoul functions.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2138. notmem()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823699144_OASIS_@swampdog.demon.co.uk>
Source record: 10177

Does anybody know how notmem() should function. Mine appears broken in
that it bombs when given an odd address, so do I write a new notmem()
or come up with say Notmem() which calls notmem() after it's checked
the address is even.

I know this is of little relevence as allocation has to return even
aligned blocks but what about on a system where this is not the case?

I'm just curious :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2139. Tsr to read joystick

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: mickey <mickey@two-dogs.demon.co.uk>
Message-ID: <3119A897.92D@two-dogs.demon.co.uk>
Source record: 10178

Hi there,
I'm trying to write a tsr program. What it needs to do is check for an input at the extra joystick port (STe), when it sees one it inserts a character into the keyboard buffer.

The idea is to make a remote control for Cubase. Using switches (instead of a joystick) to activate the transport controls in cubase.

I was thinking of using a desk accessory to install the tsr and then let the key assignments to be changed on the fly.

Problem is where do I start? Does the joystick generate an interupt? I don't want to uses a timer to call the tsr as this may upset Cubase's timing. I'm using Prospero C (freebie with ST mag) but no manuals :(

Any Help would be much appreciated, Mikey.

p.s. Please could you reply my email as i don't get on usenet very often.

mickey@two-dogs.demon.co.uk

2140. Re: Itoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4fb5h6$d9u@moacs11.moacs.indiv.nl.net>
Source record: 10179

```
In article <DMDBEA.Bo@cix.compulink.co.uk>,
Mark Baines <msbaines@cix.compulink.co.uk> wrote:
> Ah, I think I know what you want now. Convert a string to a long integer
> with optional change of base? Try the ISO/ANSI strtol and strtoul functions.

He was looking for the opposite, converting a long integer to a string.
ISO/ANSI/POSIX do not fully offer that functionality. Sprintf() only
handles octal, decimal and hexadecimal representation.

Waldi
--
"The last good thing written in C was Franz Schubert's Symphony number 9."
```

2141. How to switch FDC clock speed in MegaSTe?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: jules@cs.ruu.nl
Message-ID: <4fadpb$csm@krant.cs.ruu.nl>
Source record: 10180
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

does anybody know how to switch the FDC's clock speed from 8 MHz to 16 MHz (to read HD disks) and vice versa on an MegaSTe? I guess there shd be a hardware register for this and this shd be listed in the Profibuch--however, I have an older version which doesn't include the STe series. Any help will be much appreciated.

-- Jules

2142. Speedo GDOS question

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: hejral@feld.cvut.cz
Message-ID: <hejral.2.0@feld.cvut.cz>
Source record: 10181

Hello,

is there anybody who have experience with SPEEDO function
'vqt_get_table()' ??
I need to change mapping of Speedo characters to Atari ASCII table. I use
The Atari Compendium book, but result still not work :-(

PLEASE HELP !!!

Thanks
Martin

2143. Re: Itoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823796054_OASIS_@swampdog.demon.co.uk>
Source record: 10182

In article <DMDBEA.Bo@cix.compulink.co.uk>
msbaines@cix.compulink.co.uk ("Mark Baines") said:-

>>I will be if I ever get round to ordering it :-)
>:-) You won't be sorry.
>
>>>If so, use stcl_d, stcl_h etc calls.
>>I'm making do with sprintf() atm, fortunately all the calls had 10 as
>>the radix.
>Ah, I think I know what you want now. Convert a string to a long
>integer with optional change of base? Try the ISO/ANSI strtol and
>strtoul functions.

Thanks Mark :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2144. Re: Sozobon.

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <823796828_OASIS_@swampdog.demon.co.uk>
Source record: 10183

In article <4ekpqt$4t3@bignews.shef.ac.uk>
D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

>Well I have the sozobon c files but st guide always seems to crash
>on my 1 meg stfm.
>How am I supposed to use it? Can I rename st guide.acc to a prg file?
>I need to now the library info and how to use the different files.

Yes, st-guide will run as a program.

--

Guy Harrison

guy@swampdog.demon.co.uk

2145. Re: Speedo GDOS question

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: paa@hol.gr
Message-ID: <4fde6h$65o@newsflash.hol.gr>
Source record: 10184

Martin Hejral student K313 (hejral@feld.cvut.cz) wrote:
: Hello,

: is there anybody who have experience with SPEEDO function
: 'vqt_get_table()' ??
: I need to change mapping of Speedo characters to Atari ASCII table. I use
: The Atari Compendium book, but result still not work :-(

The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
NOT to the lookup tables. If you are interested I'll send my CPX which uses
this call to remap the TrueType lookuptable so I can read Greek.
Keep in mind the NVDI, at least the 3.01 ver, does not support this call :-(
I wrote a patch which allows me to change the tables, but it's not the same

: PLEASE HELP !!!

If you want the C source of the CPX module just email me!

: Thanks

You are welcome

: Martin

Panayiotis

2146. Re: Iconifying windows

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: ajalkane@lk-hp-11.hut.fi
Message-ID: <4fcuib$9nr@nntp.hut.fi>
Source record: 10185

In article <avg.823610178@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:
>>I'm trying to implement a menu option that iconifies the current
>>window in an app.
>Anyway, don't bother writing for MultiTOS because nobody really
>uses it...

No, please do bother writing for MultiTOS. Many people use it,
including me :-). Besides there is another AES clones coming
for MiNT that benefit for the MultiTOS code too.

Regards,
Arto Jalkanen
ajalkane@snakemail.hut.fi

2147. Re: How to switch FDC clock speed in MegaSTe?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4fdpb2$kua@moacs11.moacs.indiv.nl.net>
Source record: 10186
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

```
The hardware register (16 bits) is at 0x860e:w. Bit 0 determines
the clock speed (1 => 16MHz), bit 1 controls the drive (1 =>
density signal (pin 2) high).

Waldi
--
"The last good thing written in C was Franz Schubert's Symphony number 9."
```

2148. Re: Iconifying windows

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4fci3s$il8@bbcnews.rd.bbc.co.uk>
Source record: 10187

avg@cwi.nl (Annius Groenink) wrote:
>
> Chris Ridd <C.Ridd@imc.exec.nhs.uk> writes:
>
> >I'm trying to implement a menu option that iconifies the current
> >window in an app.
>
>
> Very well observed! And solution is... none. Iconify was designed
> to work only when the user clicks on the iconifier in a window name
> bar. The best you can do is do your own alignment of icons along
> some other side of the screen...
>
> Anyway, don't bother writing for MultiTOS because nobody really
> uses it...
>
Hang on, doesn't Magic allow iconifying windows? Or is that a different
protocoll (which would be particularly daft).

-David White

2149. Lattice vs Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4fchoo$54f@studs.sci.kun.nl>
Source record: 10188

Hi,

My basic question is: Do I want to get Lattice C? I already have Pure C 1.1, but I find out that support for the latest TOSes (I have a Falcon) is not complete. I could of course hack my own function calls for stuff like VsetScreen() (and have done so) but this is not my favourite solution.

I spent the best part of yesterday trying to convert the XaAES logo program source form Lattice to Pure C. I had to make an rc_intersect() (luckily I could cut that from the EnhancedGEM sources). I finally got it to work, but the logo is distorted and I get two bombs on exit. And this program is _really_ small...

So how does Lattice C (which is the only currently supported C, right?) compare to Pure C? Pure _used_ to produce faster, shorter code. But even stuff I program myself seems to be rather buggy under MiNT/MultiTOS. (Well, that could be my fault, of course...)

What I like about Pure C is its development environment (nice integrated help and stuff), its compiler speed, its code tightness and speed, and the integrated assembler. How does Lattice compare on these points? (_Is_ there an assembler or would I have to get Devpac?)

Lastly, is there some sort of upgrade path (HiSoft taking my Pure C originals and give some money for it :-) ?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2150. Re: 14 Bomben, d.h.?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-08 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.960208122717.7543C-100000@[130.225.56.177]>
Source record: 10189

On Thu, 1 Feb 1996, Peter Rottengatter wrote:

> > 1 bomb = Reset
> >
> This one never occurs that way, it always directly restarts the computer.

I know.. But, if it was displayed, you would only see one single Bomb.. :)

> > 2 bobms = Bus Error
> > 3 Bombs = Invalid Instruction..
> > and so on...
> >
> The latter is wrong :
> 3 Bombs = Address Error
> 4 Bombs = Invalid Instruction
> 8 Bombs = Privilege Violation

Well.. Nobodys perfect.. ;) ..I can never remember the order of those
after 2 bombs.. :/

Greets Jakob

2151. Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <DMHAI0.Ky8@eunet.ch>
Source record: 9990

Hi folks,

I just started with game programming on the falcon.
I want to write a 3D-game and am using C, eventually
with some assembler.
My biggest problem: I come from the PC and Mac-world and
therefore I have serious problem to figure out how to get
the best out of my Falcon.
One example: I made a little program with two swap-screens
to figure out how fast the falcon is in 15 bit mode.
I noticed that the framerate dropped dramatically when I
moved the mouse during the animation.
I assume that it has something to do with some kind of system
interrupts, but I have no idea.
I'd really appreciate if someone has some basic C-routine, like
"hello world", just for games, which includes all the typical,
needed initializations to get a game going on the falcon.
Any help would be appreciated.

2152. file format of Sound Designer I and Avalon

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: Christoph.Wawrosch@univie.ac.at
Message-ID: <4ff81i$1pmo@ftp.univie.ac.at>
Source record: 9991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,alt.binaries.sounds.midi,alt.binaries.sounds.misc,alt.binaries.sounds.music,alt.binaries.sounds.samples.music,alt.binaries.sounds.utilities,alt.music.midi,alt.music.midiweb,de.alt.binaries.sounds,comp.sys.ibm.pc.soundcard.tech,pronet.sound&musik

Hi everybody,

does anybody know where I could get the specifications of the sample format
of the sample editors Sound Designer (Digidesign) and Avalon (Steinberg)?
Both programs are rather out of date and ran on the Atari St platform.

Any information would be highly appreciated!

chris

Christoph Wawrosch
Institut fuer Pharmakognosie
Universitaet Wien
Althanstr. 14, A-1090 Wien, Austria
email: christoph.wawrosch@univie.ac.at

2153. Re: Speedo GDOS question

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <311B5ECF.44@imc.exec.nhs.uk>
Source record: 9992

Andriopoulos Panagiotis wrote:
> The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
> NOT to the lookup tables.

Could you post a better description of the call to the net perhaps?

--Chris

2154. Re: Lattice vs Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: Chris Ridd <C.Ridd@imc.exec.nhs.uk>
Message-ID: <311B6221.1F25@imc.exec.nhs.uk>
Source record: 9993

Sander Stoks wrote:
> My basic question is: Do I want to get Lattice C? I already have
> Pure C 1.1, but I find out that support for the latest TOSes (I have a
> Falcon) is not complete. I could of course hack my own function calls
> for stuff like VsetScreen() (and have done so) but this is not my
> favourite solution.

An easy and cheap solution is to use the free MiNTlibs (and gemlibs?)
which work on Pure C as well as gcc and Lattice. The MiNTlibs certainly
support more recent GEMDOS calls..

> So how does Lattice C (which is the only currently supported C,
> right?) compare to Pure C?

Lattice is not being developed any more. It is still supported in a
sense, however Hisoft are not keen to release any more versions.

> (_Is_ there an assembler or would I have to get
> Devpac?)

Yes there is an assembler. It works but isn't as good as (say) Devpac.

--Chris

2155. Re: file format of Sound Designer I and Avalon

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: John Blakeley <jsb101@unix.york.ac.uk>
Message-ID: <4ffvf9$2q8@netty.york.ac.uk>
Source record: 9994
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,alt.binaries.sounds.midi,alt.binaries.sounds.misc,alt.binaries.sounds.music,alt.binaries.sounds.samples.music,alt.binaries.sounds.utilities,alt.music.midi,alt.music.midiweb,de.alt.binaries.sounds,comp.sys.ibm.pc.soundcard.tech,pronet.sound&musik

Many moons ago, I wanted to do the same thing but couldn't locate any info. What I ended up doing was creating a sample in Avalon that was 100 samples long - 16bit. Then, in the sample info page I filled in all the data I could, loop points, comments, etc, making them all different. Then I did a hex dump of it and worked out what every character meant!! It took ages, but then I still havent received any replies to my original enquiries, and that was about 4 years ago.

I don't have this info any more, but hope the suggestion helps!

John.

2156. 68000 disassembler source code needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-09 00:00:00 UTC
From: S94 <gearyp@cs.man.ac.uk>
Message-ID: <311B469A.41C67EA6@cs.man.ac.uk>
Source record: 9995

Could anyone point me in the direction of a 68000 disassembler source code listing - written in preferably 80x86, otherwise in C.

Thanks.

2157. Re: Lattice vs Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-10 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4fi46k$k2c@nyheter.chalmers.se>
Source record: 9996

In article <4fchoo$54f@studs.sci.kun.nl>,
Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>
> My basic question is: Do I want to get Lattice C? I already have
>Pure C 1.1, but I find out that support for the latest TOSes (I have a
...
> So how does Lattice C (which is the only currently supported C,
>right?) compare to Pure C? Pure _used_ to produce faster, shorter
>code. But even stuff I program myself seems to be rather buggy under

PureC should only produce faster executables for very simple code
(or code with lots of function calls). It's optimizer is almost
non-existent, but it does really good register allocation.

Lattice C has a very good optimizer, but its register allocation often
lets it down. Especially it seems to have problems optimizing when you
use 16 bit ints. I've had code run twice as fast when compiled with
32 bit ints, for no reason other than that the optimizer got confused
by the 16 bit ints.

GCC beats both the others when it comes to optimization, but its
inability to handle register parameters to functions can cause
performance drops sometimes.

I did a comparative test between GCC, Lattice C and TurboC some years
back, compiling MGIF with full optimizations on all of them (that was
the beginning of my involvment with MGIF, by the way).

While the TurboC code was slightly faster at a few things, it also lost
by as much as six (6) times at other code because of the lack of
optimization.
I've not seen any real difference between the code produced by PureC
and the TurboC version that was used for the test back then.

I could probably dig up that old article if anyone's interested.

> What I like about Pure C is its development environment (nice
>integrated help and stuff), its compiler speed, its code tightness and
>speed, and the integrated assembler. How does Lattice compare on
>these points? (_Is_ there an assembler or would I have to get

The lack of a source level debugger was always the main problem with
Lattice C IMO, but there is supposed to be a third party one available
by ftp nowadays. On line documentation can be had via ST-Guide and the
environment for the later Lattice versions was much better than the
PureC/TurboC ones IMO.

Naturally, compile speed is important as well and there's nothing that
comes close to PureC for that.

I myself use GCC at least 99% of the time nowadays.
It looks like it's the only one of the three that's still supported.
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2158. Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-10 00:00:00 UTC
From: stosser@neon
Message-ID: <4fi8in$avc@neon.airtime.co.uk>
Source record: 9997

Hi Peeps
Looking for a sub routine that will take the current date, ie DDMMYYYY
and return the actual day ie: Mon, Tues, Wen etc etc
Something as small as possible that will also take into consideration
leap years and will work from any year to any year

Put simply, I need to know the actual day name, of any given date,

Please help if possible, Many thanks :)

BTW, Any Basic Launguage will do as I should be able to convert it<?>

Cheers......!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

2159. DSP - matrix setup & LOD files

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-10 00:00:00 UTC
From: ee11aw@surrey.ac.uk
Message-ID: <4fif2a$al2@info-server.surrey.ac.uk>
Source record: 9998

Hi,

I'm trying to write a program which uses the DSP - however I'm having problems setting the matrix & loadinig DSP files. What I need to know is:

1. How can I configure the matrix to do the folowing;

a. ADC -> DSP -> DAC (i.e. Add a DSP effect to sound going from the mic input to the headphone output)
b. DMAplay -> DSP -> DACa (i.e. Add a DSP effect to a sample file being played back)
c. ADC -> DSP -> DMArecord (i.e. Add a DSP effect whilst recording a sound file)

(I know I'm supposed to use the Devconnect() command, but every combination I try doesn't seem to work.)

2. How do I load .LOD files? I have the 'Modern Atari System Software' (?) book that lists all the commands but it just confuses me - which functions should be used, and how do I know how much memory should be allocated for the .LOD file. (The .LOD file's I'll be using are those that come with WinRec - I might right my own later, but I want to test the DSP set up now.) The book gives some wierd formula for working this out - but as I don;t know much about the X,Y, and P registers of the DSP it doen't make any sense to me.

Thanks for any assistance.

Please email any replies to: ee11aw@surrey.ac.uk
(This is because I can only check the newsgroups about every month or so)

2160. Re: Itoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-10 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DMKLt0.Ly5@cix.compulink.co.uk>
Source record: 9999

>He was looking for the opposite, converting a long integer to a string.
Ah, I should pay more attention to the thread. ;-)

>ISO/ANSI/POSIX do not fully offer that functionality. Sprintf() only
>handles octal, decimal and hexadecimal representation.
Yes, there's Lattice stci_d family which only do dec, oct and hex.
I wrote one for binary. Low base numbering systems aren't that difficult.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2161. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-10 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4fipif$evd@neon.airtime.co.uk>
Source record: 10000

```
10 rem Day Of Week Subroutine 10 Feb 1996
100 WD_DATE$=date$
110 gosub 10000 : rem What day is it?
120 print "The day on ";WD_DATE$;" was/is a ";WD_DAY$
130 if WD_DAY$="?" then print "(";WD_ERR$;")"
140 end
10000 if WD_FLAG then 10120 : rem If already been here once, do not
need to initialise array
10010 WD_ERR$=""
10020 dim WD_DAYS$(7)
10030 rem do not READ them into array as DATA as this could cause the
main pgm to get confused with its own data
10040 WD_DAYS$(1)="Sunday"
10050 WD_DAYS$(2)="Monday"
10060 WD_DAYS$(3)="Tuesday"
10070 WD_DAYS$(4)="Wednesday"
10080 WD_DAYS$(5)="Thursday"
10090 WD_DAYS$(6)="Friday"
10100 WD_DAYS$(7)="Saturday"
10110 WD_FLAG=true
10120 WD_DAY#=val(left$(WD_DATE$,2))
10130 WD_MONTH#=val(mid$(WD_DATE$,4,2))
10140 WD_YEAR#=val(right$(WD_DATE$,4))
10150 if WD_DAY#>0 and WD_DAY#<32 then 10190
10160 WD_ERR$="Day is invalid"
10170 WD_DAY$="?"
10180 goto 10900
10190 if WD_MONTH#>0 and WD_MONTH#<13 then 10230
10200 WD_ERR$="Month is invalid"
10210 WD_DAY$="?"
10220 goto 10900
10230 if WD_YEAR#>1752 then 10270
10240 WD_ERR$="Year must be after 1752"
10250 WD_DAY$="?"
10260 goto 10900
10270 WD_K#=int(0.6+(1/WD_MONTH#))
10280 WD_L#=WD_YEAR#-WD_K#
10290 WD_O#=WD_MONTH#+12*WD_K#
10300 WD_P#=WD_L#/100
10310 WD_Z1#=int(WD_P#/4)
10320 WD_Z2#=int(WD_P#)
10330 WD_Z3#=int((5*WD_L#)/4)
10340 WD_Z4#=int(13*(WD_O#+1)/5)
10350 WD_Z0#=WD_Z4#+WD_Z3#-WD_Z2#+WD_Z1#+WD_DAY#-1
```

```
10360 WD_Z0#=int(WD_Z0#-(7*int(WD_Z0#/7))+1)
10370 WD_DAY$=WD_DAYS$(WD_Z0#)
10900 return
```

Tony, this should do it!

Martin (aka Sinbad of Effect)

2162. Speedo Fonts in G_PROGDEF

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4fkanu$9i6@inca01.inca.co.nz>
Source record: 10001

I have just been playing with G_PROGDEF objects in my dialog boxes.

having written check-boxes and radio-buttons that mimic the behaviour on Widows and Mac, using G_PROGDEFs,

All this was done using Speedo 4.1 under GEM AES 4.1, with MiNT 1.12, with memory protection 'on'. I run a 20 Mbyte TT with TOS 3.05, and usually have between 8 and 12 Mbytes of RAM left when running the generated code.

I thought it would be straighforward to implement a font sample inside a dialog box using G_PROGDEF, and drawing the text within it using v_ftext.

But, to my horror, I find that it seems to bring the system to a "you must reboot" stage any time I use any Speedo calls within the G_PROGDEF code. Standard VDI calls work OK.

My general algorithm in Lattice C 5.60 is as follows:
(I've snipped out obvious clipping/positioning code)

There are no AES calls within the PROGDEF code.

```
int __stdargs __saveds progdef_callback( PARMBLK *pbptr )
{
sint16 fnum;
sint16 fsm;
schar8 name[32+1];
sint16 d;

fnum = vqt_f_name( vhandle, font_in_list, name, &fsm );
vst_font( vhandle, fnum );
vst_arbpt32( vhandle, 0x98000, &d, &d, &d, &d ); // 9.5 point text

//positioning... set x, y

v_ftext( vhandle, x, y, name );

return 0;
}
```

So, is it a bug in Speedo, GEM, or my code?

--

Quote For The Month: "This Time For Sure"

2163. v_justified characters missing

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4fkoei$4rt@gcsin3.geccs.gecm.com>
Source record: 10002

having just got interested in actually programming on the atari I've tried
to write a small program, the problem is that using v_justified misses the
first two characters of the string. Most of the program was copied from
COMPUTE! VDI book.
Any help would be greatly apprieciated.

The following program prints

TEST ITEM G1
S T I T E M V 1

TEST ITEM G2
S T I T E M V 2

etc
I've programmed in 'C' for a while, but this is my first attempt at GEM/VDI
, I'm using a 1040STFM TOS 1.4 4MB with Lattice C 5.5. It even gives me the
problem when run with no AUTO or ACC's.

Andy.

```
-----------------------------------------------
#define TRUE 1
#define FALSE 0
#define NORMAL 0x0000

#include <osbind.h>
#include <vdi.h>

/* Global variables - For VDI bindings, etc */

short contrl[12], intin[128], ptsin[128], intout[128], ptsout[128];

short handle;

short work_in[12], work_out[57];

/* Initialisation starts here */

void main( void)
{
short x, nul, button, charh, charw, cellh, cellw;

button = 0;

/* Initialise the GEM application */

appl_init();
```

```
/* Initialise input array, get the physical workstation handle,
and open the Virtual Screen Workstation */

work_in[0] = Getrez()+2;

for( x=1, work_in[10]=2; x<10; work_in[x++]=1);

handle = graf_handle( &charh, &charw, &cellh, &cellw);
v_opnvwk( work_in, &handle, work_out);

v_hide_c( handle);
v_clrwk( handle);

/* perform the graphics demos */

v_gtext( handle, 20,cellh,"TEST ITEM G1");
v_justified( handle, 20, cellh*2, "TEST ITEM V1",
100, FALSE, FALSE);

v_gtext( handle, 20,cellh*4,"TEST ITEM G2");
v_justified( handle, 20, cellh *5, "TEST ITEM V2",
100, FALSE, TRUE);

v_gtext( handle, 20,cellh*7,"TEST ITEM G3");
v_justified( handle, 20, cellh *8, "TEST ITEM V3",
100, TRUE, FALSE);

v_gtext( handle, 20,cellh*10,"TEST ITEM G4");
v_justified( handle, 20, cellh*11, "TEST ITEM V4",
100, TRUE, TRUE);

/* wait until the mouse button is pushed, then close the virtual
workstation, and exit from the application */

while( button==0) vq_mouse( handle, &button, &nul, &nul);

v_show_c( handle, TRUE);
v_clsvwk( handle);

appl_exit();

} /** end main() **/

/*** end work.c ***/
```

2164. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4fkk8n$844@gcsin3.geccs.gecm.com>
Source record: 10003

stosser@neon (Tony Greenwood) wrote:
> Hi Peeps
> Looking for a sub routine that will take the current date, ie DDMMYYYY
>and return the actual day ie: Mon, Tues, Wen etc etc

If you find one, I'd be grateful if you could farward it to me.

Thanks

Andy

2165. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4fkk2r$844@gcsin3.geccs.gecm.com>
Source record: 10004

stosser@neon (Tony Greenwood) wrote:
> Hi Peeps
> Looking for a sub routine that will take the current date, ie DDMMYYYY
>and return the actual day ie: Mon, Tues, Wen etc etc

If you find one, I'd be grateful if you could forward it to me.

Thanks

Andy.

2166. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Andrew Owen <andrew.owen@gecm.com>
Message-ID: <4fkk9a$844@gcsin3.geccs.gecm.com>
Source record: 10005

stosser@neon (Tony Greenwood) wrote:
> Hi Peeps
> Looking for a sub routine that will take the current date, ie DDMMYYYY
>and return the actual day ie: Mon, Tues, Wen etc etc

If you find one, I'd be grateful if you could farward it to me.

Thanks

Andy

2167. Re: Speedo GDOS question

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: ackerman.29@postbox.acs.ohio-state.edu
Message-ID: <ackerman.29-1102961512050001@gb107samac.acs.ohio-state.edu>
Source record: 10006

In article <4fde6h$65o@newsflash.hol.gr>, paa@hol.gr (Andriopoulos Panagiotis) wrote:

> Martin Hejral student K313 (hejral@feld.cvut.cz) wrote:
> : Hello,
>
> : is there anybody who have experience with SPEEDO function
> : 'vqt_get_table()' ??
> : I need to change mapping of Speedo characters to Atari ASCII table. I use
> : The Atari Compendium book, but result still not work :-(
>
> The A.C is wrong! The vqt_get_table() returns a pointer to a linked list.
> NOT to the lookup tables. If you are interested I'll send my CPX which uses
> this call to remap the TrueType lookuptable so I can read Greek.
> Keep in mind the NVDI, at least the 3.01 ver, does not support this call :-(
> I wrote a patch which allows me to change the tables, but it's not the same
>
> : PLEASE HELP !!!
>
> If you want the C source of the CPX module just email me!
>
> : Thanks
>
> You are welcome
>
> : Martin
>
> Panayiotis

So where can one find your .CPX? I've been fighting with getting a cyrillic True Type font to work with Speedo. So far I haven't had much luck.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

2168. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: stosser@neon
Message-ID: <4fl413$sql@neon.airtime.co.uk>
Source record: 10007

Andrew Owen (andrew.owen@gecm.com) wrote:
: stosser@neon (Tony Greenwood) wrote:
: > Hi Peeps
: > Looking for a sub routine that will take the current date, ie DDMMYYYY
: >and return the actual day ie: Mon, Tues, Wen etc etc

: If you find one, I'd be grateful if you could forward it to me.

Yes, got this one, the one in this thread, and another sent direct,
both work great, let me know if you need the other,

Now sorted for myself THANKS EVERYONE :))

Let me know if you want the other routine Andrew?

Cheers...........!ynoT

2169. Re: Lattice vs Pure C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: mcareyb@cix.complink.co.uk
Message-ID: <AD4412F196682891B@peckham.compulink.co.uk>
Source record: 10008

>GCC beats both the others when it comes to optimization, but its
>inability to handle register parameters to functions can cause
>performance drops sometimes.
>
>
>I did a comparative test between GCC, Lattice C and TurboC some years
>back, compiling MGIF with full optimizations on all of them (that was
>the beginning of my involvment with MGIF, by the way).
>

I found with a simple program to find primes up to 60000 that Lattice C
(31 secs) beat GCC (49 secs) hands down, (Both optimised with 16 bit ints).
While the same code run under MagicMac on my 25Mhz 680LC40 LC475 using
Lattice C and Mac using Think C took an identical amount of time (3 secs),
but under Spectre on the 8Mhz 68000 ST the Think code was the slowest (58
secs) (this is just the calculation with no screen work).

>The lack of a source level debugger was always the main problem with
>Lattice C IMO, but there is supposed to be a third party one available
>by ftp nowadays. On line documentation can be had via ST-Guide and the
>environment for the later Lattice versions was much better than the
>PureC/TurboC ones IMO.
>Naturally, compile speed is important as well and there's nothing that
>comes close to PureC for that.
>
>I myself use GCC at least 99% of the time nowadays.
>It looks like it's the only one of the three that's still supported.
>--

I use X-Debug on the ST for source code debugging the lack of structure
support is a pain but it better than assembler level debugging.

Of course GCC is more than just a C compiler as it does C++ as well which
is nice. I redirect the stderr error messages to a file to make it easy to
find source code problems.

Matthew

Matthew Carey
http://www.compulink.co.uk/~peckham/

2170. vqt_get_table()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Andriopoulos Panagiotis <paa@prometheus>
Message-ID: <Pine.SOL.3.91.960211210929.21696A-100000@prometheus>
Source record: 10009

Some people asked me to post details about the vqt_get_table() function. First I want to make clear that I dont have any official docs for this nice function. I found its usage by disassembling SpeedoGDOS. It worked on my machine, it will probably work on your machine but if it doesn't please dont blame me :-)

First add the following text to your "vdi.h"

```
/* begin */

typedef struct speedomaps {
struct speedomaps *next;
unsigned int id;
int *table;
int dummy;
}SPEEDOMAPS;

void vqt_get_table(int handle, SPEEDOMAPS **map);

/* end */
```

map will be filled with a pointer to a SPEEDOMAPS structure

As you can see the SPEEDOMAPS structure contains:

a pointer to the next SPEEDOMAPS structure if one exists,

an integer value which distinguishes the various mappings, possible values are:
For Speedo fonts : 0x3030, 0x3031, 0x3032, 0x3131, 0x3132, 0x3133, 0x3134
For Postscript Type 1 : 0x5431
For TrueType : 0x5454

a pointer to an array of 224 integers which is used as a lookup table for ASCII 32 to ASCII 255 and

an integer which I dont know its purpose, if it has any.

So if somebody wants to change the mappings, calls vqt_get_table() to get the pointer, then walks through the list until he matches the id he is searching (you shouldn't expect that all of the above id's exist under all versions of SpeedoGDOS). Now you either change the pointer to your table or you change the internal table values. I dont know which method is legal but which ever you take keep in mind that there is no function to restore the default values. It's up to you to take a copy of the default data.

Another method to change the mappings is by creating a file called SPDCHAR.MAP . Its structure is very simple. For each mapping you want to change you put its id followed by 224 words. Simple. Note that you dont have create tables for all possible ids and also there isn't any order you have to follow if SPDCHAR.MAP contains mappings for more than 1 id. The new mappings are set during the boot.

I had a very good motive to find out how to change the mappings. I'm Greek and when SpeedoGDOS 5 was released I hoped that at last I could use some decent Greek TrueType fonts. Imagine how I felt when I realised that most Greek characters where vanished! I hope other "minorities" of the Atari world will find this text helpfull. The bad news are that NVDI 3.01 (dont know for newer versions) does not support the vqt_get_table(). Its a shame because it spoils an otherwise perfect piece of code

I wrote a patch which changes the way NVDI builds the lookup tables in NVDI.FIF but its not the same :-(

Thats all folks

Panayiotis

2171. Re: Tsr to read joystick

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960211191608.11652A-100000@iris.amp.uni-hannover.de>
Source record: 10010

```
On Wed, 7 Feb 1996, mickey wrote:

>
> Problem is where do I start? Does the joystick generate an interupt? I
> don't want to uses a timer to call the tsr as this may upset Cubase's
> timing. I'm using Prospero C (freebie with ST mag) but no manuals :(
>
Any data packet from the keyboard processor (joystick data also arrives
that way) causes an MFP interupt. Dunno the number from memory. But you
don't need to change this vector, as the kernel interupt processes the
data via a list of vectors, each specifically for a particular event,
like key presses, mouse data, or joystick data, so you just have to
replace the joystick vector. The address of that list is returned by
Kbdvbase(), an xbios call.
After you installed your routine you must also tell the keyboard
processor to look for joystick movements and to report them.

Cheers Peter

-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
-------------------------------------------------------------------------
```

2172. Re: v_justified characters missing

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <824148986_OASIS_@swampdog.demon.co.uk>
Source record: 10011

In article <4fkoei$4rt@gcsin3.geccs.gecm.com>
Andrew Owen <andrew.owen@gecm.com> said:-

>having just got interested in actually programming on the atari I've
>tried to write a small program, the problem is that using v_justified
>misses the first two characters of the string. Most of the program
>was copied from COMPUTE! VDI book.
>Any help would be greatly apprieciated.
>
>The following program prints
>
> TEST ITEM G1
> S T I T E M V 1
>
> TEST ITEM G2
> S T I T E M V 2
>
>etc
>I've programmed in 'C' for a while, but this is my first attempt at
>GEM/VDI , I'm using a 1040STFM TOS 1.4 4MB with Lattice C 5.5. It even
>gives me the problem when run with no AUTO or ACC's.

I nearly just answered without compiling it first - good job really.

I was going to say that v_justfied() needs GDOS and leave it at that
but it worked fine on my 520STFM TOS 1.4 4Mb with and without NVDI and
with and without MagiC using Mark Williams C 3.0.9.

This begs the question - is Lattice at fault? Over to somebody else!

--

Guy Harrison

guy@swampdog.demon.co.uk

2173. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <6618rcain@nest.demon.co.uk>
Source record: 10012

```
On 10 Feb 96 stosser@neon wrote:

s> Hi Peeps
s> Looking for a sub routine that will take the current date, ie
s> DDMMYYYY and return the actual day ie: Mon, Tues, Wen etc etc
s> Something as small as possible that will also take into
s> consideration leap years and will work from any year to any year
s>
s> Put simply, I need to know the actual day name, of any given date,
s>
s> Please help if possible, Many thanks :)

Here's a Modula-2 source:

IMPLEMENTATION MODULE Dates;

FROM Strings IMPORT Copy;

PROCEDURE Julian(Year,Month,Day:CARDINAL):LONGCARD;

VAR
Temp,Temp2:CARDINAL;

BEGIN
IF (Year<0) OR (Month<1) OR (Month>12) OR (Day<1) OR (Day>31)
THEN RETURN 0 END;

IF Year<100 THEN Year:=Year+1900 END;
IF Month<3 THEN Temp:=1 ELSE Temp:=0 END;
Temp2:=32075-Day-(367*(Month-2+Temp*12)) DIV 12+
(3*(Year+4900-Temp) DIV 100) DIV 4;
RETURN (1461*LONGCARD(Year+4800-Temp)) DIV 4
-LONGCARD(Temp2);
END Julian;

PROCEDURE JulToYMD (JulianDay:LONGCARD;VAR Year,Month,Day:CARDINAL);

VAR
TempA,TempB,TempC:LONGCARD;
TempA1:CARDINAL;

BEGIN
TempA:=JulianDay+68569;
TempB:=(4*TempA) DIV 146097;
TempA:=TempA-(146097*TempB+3) DIV 4;
TempC:=4000*(TempA+1) DIV 1461001;
TempA:=TempA+31-(1461*TempC) DIV 4;
Month:=CARDINAL((80*TempA) DIV 2447);
```

```
Day:=CARDINAL(TempA)-(2447*Month) DIV 80;
TempA1:=Month DIV 11;
Month:=Month+2-12*TempA1;
Year:=100*CARDINAL(TempB-49)+TempA1+CARDINAL(TempC);
END JulToYMD;

PROCEDURE DayWeek (Year,Month,Day:CARDINAL;VAR DayNum:CARDINAL;
VAR DayName:ARRAY OF CHAR);
CONST
Days = "SunMonTueWedThuFriSat";

VAR
Cent,Yr,Temp:CARDINAL;

BEGIN
IF (Year<0) OR (Month<1) OR (Month>12) OR (Day<1) OR (Day>31)
THEN
DayNum:=9;
DayName:='ERR';
RETURN
END;
IF Year<100 THEN Year:=Year+1900 END;
Month:=Month-2;
IF (Month<1) OR (Month>10) THEN
Month:=Month+12;
Year:=Year-1;
END;
Cent:=Year DIV 100;
Yr:=Year MOD 100;
Temp:=(TRUNC(2.6*FLOAT(Month)-0.2)+Day+Yr+(Yr DIV 4)+(Cent DIV 4)
-Cent-Cent) MOD 7;
IF Temp<0 THEN Temp:=Temp+7 END;
DayNum:=Temp;
Temp:=3*Temp;
Copy(Days,Temp,3,DayName);
END DayWeek;

END Dates.
```

Roger
rcain@nest.demon.co.uk

--

2174. Cheap Jaguar Dev. Kit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-11 00:00:00 UTC
From: roine@stacken.ct.se
Message-ID: <ftn_2.204.219_11e68bc0_Roine@stacken.ct.se>
Source record: 10013

```
------------------------------------------------- 951231
Info about the Jaguar Server.
-------------------------------------------------
Current hardware revision B.
BootROM B001, JagOS version 1.07

A | in front of a line means that some new stuff
has been typed in there since the last info file...
-------------------------------------------------

The Jaguar Server project started out in August '94. The goal
was to make a cheap developer kit for anyone that wanted to
program for the Jaguar. Atari's own developer kit was $5500 and
that was WAY to much if you just wanted to hack and program the
Jaguar just for the fun of it.

The very first prototype was built around the Mega ST's 'MegaBus'
All of it was hand wired together using a total of 21 IC's.
I can tell you that this board had VERY little empty space on it..
This prototype was soon scraped, as i begun work on the Rev A
board, using a different approach this time. It was built for the
cartridge port and could then be used on all Atari computers not
just the ones having a 'MegaBus'.
To keep the cost down, i also decided to use the Jaguar's 2MB
main memory and not include any expensive RAM chips in the Jaguar
Server hardware.

The Rev A board was up and running with very simple software in
Februari '95. As the Rev A board had some small flaws, i made
some changes to the layout and came up with the Rev B board.

More serious work now begun on the Software - The Shell running
on the Atari computer and the JagOS - Running on the Jaguar.

-------------------------------------------------
General Info.
-------------------------------------------------

* Use the Jaguar Server kit to develop Jaguar programs !

* The Jaguar Server runs on all Atari ST/STE/Falcon/TT computers.

* The hardware plugs into your computers cartridge port. From the
cartridge hardware goes a 40 pin ribbon cable into the Jaguar.

* Uses a slightly modified standard Jaguar. You send our Jaguar
to me for modification, and i'll send it back to you.
```

* You can change betweeen 'modified' and 'orginal' Jaguar by the
flick of a switch. A reset button is also installed.
ABSOLUTELY _NO_ compability problems with Jaguar games.

* No programing restrictions apart from a 2Mb main memory limit
in the Jaguar. Future software updates will be able to upload
data at the command of a running Jaguar program.

* You use the Jaguar Server software to upload programs/data to
the Jaguar. The software looks best in resolutions over 640*400.

* Software updates to JagOS (Jaguar Operating System) are possible
without burning a new EPROM chip simply by using newer software.

| * Upload transfer rate is currently 83 Kbyte per second on a 8 Mhz
| Atari and 131 Kbyte per second running at 16 Mhz.

* Use the Devpac 3 assembler or any other code generator to write
programs.

* A remote debugger is under development.

* Software updates and info are availible on InterNet World Wide Web
at http://www-und.ida.liu.se/~t94patsa/jserver.html
and by filerequest with any FidoNet compatible mailer to
STacken BBS on FidoNet 2:204/219 under the magic name JSERVER

* A Jaguar Server Developer Mailing list are availible for
programming discussions. NOT open for anyone.
E-mail to nat@zumdick.rhein-main.de for more info

* The Jaguar Server development kit contains this...

+ Jaguar Server cartridge (hardware)
+ Jaguar Server Shell & JagOS (software)
+ Switches, ribbon cable, connectors and everything else
that you need to start programming right away.
+ A few Jaguar (*.JAG) programs and example source code.

* IT DOES _NOT_ CONTAIN THE FOLLOWING... You have to get these
things yourself....

- No 68000 or Atari RISC assemblers.
- No Jaguar technical documentation.

* 'Hacker' experience and good knowledge of assembler programming
is STRONGLY recommended because of lacking Jaguar technical
documentation.

* The Jaguar Server is NOT connected to Atari Corp. in ANY way.

* _Introduction_ price is :

3400 Skr
| 730 DM
| 330 GBP

```
| 510 USD for the Jaguar Server and a new Jaguar console
(Swedish PAL without game!), modified and ready
to be used directly.

1500 Skr
| 325 DM
| 145 GBP
| 225 USD for the Jaguar Server and modification.
You send your Jaguar to us...

Shipping is NOT included in these prices and will be added!
Around 200 Skr for shipping is normal.

------------------------------------------------
Some technical info.
------------------------------------------------
A Jaguar (*.JAG) program is built around a header. There are
currently five different headers, each with it's own use
and advantages depending on the development environment and
programs.
For example, one of the headers looks like this (for Devpac 3)

*---------------------------------------------------------------*
* Standard JagOS 3 Upload & Run parameters. *
* ? Roine 950420 *
*---------------------------------------------------------------*
OUTPUT i:\*.JAG * Output standard Atari Executable.

down EQU $5000 * Download adress in Jaguar.
start EQU $5000 * Program start adress in Jaguar.
OPT D- * No debugging info.

dc.b 'JAGR' * Magic to skip Devpac Header.
dc.w 3 * JagOS 3 - Recive & Run.
dc.l down * Download adress.
dc.l c_end-c_start * Lenght of Jaguar Code.
* A dc.l 0 are also possible.
dc.l start * Start adress.
ORG start * If position dependent code.

*---------------------------------------------------------------
c_start * Jaguar code start.....
NOP
NOP
ILLEGAL * Not much of a program... Hmm...
c_end * Jaguar code end.
*---------------------------------------------------------------
END

------------------------------------------------
Jaguar Modification
------------------------------------------------
As there has been some trouble with users installing things wrong when
```

modifying their Jaguars to accept the Jaguar Server Development kit,
I have decided to NOT to let users do this modification on their own
any more.

I really think that this solution is the best for both parts.
This means that the Jaguar Server Development kit will work when you
get it, just plug it in the computer and start programming and i will
get happy customers with working kits!

This means that you now _MUST_ send us your Jaguar console and i will
do this modification for you. This will ensure that the modification
is correctly done and working 100%
It is also possible to order a complete new Jaguar Console (PAL) if
you for some reason cant send your Jaguar to us.

Misc Info.

If you have more specific questions or want to order,
write me by E-Mail...

Roine@stacken.ct.se

2175. GFA Basic 3.5 FPU support?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Message-ID: <824127836snz@makin.demon.co.uk>
Source record: 10014

Does anyone know if there is a compiler library for GFA Basic 3.5
which allows a programme to take advantage of an FPU if fitted?

Thanks in advance for any info.

--
Barrie Brailsford

barrie@makin.demon.co.uk

2176. Re: Problems switching between DD and HD disks

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: Jakob Johnsen <31jhj@but.auc.dk>
Message-ID: <Pine.PCF.3.91.960212094700.7543B-100000@[130.225.56.177]>
Source record: 10015
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

On 5 Feb 1996, Jules Vleugels wrote:

> In other words, it seems there is a problem switching between DD and
> HD. Attempting to read the disk from the desktop solves this, but how
> do I do this from within my own program? Any help would be much
> appreciated.

Try switching the steprate.. XBios call (Can't remember the opcode)..

Jakob :)

2177. Re: Sys-Gem: Problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960212155602.13593A-100000@iris.amp.uni-hannover.de>
Source record: 10016

On 12 Feb 1996, Tor-Egil Hovland wrote:

> I am trying to install the Sys Gem 2 library on my Pure C system.
> However, the Pure Linker gives me the "undefined symbol" message
> whenever I try to build a program.
>
> I have installed the LIB file and the H file in the correct
> directories, and the PRJ file contains all the LIBs delivered
> with Pure C plus SYS_GEM2.LIB.
>
> I get 8-10 undefined symbols, and I remember two of them to be:
>
> "vdi"
> "appl_search"
>

Maybe you've got an older version of Pure C that doesn't provide bindings
for those calls, as they at least the second one is a fairly recent one ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2178. Sys-Gem: Problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: torhovl@stud.unit.no
Message-ID: <4fn06i$krh@due.unit.no>
Source record: 10017

I am trying to install the Sys Gem 2 library on my Pure C system.
However, the Pure Linker gives me the "undefined symbol" message
whenever I try to build a program.

I have installed the LIB file and the H file in the correct
directories, and the PRJ file contains all the LIBs delivered
with Pure C plus SYS_GEM2.LIB.

I get 8-10 undefined symbols, and I remember two of them to be:

"vdi"
"appl_search"

I have of course tried to build the demo program, and the same
things happen. I am sure I have just forgotten something really
stupid, but please help!

\ / Tor
\/ http://www.stud.unit.no/~torhov

2179. ST Guide - Documentation Generator Tools

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: Insh_Allah <i_a@mbh.org>
Message-ID: <311FAF9B.2781@mbh.org>
Source record: 10018

Hi folks,

I'm looking for tools (_anywhere_ on the Internet) which will allow me to create ST Guide On-Line Help documentation files from some (yet undecided) input format, preferably Texinfo or RTF (Rich Text format).

Any idea where to get this kind of goods and what I should look for exactly? If you now source-level distributions (preferably UNIX compilable!) I'd be jumping for joy :-) as I'd like to cross-compile these ST Guide On-Line help dox when possible on SGI or Sun UNIX.

It's absolutely fine though if you've got a pointerto an ST based tool as I'll have my friends do the job for me then ;-)

I'll check this newsgroup but if you can: please CC your answer to my email address below:

Ger(rit) E.G. "Insh_Allah" Hobbelt
Email: i_a@mbh.org

Thanks!

2180. Re: Tsr to read joystick

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: py4sdh@bath.ac.uk
Message-ID: <DMo5JE.Mnv.B.midge@bath.ac.uk>
Source record: 10019

In the referenced article, Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:
>On Wed, 7 Feb 1996, mickey wrote:
>
>>
>> Problem is where do I start? Does the joystick generate an interupt? I
>> don't want to uses a timer to call the tsr as this may upset Cubase's
>> timing. I'm using Prospero C (freebie with ST mag) but no manuals :(
>>
>Any data packet from the keyboard processor (joystick data also arrives
>that way) causes an MFP interupt. Dunno the number from memory. But you
>don't need to change this vector, as the kernel interupt processes the
>data via a list of vectors, each specifically for a particular event,
>like key presses, mouse data, or joystick data, so you just have to
>replace the joystick vector. The address of that list is returned by
>Kbdvbase(), an xbios call.
>After you installed your routine you must also tell the keyboard
>processor to look for joystick movements and to report them.
>

This is only true for the 'Standard Joystick Ports' and IIRC he was
asking about the extended joystick ports of the STE.

The extended joystick ports are directly memory mapped (hurray!) and
don't go through the keyboard processor, which unfortunately means that
they do not trigger an interrupt (boo!).

So you'll need a TSR that patches onto a timer interrupt and polls the
hardware addresses of the extended joystick ports. I should use the
Vblank interrupt for the timer, as joysticks don't need much polling.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

2181. Re: Sys-Gem: Problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4fo400$gd9@studs.sci.kun.nl>
Source record: 10020

In <4fn06i$krh@due.unit.no> torhovl@stud.unit.no (Tor-Egil Hovland) writes:

>I am trying to install the Sys Gem 2 library on my Pure C system.
>However, the Pure Linker gives me the "undefined symbol" message
>whenever I try to build a program.

>I have installed the LIB file and the H file in the correct
>directories, and the PRJ file contains all the LIBs delivered
>with Pure C plus SYS_GEM2.LIB.

>I get 8-10 undefined symbols, and I remember two of them to be:

>"vdi"
>"appl_search"

Try setting the compiler switch for `generate underbars'. It could be
that you have it set off, and the libs were built with it on. So the
linker tries to find `vdi' which is called `_vdi' in the libs.

Good luck,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2182. converting ATARI ST software to IBM 486DX33

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: schmoo@pathcom.com
Message-ID: <4foefk$r44@pathway1.pathcom.com>
Source record: 10021

Hello!

I am the owner of both an Atari ST and an IBM-compatible, a 486DX33.

My question is this. Now that I'm using the IBM for a lot of my work at business, I'm kind of missing a lot of the games that I used to play. The Atari is getting kind of glitchy I've noticed, and I'm really annoyed that many games that I paid good money for are going to go to waste.

Is there any way to run this software (short of re-buying the IBM versions) on an IBM that anyone knows of? I am feeling kind of doubtful that I could actually run anything right off of the diskettes, but I would easily be willing to settle for an emulator which I could use to translate Atari ST software over a modem connection or direct port connection.

Any ideas or suggestions? If so, please e-mail me directly at my address below.

Thanks,

Derek.

schmoo@pathcom.com

2183. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: ade@finitive.demon.co.uk
Message-ID: <824236128_OASIS_@finitive.demon.co.uk>
Source record: 10022

In article <4fipif$evd@neon.airtime.co.uk>
sinbad@airtime.co.uk (M.Cubitt) said:-

>10 rem Day Of Week Subroutine 10 Feb 1996

>Tony, this should do it!
>
>Martin (aka Sinbad of Effect)
>
UUUgghhhh! - ugly programme ;)

Ade.

--

This .sig contains no artificial colourings or preservatives.

Adrian Samm, SL, Luton Air Scouts, Lea Valley, Luton, Beds.

2184. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4fofla$nia@neon.airtime.co.uk>
Source record: 10023

ade@finitive.demon.co.uk (Ade) wrote:

> In article <4fipif$evd@neon.airtime.co.uk>
> sinbad@airtime.co.uk (M.Cubitt) said:-

>>10 rem Day Of Week Subroutine 10 Feb 1996

>>Tony, this should do it!
>>
>>Martin (aka Sinbad of Effect)
>>
>UUUgghhhh! - ugly programme ;)

>Ade.

Oi!

Where's your effort kiddo?

Sinbad aka Marty aka Martin

2185. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-12 00:00:00 UTC
From: ekallion@cc.Helsinki.FI
Message-ID: <4fn58m$mta@oravannahka.Helsinki.FI>
Source record: 10024

schoen@dial.eunet.ch wrote:

: My biggest problem: I come from the PC and Mac-world and
: therefore I have serious problem to figure out how to get
: the best out of my Falcon.
: One example: I made a little program with two swap-screens
: to figure out how fast the falcon is in 15 bit mode.
: I noticed that the framerate dropped dramatically when I
: moved the mouse during the animation.

Just a hard fact : there isn't anything you can do to speed up things
apart from using assembler. Falcon is simply terribly slow machine
especially in high color mode....And for all the Atari advocates, I have
coded on both Atari and Amiga machines so I know... Falcon has a
16-bit bus to the memory so the direct movem.l d0-d7/a0-a7 thingy is only
able to pull about 64 kb/vbl which is simply bad performance. With some
trics you can get something like 100 kb/vbl but even that ain't enough.
My advice to you is that if want to code games (with fast graphics) you
better use only the 256 color mode. Or start coding games on diffrent
machines. If compare Falcons speed to the other machines it easy to
notice slow it actually is.
For example :

Amiga 1200 7 mb/sec (12 mb/sec)
486 PC with vlb/pci bus 22-50 mb/sec (depends on card)
Pentium PC with pci bus and fast card 50-80 mb/sec
All Powerpc machines with pci bus 30-80 mb/sec (depends on card)
Falcon 030 3.2-5 mb/sec

All figures are for the writes to video memory. In amiga's case the
second figure is for the fast memory(fast mem can only be used for the
normal data, not for the graphics). On Falcon all the operations are in
3.2-5 mb/sec range.

eSa

--
Esa Kallioniemi ekallion@cc.helsinki.fi
"YouCanDoDangerousThingsWithAssembler"

2186. Re: TSR's and Interrupt Programming in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4fonu6$cik@lyra.csx.cam.ac.uk>
Source record: 10025

In article <7326_Spencer@mettav.demon.co.uk>,
Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>The question I have is how do I write a TSR which can link into an Interrupt
>in C?

Your code needs to be __saveds and depending which interrupt you may want to
make it __asm so you can get the values passed to you. Apart from that, just
write the address of your routine into the vector. To go tsr, you quit with
Ptermres().

>When linking into the interrupts, is it possible to make the program both
>screen resolution and machine independant, ie. it will run on both an ST and
>a TT withoout to much effort in coding seperate sections for either machine.

That depends what interrupt. It shouldn't be a problem with msot things.
Obviously if you need to do some graphics it's not really possible as I
don't think GEM is re-entrant.

2187. Re: (no subject)

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4foo18$cik@lyra.csx.cam.ac.uk>
Source record: 10026

In article <4ehvg5$m4s@melimelo.enst-bretagne.fr>,
Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr> writes:
>Hello,
>
>I was told by a friend that, in England, Pure C is sold with an english
>documentation.

Not as far as I know, I've never heard of it being sold in England at all.
It is sold in the US but I seem to remember it still had German docs.

2188. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4foohv$cik@lyra.csx.cam.ac.uk>
Source record: 10027

[sorry to reply to the wrong message but the original has expired]

David White wrote:

> I've found the problem. I need to name my file XXX.cc , not XXX.cpp.

Well of course you do. C++ files are almost always .cc, .cpp files are
ones that although not C or C++ need to be run through the C preprocessor.

> now managed to get it working but it is SLOOOOWWW. On my falcon with 4
> megs of memory and running Outside (34Megs of virtual memory) it is
> unbearable!

It is rather a memory hog, you might find an earlier version better.
Compiling STonX on my linux PC took half an hour on one file because
it needed 40 megs!

2189. Re: XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4fooq4$cik@lyra.csx.cam.ac.uk>
Source record: 10028

In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>Does anyone know what MINIWIN does with it's resource file? It definitely
>has one, but it never calls rsrc_load(), or any of the other rsrc_ class
>functions for that matter - but it then goes on to call rsrc_gaddr() anyway.

Loading a resource file yourself is pretty easy, but I wouldn't have though
rsrc_gaddr would work in that case (unless it has some undocumented option)

2190. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4fop6i$cik@lyra.csx.cam.ac.uk>
Source record: 10029

In article <824236128_OASIS_@finitive.demon.co.uk>,
ade@finitive.demon.co.uk (Ade) writes:

>UUUgghhhh! - ugly programme ;)

But /all/ STOS programs are ugly.

That should annoy all three of you :)

2191. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: stosser@neon
Message-ID: <4fp8bu$t1q@neon.airtime.co.uk>
Source record: 10030

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <824236128_OASIS_@finitive.demon.co.uk>,
: ade@finitive.demon.co.uk (Ade) writes:

: >UUUgghhhh! - ugly programme ;)

: But /all/ STOS programs are ugly.

: That should annoy all three of you :)

Ugly? my intestines are ugly, who cares, no one ever sees them, no one
will see our STOS code, only marvel at the end product,

Get out of that without moving.......;-))

Cheers......!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

2192. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4fpvej$erk@bbcnews.rd.bbc.co.uk>
Source record: 10031

mnb20@cam.ac.uk (Mark Baker) wrote:
>
> [sorry to reply to the wrong message but the original has expired]
>
> David White wrote:
>
> > I've found the problem. I need to name my file XXX.cc , not XXX.cpp.
>
> Well of course you do. C++ files are almost always .cc, .cpp files are
> ones that although not C or C++ need to be run through the C preprocessor.
>
Not using Visual C++ in windows, it isn't!

-David White

2193. Re: Sys-Gem: Problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: dirkhage@aol.com
Message-ID: <4frhc0$gp6@newsbf02.news.aol.com>
Source record: 10032

Im Artikel <4fpu84$mtl@due.unit.no>, torhovl@stud.unit.no (Tor-Egil Hovland) schreibt:

>Thanks. Does anyone know if there is somewhere I can find those new
>bindings to use with my old version of Pure C? I have already installed
>the Falcon bindings, so it should be possible to add other calls.

Try to ask oliver_buchmann@ka2.maus.de (employee at ASH) if you may update to Pure C 1.1.

Ciao, Dirk

SnailNet: Dirk Hagedorn, In der Esmecke 9, D-59846 Sundern, Germany
MausNet: Dirk Hagedorn @ MK2 (dh@mk2.maus.sauerland.de)
Internet: DirkHage@aol.com
WWW: http://members.aol.com/DirkHage/www/index.htm

SnailNet:Dirk Hagedorn, In der Esmecke 9, D-59846 Sundern, Germany
MausNet: dh@mk2.maus.sauerland.de
WWW: http://members.aol.com/DirkHage/www/index.htm

2194. Re: Gnu C++ setup problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4fq1u2$943@lyra.csx.cam.ac.uk>
Source record: 10033

In article <4fpvej$erk@bbcnews.rd.bbc.co.uk>,
David White <david.white@rd.eng.bbc.co.uk> writes:

>> Well of course you do. C++ files are almost always .cc, .cpp files are
>> ones that although not C or C++ need to be run through the C preprocessor.
>>
>Not using Visual C++ in windows, it isn't!

I believe Cfront, the original C++ implementation, used .C, but for obvious reasons this can't be used in a DOS environment (and may cause confusion even under a real operating system) Later unix compilers used .cc but for some reason both MS and Borland chose .cpp for their PC versions.

2195. Re: TSR's and Interrupt Programming in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <824309416_OASIS_@swampdog.demon.co.uk>
Source record: 10034

In article <4fonu6$cik@lyra.csx.cam.ac.uk>
mnb20@cam.ac.uk (Mark Baker) said:-

>In article <7326_Spencer@mettav.demon.co.uk>,
> Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>>The question I have is how do I write a TSR which can link into an Interrupt
>>in C?
>
>Your code needs to be __saveds and depending which interrupt you may want to
>make it __asm so you can get the values passed to you. Apart from that, just
>write the address of your routine into the vector. To go tsr, you quit with
>Ptermres().
>
>>When linking into the interrupts, is it possible to make the program both
>>screen resolution and machine independant, ie. it will run on both an ST and
>>a TT withoout to much effort in coding seperate sections for either machine.
>
>That depends what interrupt. It shouldn't be a problem with msot things.
>Obviously if you need to do some graphics it's not really possible as I
>don't think GEM is re-entrant.

It isn't. The BIOS is re-rentrant 3 times (?). I have used the LineA
in non complex interrupts but I don't know if it is documented to be
so.

--

Guy Harrison

guy@swampdog.demon.co.uk

2196. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-13 00:00:00 UTC
From: ade@finitive.demon.co.uk
Message-ID: <824341796_OASIS_@finitive.demon.co.uk>
Source record: 10035

```
In article <4fofla$nia@neon.airtime.co.uk>
sinbad@airtime.co.uk (M.Cubitt) said:-

>ade@finitive.demon.co.uk (Ade) wrote:
>
>> In article <4fipif$evd@neon.airtime.co.uk>
>> sinbad@airtime.co.uk (M.Cubitt) said:-
>
>>>10 rem Day Of Week Subroutine 10 Feb 1996
>
>>>Tony, this should do it!
>>>
>>>Martin (aka Sinbad of Effect)
>>>
>>UUUgghhhh! - ugly programme ;)
>
>>Ade.
>
>Oi!
>
>Where's your effort kiddo?
Effort below, basically a tidy up of you code, show you what it should
of bee like ;)
>
>Sinbad aka Marty aka Martin
>

10 rem Day of Week Subroutine 13 Feb 1996
20 rem Tidy Up of Sinbad's UGLY program ;)
30 gosub 10000 : rem Set up array.
100 WD_DATE$=date$
110 gosub 10100 : rem What day is it ?
120 print "The ";WD_DATE$;" is a ";WD_DAY$
130 if WD_DAY$="?" then print "(";WD_ERR$;")"
140 end
10000 dim WD_DAY$(7)
10010 restore 10020
10020 data "Sunday","Monday","Tuesday","Wednesday","Thursday","Friday","Saturday"
10030 for WD=1 to 7 : read WD_DAY$(WD) : next WD
10040 rem used READ as any program that's written properly won't get confused with it's own
data :P
10050 return
10100 rem The actual Subroutine !
10110 WD_DAY#=val(left$(WD_DATE$,2))
10120 WD_MONTH#=val(mid$(WD_DATE$,4,2))
```

```
10130 WD_YEAR#=val(right$(WD_DATE$,4))
10140 WD_DAY$="?"
10150 if WD_YEAR#<1753.0 then WD_ERR$="Year must be after 1752" : return
10160 if WD_MONTH#<1.0 or WD_MONTH#>12.0 then WD_ERR$="Month is invalid" : return
10170 if WD_DAY#<1.0 or WD_DAY#>31.0 then WD_ERR$="Day is invalid" : return
10180 MN=int(WD_MONTH#) : rem done for laziness, but it also makes the next line faster!
10190 if MN=4 or MN=6 or MN=9 or MN=11 then if WD_DAY#>30.0 then WD_ERR$="Day out of range"
: return
10200 if MN=2 then FEB#=28.0 : if WD_YEAR#=(int(WD_YEAR#*0.25)*4.0) then FEB#=FEB#+1.0
10210 if MN=2 then if WD_DAY#>FEB# then WD_ERR$="Day out of range." : return
10220 WD_K#=int(0.6+(1.0/WD_MONTH#))
10230 WD_L#=WD_YEAR#-WD_K#
10240 WD_O#=WD_MONTH#+12.0*WD_K#
10250 WD_P#=WD_L#/100.0
10260 rem following lines had no real reason to be 'real' numbers!
10270 WD_Z1=int(WD_P#*0.25)
10280 WD_Z2=int(WD_P#)
10290 WD_Z3=int(WD_L#*1.25)
10300 WD_Z4=int((WD_O#+1.0)*2.6)
10310 WD_Z0=WD_Z1+WD_Z2+WD_Z3+WD_Z4+int(WD_DAY#)
10320 WD_Z0=(WD_Z0 mod 7)+1
10330 WD_DAY$=WD_DAY$(WD_Z0)
10900 return
11000 rem Sinbad, look no GOTO's ;)
```

Well ?

--

This .sig contains no artificial colourings or preservatives.

Adrian Samm, SL, Luton Air Scouts, Lea Valley, Luton, Beds.

2197. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4fto1l$s94@neon.airtime.co.uk>
Source record: 9890

```
snip due to waste of space ;-)

> weekday$=daze$(weekday%) ! remainder. This remainder is the
>RETURN ! day of the week.
>
>
Congrats... the worlds longest routine for a simple task ;-)

Martin
```

2198. Re: XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-1402962337460001@trh-ppp16.interlink.no>
Source record: 9891

In article <4fooq4$cik@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:

> In article <4f5k7h$n6p@whitbeck.ncl.ac.uk>,
> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:
>
> >Does anyone know what MINIWIN does with it's resource file? It definitely
> >has one, but it never calls rsrc_load(), or any of the other rsrc_ class
> >functions for that matter - but it then goes on to call rsrc_gaddr() anyway.
>
> Loading a resource file yourself is pretty easy, but I wouldn't have though
> rsrc_gaddr would work in that case (unless it has some undocumented option)

It does work, if the address for the RSC file is set in the global array...

Vegard Hofsoy

2199. ST Guide - Documentation Generator Tools

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <6773phodgkin@nest.demon.co.uk>
Source record: 9892

In a message of <13 Feb 96 06:16:32>, i_a@mbh.org (90:100/106) writes:

ia> I'm looking for tools (_anywhere_ on the Internet) which will allow
ia> me to create ST Guide On-Line Help documentation files from some
ia> (yet undecided) input format, preferably Texinfo or RTF (Rich Text
ia> format).

I don't know of any, but there is some hope in that the author of UDO is 'looking' at adding some reverse conversion modules (UDO converts UDO files into several formats including STG HYPs) and RTF to UDO is one of them.

Phil.

~ Mrs. Gandhi is in a sari state. ~

--

2200. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4fspj6$9q8@bbcnews.rd.bbc.co.uk>
Source record: 10036

```
sinbad@airtime.co.uk (M.Cubitt) wrote:
>
> mnb20@cam.ac.uk (Mark Baker) wrote:
>
> >In article <824236128_OASIS_@finitive.demon.co.uk>,
> > ade@finitive.demon.co.uk (Ade) writes:
>
> >>UUUgghhhh! - ugly programme ;)
>
> >But /all/ STOS programs are ugly.
>
> >That should annoy all three of you :)
>
> Mark, at least a pleb could follow the program, if it was C then
> there'd be too many curly brackets fot it to be readable!
>
> Annoyed, me? Hmm...
>
Those curly brackets helpp a lot in reading a c/c++ program

-David White
```

2201. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: stosser@neon
Message-ID: <4ft834$n90@neon.airtime.co.uk>
Source record: 10037

>>: >UUUgghhhh! - ugly programme ;)
>
>>: But /all/ STOS programs are ugly.
>
>>: That should annoy all three of you :)
>
>> Ugly? my intestines are ugly, who cares, no one ever sees them, no
one
>>will see our STOS code, only marvel at the end product,
>
>> Get out of that without moving.......;-))
>
>> Cheers......!ynoT
>
>Couldn't resist getting involved.......

would have been suprised if you hadent? ;)

>Tony, what about that _ugly_ mouse pointer? You can't miss that!

Ho dear, your one of THEM! are you,???? your one of those
people who had a look at STOS years ago,looked at the sad stuff
every man and his dog was knocking out at the time, and
have stuck with that view ever since?

Well my language disk has a true GEM mouse set and GEM
fonts installed, these are part of the interpreter, ie the
default mouse and font sets, YOU are well behind the times
mate, I have over 50 titles released, you try finding the
old STOS mouse pointer on any released over the last three
years?

Unfortunatly you are not alone, many people are still
basing there opinions on the STOS of old and not the 1996
updated version, I would advise yourself and anyone else to
read ATARI WORLD issue 12, you will then learn just how
updated STOS is,?

<smile>
Cheers......!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

2202. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: stosser@neon
Message-ID: <4ft84h$n90@neon.airtime.co.uk>
Source record: 10038

>> Looking for a sub routine that will take the current date, ie
DDMMYYYY
>>and return the actual day ie: Mon, Tues, Wen etc etc

>You need Zeller's Congruence. Something like:

Snip -----

Yes so it would seem, I now have it and a routine is
installed into the program I was knocking together, I think
I was being a litle lazy at the time, but a hell of a
response for the routine, :), and thats given me an idea ?
<G>

>Slainte mhath
>Mark

Thanks Mark

Cheers......!ynoT

***** Tony Greenwood : STOSSER Software **********
* stosser@airtime.co.uk ATARI ST Programmer *
* irc channel#atari <stosser> ATARI Jaguar Player *
** http://www.airtime.co.uk/users/stosser/ **********
.

2203. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-14 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4fto0n$s8k@neon.airtime.co.uk>
Source record: 10039

>Well ?
>__
Yes but it is worse to have if... do something then if ... goto and do
the something on separate lines. Basic rule of programming in BASIC,
never use more than one command on one line

Huh?

2204. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.824374427@YE>
Source record: 9893

Steph@wuss.demon.co.uk (Steph Taylor) writes:

>As promised, here's an elegant solution to your problem. It's well
>documented, so anyone should be able to rip me to shreds. I'll send a crisp
>one pound note to the first person who e-mails me the GLARING error. It is
>very easy to fix, but I thought I'd leave it in as a puzzle. We all know how
>much programmers like a puzzle.

>Sinbad: Note how beautiful this is? I'd sleep with it if I wasn't married.

>Sinbad: :o)))))

>PROCEDURE check.date
> good!=TRUE
> IF year%<1753 ! Sorry, Gregorian only. Chant!

should be
IF year%<1583

However as the old one pound NOTE is no longer printed I doubt that I will see it, I will have to banish you back in time to 10th October 1582 to have a word with Pope Gregory. *8-)

regards dennis

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk or Dennis.Armstrong@jet.uk

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

2205. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4g0c3f$elr@neon.airtime.co.uk>
Source record: 9894

mnb20@cam.ac.uk (Mark Baker) wrote:

>In article <4fto1l$s94@neon.airtime.co.uk>,
> sinbad@airtime.co.uk (M.Cubitt) writes:

>>Congrats... the worlds longest routine for a simple task ;-)

>But it was easier to understand than yours. After all, Steph managed :)

I just wish to state that I am no longer going to participate in this
childish past time fo threading until the entire garment is threadbare
after this post. Let's just say any programming langauge is great...
if it is on the Atari :-))))

Truce?

Hope so...

Martin

2206. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: stosser@neon
Message-ID: <4g0g16$fl1@neon.airtime.co.uk>
Source record: 9895

M.Cubitt (sinbad@airtime.co.uk) wrote:
: mnb20@cam.ac.uk (Mark Baker) wrote:

: >In article <4fto1l$s94@neon.airtime.co.uk>,
: > sinbad@airtime.co.uk (M.Cubitt) writes:

: >>Congrats... the worlds longest routine for a simple task ;-)

: >But it was easier to understand than yours. After all, Steph managed :)

: I just wish to state that I am no longer going to participate in this
: childish past time fo threading until the entire garment is threadbare
: after this post. Let's just say any programming langauge is great...
: if it is on the Atari :-))))

: Truce?

: Hope so...

Sorry cant agree with that, this was a simple question born out of
lazyness on my part, but it generated some interest :), it was a question
for a basic routine in basic and evn C managed to sneak in somewhere,

Lets see another question posed :), its all good clean fun after all ,

<smile>

Cheers......!ynoT

Tony Greenwood : STOSSER Software **********
stosser@airtime.co.uk * ATARI ST Programmer *
irc channel#atari <stosser> * ATARI Journalist *
http://www.airtime.co.uk/users/stosser/ **********
.

2207. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <6877phodgkin@nest.demon.co.uk>
Source record: 9896

In a message of <15 Feb 96 06:50:28>, Steph@wuss.demon.co.uk (90:100/106) writes:

S> As promised, here's an elegant solution to your problem. It's well
S> documented, so anyone should be able to rip me to shreds. I'll send a
S> crisp one pound note to the first person who e-mails me the GLARING
S> error. It is very easy to fix, but I thought I'd leave it in as a
S> puzzle. We all know how much programmers like a puzzle.

1 min & 32 secs later - can't enter Feb 29 :)

Phil

~ Bedfellows make strange politicians. ~

--

2208. Re: 68000 disassembler source code needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: c-gle@math.utah.edu
Message-ID: <4fuqi9$j6a@news.cc.utah.edu>
Source record: 9897

S94 (gearyp@cs.man.ac.uk) wrote:
: Could anyone point me in the direction of a 68000 disassembler source
: code listing - written in preferably 80x86, otherwise in C.

I don't know how helpful this would be, but a book on the 68000 by Lance Leventhal (from around 1980, I think) contains a table with the instruction set and all the machine language equivalents. I could probably find it at the library and get you a photocopy of those few pages...

(When I say machine language equivalents, I mean the patterns of bits that correspond to each mnemonic... It's tedious to look over, but it should point you in the right direction, depending on what you intend to do.)

2209. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-15 00:00:00 UTC
From: Steph@wuss.demon.co.uk
Message-ID: <824508650_OASIS_@wuss.demon.co.uk>
Source record: 9898

In article <dba.824374427@YE>
dba@jet.uk (Dennis Armstrong) said:-

>Steph@wuss.demon.co.uk (Steph Taylor) writes:
>
>>As promised, here's an elegant solution to your problem. It's well
>>documented, so anyone should be able to rip me to shreds. I'll send a crisp
>>one pound note to the first person who e-mails me the GLARING error. It is
>>very easy to fix, but I thought I'd leave it in as a puzzle. We all know how
>>much programmers like a puzzle.
>
>>Sinbad: Note how beautiful this is? I'd sleep with it if I wasn't married.
>
>>Sinbad: :o)))))
>
>>PROCEDURE check.date
>> good!=TRUE
>> IF year%<1753 ! Sorry, Gregorian only. Chant!
>
>should be
> IF year%<1583
>
>However as the old one pound NOTE is no longer printed I doubt that I will see
>it, I will have to banish you back in time to 10th October 1582 to have a word
>with Pope Gregory. *8-)
>
>regards dennis

Heh. Heh. And double heh.

Dennis, Britain & the American Colonies only adopted the Gregorian Calendar
in 1752. So any date prior to that was on the Julian Calendar. Most of the
Catholic nations of Europe adopted the Gregorian calendar imediately, but
not us stubborn Brits. How come we're always at the tail end of everything?

And Dennis, up here in Scotland we still have pound notes printed by 3
banks. What's more, they are still legal tender.

I think that makes it 2-0? =:o]

--

O~~~~~~O
"..Is it better to rule in hell than it is to serve in heaven?"
Child Of The Damned - Warlord

Steph Taylor steph@wuss.demon.co.uk
O~~~~~~O

2210. FS: Atari ST and Misc. ST hardware

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-16 00:00:00 UTC
From: bat@cyberden.com
Message-ID: <bat-1602961122550001@cyberden.com>
Source record: 9899
Cross-posted to: ba.market.computers,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari 1040ST - $90
o 1 MB RAM

Atari Color Monitor - $40
o European model - Overscan - Slightly larger then US model

Atari SC1224 B&W Monitor - $30

Atari ST Video Digitizer (Navarone) - $35
o Plugs into the side port - Accepts Video input RCA

Atari ST Replay 4 Digitizer - $35
o Plugs into the side port - Mono in/out RCA

Atari SF354 External 3.5" double sided disk drive - $55
o Comes with Power supply and cable

Contact Peter @ 510-633-1102
bat@cyberden.com
--
Try using yourself for a change
```

2211. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-16 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4g1inj$gej@lyra.csx.cam.ac.uk>
Source record: 9900

In article <4fn58m$mta@oravannahka.helsinki.fi>,
ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:

>My advice to you is that if want to code games (with fast graphics) you
>better use only the 256 color mode.

Why do you think most games at the moment do use the high colour mode?

It's faster. To set a pixel in high colour mode you write two bytes, to
set it in 256 colour mode you need to do eight separate bit operations.
Had Atari made a chunky 256 colour mode it would have made much better
speed possible, but as it is high colour is fastest for most things.

2212. Fried bits?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-16 00:00:00 UTC
From: arcovang@caiw.nl
Message-ID: <824576700_OASIS_@caiw.nl>
Source record: 9901

```
Can anyone tell me if there is going to be a fried bits this year?
I lost my old invitation so I don't know who to mail...
thanx.
--
------------------------------------------------------------------------
Arco van Geest
Goof & Fox Software
Email: arcovang@caiw.nl
Snail: PO.BOX 315, 2670 AJ, Naaldwijk, The Netherlands
------------------------------------------------------------------------
```

2213. Cheap Jaguar Dev. Kit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <ftn_2.204.219_56c47a46_Roine.Stenberg@stacken.ct.se>
Source record: 9902

TO: cdonat@in.tu-clausthal.de
> Why don't you try and add the possibility of using extra ram
> on the
> JaguarServer. This would be cheap for those who can't afford
> it, and it
> would still be chaeper than the original for those who can
> buy the rams.
> It would also be interesting to be able to emulate the Jaguar
> CDROM by
> the computer...

I have thought about adding cart emulation, but this will take some time and?
effort to do, and the question is also - Are there any big market for it ??
Will Atari dump the Jaguar ??

2214. Re: TSR's and Interrupt Programming in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <8556_Spencer@mettav.demon.co.uk>
Source record: 9903

Out of the ether, the following was mentioned by mnb20@cam.ac.uk...:

m> Your code needs to be __saveds and depending which interrupt you may
m> want to make it __asm so you can get the values passed to you. Apart
m> from that, just write the address of your routine into the vector. To
m> go tsr, you quit with Ptermres().
Ok, any sample code???
;-)

m> That depends what interrupt. It shouldn't be a problem with msot
m> things. Obviously if you need to do some graphics it's not really
m> possible as I don't think GEM is re-entrant.
Well looking at the interrupts and other comments I was led to believe that
the best int to use was the VBL which is screen mode specific.

I would like to write an interrupt driven routine which can be a TSR and sit
there polling the comm port waiting for a certain string then do its stuff
once it has been resolved so no graphics involved.

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2215. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: stosser@neon
Message-ID: <4g49sk$9j0@neon.airtime.co.uk>
Source record: 9904

Tony Greenwood (stosser@neon) wrote:
: Mark Baker (mnb20@cam.ac.uk) wrote:
: : In article <824236128_OASIS_@finitive.demon.co.uk>,
: : ade@finitive.demon.co.uk (Ade) writes:

: : >UUUgghhhh! - ugly programme ;)

: : But /all/ STOS programs are ugly.

: : That should annoy all three of you :)

: Ugly? my intestines are ugly, who cares, no one ever sees them, no one
: will see our STOS code, only marvel at the end product,

: Get out of that without moving.......;-))

Did someone say this thread was dead Martin?

It is not up to an individual to kill a thread, especialy when he
dident even start it and was merely a contributer to it,

: Cheers......!ynoT

: ***** Tony Greenwood : STOSSER Software **********
: * stosser@airtime.co.uk ATARI ST Programmer *
: * irc channel#atari <stosser> ATARI Jaguar Player *
: ** http://www.airtime.co.uk/users/stosser/ **********
: .

2216. Day Finder Thread

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: stosser@neon
Message-ID: <4g4a5l$9j0@neon.airtime.co.uk>
Source record: 9905

Is it possible for one person to kill a whole thread and make it
unavailable to everyone else, I think this would not be possible, I also
think it would be the height of bad manners, bad nettiquet and certainly
not in the spirit of the newsgroups,
Hopefully it isnt possible for one individual to decide he dident like
the way the thread was heading and then decide to kill it and spoil it
for everyone else,
Dont tell me how, just tell me if its possible ?

Cheers.....!ynoT

2217. Re: Day Finder Thread

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4g4f4p$asf@neon.airtime.co.uk>
Source record: 9906

stosser@neon (Tony Greenwood) wrote:

> Is it possible for one person to kill a whole thread and make it
>unavailable to everyone else, I think this would not be possible, I also
>think it would be the height of bad manners, bad nettiquet and certainly
>not in the spirit of the newsgroups,
> Hopefully it isnt possible for one individual to decide he dident like
>the way the thread was heading and then decide to kill it and spoil it
>for everyone else,
> Dont tell me how, just tell me if its possible ?
>
> Cheers.....!ynoT

You donkey Tony... I meant I deleted it from my hard drive! Of ocurse
you could not delete it from the newsgroup. Tut tut :-)))

Martin

2218. Re: SOZOBONX Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.824570490@proffa>
Source record: 9907

```
>Like Daniel, however, I have been getting _undef messages when linking in
>external libraries, so there is obviously still a problem with setting up
>paths and environment variables. This happens both when I run the programs
>separately and when I try using cc.ttp. I feel sure that the answer lies in
>creating the correct makefile and using make.ttp, but I have little
>experience in this.

The linker might need the 'scan libraries more than once' option
(see the man page).

- Eero
```

2219. 68k dissassembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4g4oi6jkf1@mhadf.production.compuserve.com>
Source record: 9908

S94 (gearyp@cs.man.ac.uk) wrote:
: Could anyone point me in the direction of a 68000 disassembler source
: code listing - written in preferably 80x86, otherwise in C.

See also "M68000 Family Programmer's Manual", Motorola Inc. 1989.

This gives bit maps of all 68000-68040 instructions as well as 68881/2
inlined opcodes. Describes format of these bitmaps as well. Complete
instruction infromation as well regarding flags set/cleared,etc.

This is a reference manual not a 680x0 progamming text.

Steve Williams wrote a book that Sybex published on 68000/10
programming. Details escape me at the moment.

2220. Re: TSR's and Interrupt Programming in C

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4g5efm$510@lyra.csx.cam.ac.uk>
Source record: 9909

In article <8556_Spencer@mettav.demon.co.uk>,
Spencer@mettav.demon.co.uk (Spencer Davies) writes:

>Ok, any sample code???

You want _me_ to actually write some code rather than just telling
other people how to do it... surely you know me better than that? :)

Seriously, if I had my atari up with me I'd try and get something for
you.

>Well looking at the interrupts and other comments I was led to believe that
>the best int to use was the VBL which is screen mode specific.

It's only the best interrupt if you really want to do something regularly.
An interrupt triggered by a particular event would be better.

(of course, the only thing that's screen mode specifc about the VBL is its
frequency, which for what you want to use it for is irrelevant anyway)

>I would like to write an interrupt driven routine which can be a TSR and sit
>there polling the comm port waiting for a certain string then do its stuff
>once it has been resolved so no graphics involved.

I can't remember how to do it now (I don't have any docs with me either) but
it should be possible to hook the rs232 receive vector, so you could do the
processing there, wouldn't that be easier?

2221. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-17 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4g5pak$nie@orm.southern.co.nz>
Source record: 9910

Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: schoen@dial.eunet.ch wrote:
:
:
: : My biggest problem: I come from the PC and Mac-world and
: : therefore I have serious problem to figure out how to get
: : the best out of my Falcon.
: : One example: I made a little program with two swap-screens
: : to figure out how fast the falcon is in 15 bit mode.
: : I noticed that the framerate dropped dramatically when I
: : moved the mouse during the animation.
Disable the mouse interrupt.... I can't remember the address, can anyone
help me with this.... I notice a huge speed difference when you disable
the mouse on a ST.

: Just a hard fact : there isn't anything you can do to speed up things
: apart from using assembler. Falcon is simply terribly slow machine
: especially in high color mode....And for all the Atari advocates, I have
Why not use the DSP, after all, what is it there for? Decoration?

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Hail Atari! Hail Motorola! Hail IBM... with Rocks!

In a nuclear war all men will be cremated equal.
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE

2222. '030 MMU and bus error stack questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4g74hf$qd@nyheter.chalmers.se>
Source record: 9911

I've finally got around to porting my Sinclair QL emulator to the Falcon030.
Unfortunately, there are some problems which I can't do much about with
the documentation I have.
I would prefer not to have to buy Motorola's reference manuals only to
look at a dozen pages or so.
A pointer to some in depth '030 documentation on the net would be much
appreciated.

Now for the problems:

First, the Falcon normally sets up an MMU table between $700 and $800
(at least with my TOS 4.01).
The problem is that the Sinclair QL expects its ROM with the OS to be
positioned at the bottom of memory, so the table must be moved.
But what is the information in that table? And how should the
initialization of the MMU registers be changed?
I know that it would be possible to remap the address space so that the
emulator could run in its own, protected, memory space. To make that work
I'd still need the same information, though.

Second, the QL emulator currently relies on a bus error handler to do a
kind of instruction modify and restart for some of the QDOS calls.
Now, on the '030 the bus error stack has a lot of extra information to
enable the continuation of instructions.
What is that information?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2223. Re: XaAES?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4g7475$rke@inca01.inca.co.nz>
Source record: 9912

Mark Baker (mnb20@cam.ac.uk) wrote:
> "Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

> >Does anyone know what MINIWIN does with it's resource file? It definitely
> >has one, but it never calls rsrc_load(), or any of the other rsrc_ class
> >functions for that matter - but it then goes on to call rsrc_gaddr() anyway.

> Loading a resource file yourself is pretty easy, but I wouldn't have though
> rsrc_gaddr would work in that case (unless it has some undocumented option)

It could be possible to set up appropriate arrays of OBJECT pointers and
TEDINFOs and so forth, and then embed that into the AES global array.

--

Quote For The Month: "This Time For Sure"

2224. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: ekallion@cc.Helsinki.FI
Message-ID: <4g9hmd$6sl@oravannahka.Helsinki.FI>
Source record: 9913

Forsythe and Guy (clifton@southern.co.nz) wrote:
: Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: : schoen@dial.eunet.ch wrote:
: :
: :

: Disable the mouse interrupt.... I can't remember the address, can anyone
: help me with this.... I notice a huge speed difference when you disable
: the mouse on a ST.

Yes,of course if you kill the mouse things will speed up...But this
isn't the case, person who posted the original message is from pc/mac
platform and it can be kinda hard to start coding games on 16 mhz
machine,especially if you want them to be any good.

: : Just a hard fact : there isn't anything you can do to speed up things
: : apart from using assembler. Falcon is simply terribly slow machine
: : especially in high color mode....And for all the Atari advocates, I have
: Why not use the DSP, after all, what is it there for? Decoration?

Yes, dsp can be used it's just that it won't help you _draw_ polys any
faster...You can calculate things very fast with dsp (something like 1
cycle for mul) but the overall performance will be rather bad because of
the slow video. It's easy to see the effect of the bad video, just plug
slow isa video card on the pentium machine and watch how the things
crawl. Falcon could handle quite well games like wolfenstein 3d and doom
where with carefull optimisation all pixels could only be drawn once.
But the original poster stated that he wanted to write 3d games with
Falcon, and atleast I understand that this means games with polygons.

It doesn't take much of the programmers skills to understand that if you
have to draw polygons with one pixel at the time, on 16 mhz machine with
16-bit bus to the memory the performance can't be that good.

eSa

--
Esa Kallioniemi ekallion@cc.helsinki.fi
"YouCanDoDangerousThingsWithAssembler"

2225. How do I...

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4g9ve5$qts@tor.abc.se>
Source record: 9914

Hi,

is it possible to convert 'A$="0101001"' for example into a integer,
with HiSoft Basic II?

Carl.Lofgren@abc.se
*** NOTE! This address will change into lofgren@dataphone.se
*** very soon.

---
* Kivi 1.41a *

2226. Re: 68000 disassembler source code needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: S94 <gearyp@cs.man.ac.uk>
Message-ID: <3128C7FE.41C67EA6@cs.man.ac.uk>
Source record: 9915

Lawrence Edwin Gold wrote:
>
> S94 (gearyp@cs.man.ac.uk) wrote:
> : Could anyone point me in the direction of a 68000 disassembler source
> : code listing - written in preferably 80x86, otherwise in C.
>
> I don't know how helpful this would be, but a book on the 68000 by Lance
> Leventhal (from around 1980, I think) contains a table with the
> instruction set and all the machine language equivalents. I could
> probably find it at the library and get you a photocopy of those few pages...
>
> (When I say machine language equivalents, I mean the patterns of bits
> that correspond to each mnemonic... It's tedious to look over, but it
> should point you in the right direction, depending on what you intend to do.)

Thanks, but it's not quite what i'm looking for. You see i've written an
ST emulator in 80x86 for my pc and i've now got to the stage of
debugging it and running it through my ST's ROM (it's v1.0). I have been
able to check the opcodes it's processing by using the ST INTERNAL book
by abacus which has a listing of most of the BIOS of ROM. But my
emulator is crashing in the DOS part of ROM which is not in this book.
So what i need is a disassembler i can use on the ROM so i know what the
heck i should be getting....

(P.S. i am well aware that this is in no doubt the most useless method
of debugging a program!).

2227. Re: 68000 disassembler source code needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: S94 <gearyp@cs.man.ac.uk>
Message-ID: <3128C8F5.167EB0E7@cs.man.ac.uk>
Source record: 9916

Lawrence Edwin Gold wrote:
>
> S94 (gearyp@cs.man.ac.uk) wrote:
> : Could anyone point me in the direction of a 68000 disassembler source
> : code listing - written in preferably 80x86, otherwise in C.
>
> I don't know how helpful this would be, but a book on the 68000 by Lance
> Leventhal (from around 1980, I think) contains a table with the
> instruction set and all the machine language equivalents. I could
> probably find it at the library and get you a photocopy of those few pages...
>
> (When I say machine language equivalents, I mean the patterns of bits
> that correspond to each mnemonic... It's tedious to look over, but it
> should point you in the right direction, depending on what you intend to do.)

Thanks, but it's not quite what i'm looking for. You see i've written an
ST emulator in 80x86 for my pc and i've now got to the stage of
debugging it and running it through my ST's ROM (it's v1.0). I have been
able to check the opcodes it's processing by using the ST INTERNAL book
by abacus which has a listing of most of the BIOS of ROM. But my
emulator is crashing in the DOS part of ROM which is not in this book.
So what i need is a disassembler i can use on the ROM so i know what the
heck i should be getting....

(P.S. i am well aware that this is in no doubt the most useless method
of debugging a program!).

2228. Need help on 2-byte signed to 2-byte unsigned conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: Christoph.Wawrosch@univie.ac.at
Message-ID: <4gaja6$him@ftp.univie.ac.at>
Source record: 9917

Hi all,

I have the following problem:
I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
*.smp format. I have no problems with all the headers and tails and stuff,
but I couldnt figure out how to convert the data itself.
In the *.wav file each sample word is stored as a signed integer with the LSB
first, i.e
-34268 = &H8000 = 00 80 in the file
+34267 = &H7FFF = FF 7F in the file, and so on.
In the target *.smp I find a unsigned integer with the MSB first:
255 = &H00FF = 00 FF
40215= &H9D17 = 9D 17 etc.

Any hints (GFA-Basic 3.5) would be highly appreciated!!!

Chris

Christoph Wawrosch
Univ. Wien, Inst. f. Pharmakognosie
Althanstr. 14, A-1090 Wien, Austria
email: christoph.wawrosch@univie.ac.at

2229. '030 MMU and bus error stack questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-19 00:00:00 UTC
From: dstewart@nest.demon.co.uk
Message-ID: <7021dstewart@nest.demon.co.uk>
Source record: 9918

Hello

Is the QL emulator you have ported to the Falcon a software emulator.

As I thought all the Atari emulators were hardware emulation. The best been the QVME card which slots into the VME bus on the TT and Mega STE. I suppose if the Falcon had a VME interface then this could possible.

Derek

--

2230. Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <1996Feb20.015456.24891@freenet.victoria.bc.ca>
Source record: 9919

I can't for the life of me set the video mode on the Falcon. I start with a Setcreen with the proper mode (gotten from Vsetmode with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In 640x480x16 I can set the video to the same mode, however from any other mode it trahes the screen. What am I doing wrong? I am using assembler.

Nicholas

2231. GFA erase var() problem?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: diehl@io.org
Message-ID: <4gbbp4$st7@ionews.io.org>
Source record: 9920

During the development of a game I'm writing, I seemed to have come
across a strange problem.

I developed a small subroutine in my game whose sole purpose was to set
up and load relevant MOD files to play in-game and at various other
stages (title screen, high score, etc.). I simply passed the name of the
MOD and its size and the routine loaded it into an array. However each
time it did this, it would first eraase the array, and then redimension
it for the required size of the MOD. Now this all seemed to go all very
fine and well. During testing I played the first ten stages of the game,
after which several routines were designed to change the screen backdrop,
tile set (it's a logic/puzzle game) and the in-game music. After level
10, stage two begins with a new backdrop, new music, new tiles, etc, and
everything seems to go fine -- until i click on a tile, at which point
the MOD music just completely screws up.
Now, I solved the problem simply by defining a global constant array
for the size of the largest MOD in the list -- a last ditch attempt that
I didn't think would work -- having decided that redimensioning the array
was pointless anyway. To my surprise, it worked! The music no longer
screwed up when a new MOD was loaded and a tile clicked on.
But my curiosity's got the better of me. Why did the music screw up in
the first place? Is there a bug in the erase() command?

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2232. Re: Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: paa@hol.gr
Message-ID: <4gd0c2$74h@newsflash.hol.gr>
Source record: 9921

Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

: I can't for the life of me set the video mode on the Falcon. I
: start with a Setcreen with the proper mode (gotten from Vsetmode
: with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
: 640x480x16 I can set the video to the same mode, however from
: any other mode it trahes the screen. What am I doing wrong? I
: am using assembler.
Do you allocate enough video ram?
640x480x256 needs twice the video ram needed for 640x480x16. You can get the
size of a scrren mode with the VgetSize(mode) function, set the new video
ram with Setscreen and then use Vsetmode.
Also another way is Setscreen()L, 0L, 3, mode)
: Nicholas
bye!

2233. Re: How do I...

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4gcj9c$qng@studs.sci.kun.nl>
Source record: 9922

In <4g9ve5$qts@tor.abc.se> m9174@abc.se (Carl Lofgren) writes:

>is it possible to convert 'A$="0101001"' for example into a integer,
>with HiSoft Basic II?

ObAns:
Try VAL(A$). This works in every BASIC I know.

But:
You probably meant to convert binary numbers to normal base-10
integers, didn't you? Well, I don't know whether HBASIC supports
binary numbers, e.g. by means of some prefix. If it does, then you
could simply prepend that prefix to your string and VAL it then. If
not, you'll have to make up some kind of function for it.

Something like (off the top of my head, so no guarantees :-)

```
DEF FN bin2int (a$) ;or FUNCTION, or whatever HBASIC calls it...
res = 0
FOR i = 0 TO LEN(a$) - 1
res = res + VAL(MID$(a$, LEN(a$) - i, 1))*2**i
NEXT i
RETURN res
END FN ;of ENDFUNC, or whatever...
```

Something like that.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2234. Re: 68000 disassembler source code needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: desnogue@bavi.unice.fr
Message-ID: <4gck10$9k8@malibu.unice.fr>
Source record: 9923

I've got a 68000 disassembler written in C. I can give
it away, but there's no comment and should not be used
in commercial software without my agreement.

Laurent

2235. Re: How do I...

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4gcais$lhh@nyheter.chalmers.se>
Source record: 9924

```
In article <4g9ve5$qts@tor.abc.se>, Carl Lofgren <m9174@abc.se> wrote:
>
>is it possible to convert 'A$="0101001"' for example into a integer,
>with HiSoft Basic II?

That's of course possible using almost any programming language.

It isn't obvious that the number in A$ is in binary format, but if we
assume that, a simple pseudo code (Pascal-C-BASIC of sorts) program could be:

len = length of A$
num = 0
for i = 1 to len (assuming the string is indexed from 1 to len)
num = num * 2
if A$[i] == "1" then
num = num + 1
end if
end for

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
```

2236. What about the 040?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4gda28$p2@newsbf02.news.aol.com>
Source record: 9925

Hello I am using MagiCMac, I have a Quadra with a 25mhz 040 and 55mhz DSP, how come no one is upgrading to 040s they work GREAT with MagiCMac, you can get a 040 for under $100 (US). I am planning on writing some rendering software to use the 040 and maybe even my DSP. If wan't LOW 040 and even LOWER 030 prices take a gamder int he bac of a Mac Magazine you can find MANY great bargins.
Thanks for any ideas
Zan

2237. Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <7013phodgkin@nest.demon.co.uk>
Source record: 9926

In a message of <20 Feb 96 06:23:54>, uq086@freenet.Victoria.BC.CA (90:100/106) writes:

u> I can't for the life of me set the video mode on the Falcon. I
u> start with a Setcreen with the proper mode (gotten from Vsetmode
u> with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
u> 640x480x16 I can set the video to the same mode, however from
u> any other mode it trahes the screen. What am I doing wrong? I
u> am using assembler.

This is from a reply by Doug Little (he's one of the author of Apex)

Initialisation:

```
OldModeCode = VSetMode(-1)
OldPhys = PhysBase()
OldLog = LogBase()

VSetScreen(NewPhys,NewLog,-1)
VSetMode(NewModeCode)
```

Clean exit:

```
VSetScreen(OldPhys,OldLog,-1)
VSetMode(OldModeCode)
```

Avoid this at all costs:

```
VSetScreen(NewPhys,NewLog,NewModeCode)
```

Trying to use VSetScreen with both screen address pointers & resolution flags passed as valid parameters will end in chaos. You have to do both jobs separately.

Doug.

AIUI, if you have NVDI 3 running then you're in big trouble, it doesn't like rez changes much and you're going to have to save and restore the screen registers, and restoring the screen registers is apparently not easy - as *when* you restore them and what order you restore them can be crucial!

BTW after the first VSetScreen you can do another immediately after

```
VSetScreen(-1,-1,NewModeCode)
```

this helps too.

Maybe NVDI 4 is better!

Good luck :)

Phil

~ Decimal points are always one place too far to the left. ~

--

2238. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-20 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <7012phodgkin@nest.demon.co.uk>
Source record: 9927

In a message of <17 Feb 96 11:41:58>, phodgkin@nest.demon.co.uk
(90:100/106) writes:

p> Author: Phil Hodgkins Address: phodgkin@nest.demon.co.uk
p>
p> Split Message: 1 of 22.
p>
p>
p> section 1/1 file madch001.jpg [Wincode v2.6.1]

I don't know where this came from or who sent it, but if any one else got
it - IT WASN'T ME!

The msg afterwards, marked from Unknown, WAS from me - obviously some mix
up somewhere.

<late>

I've just looked at the file, how the hell can I disassociate myself from
this shit! Please believe me, I had nothing to do with it.

If you received it, wipe it! It's sick.

Phil.

~ Programmers get overlaid. ~

--

2239. Re: How do I...

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: diehl@io.org
Message-ID: <4gdq8f$rr7@news1.io.org>
Source record: 9928

```
Carl Lofgren (m9174@abc.se) wrote:
: Hi,

: is it possible to convert 'A$="0101001"' for example into a integer,
: with HiSoft Basic II?

Try val(a$)

: Carl.Lofgren@abc.se
: *** NOTE! This address will change into lofgren@dataphone.se
: *** very soon.

: ---
: * Kivi 1.41a *

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org
```

2240. Programming questions!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <4gfblb$c6m@bignews.shef.ac.uk>
Source record: 9929

Well I finally got sozobonX to work. I was well happy when Dan is cool started scrolling down the screen (dan is cool is good for any test program message and is a throw back from my speccie days).
Any way.
I'm now looking for several things.
is there an editor which allows several files to be open at once and allows me to chain to the compiler?

Does anybody have or know where I can get documents/ files/ information on GEM programming.

If I wanted to make a file editor which could edit several files at once. How could I store the files in memory. i.e. how could I dynamically change the amount of memory for each file so they can grow in size. Would I give enough for say 10kb per file and then if I needed more I couldmove some of the files about in memory?

Does anybody know where I can get any extra libraries for sozobonX c
does anybody know of an interrupt driven sample player for c which will play a short sample in the background while allowing some processing to continue with my application. (I like funny noises and the like in any program, not just games.)

oh well I hope I've given you all something to think about.
DAN
AKA ROWLF

2241. Re: '030 MMU and bus error stack questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4gfkqr$8it@nyheter.chalmers.se>
Source record: 9930

In article <7021dstewart@nest.demon.co.uk>,
Derek Stewart <dstewart@nest.demon.co.uk> wrote:
>Hello
>
>Is the QL emulator you have ported to the Falcon a software emulator.

Yes, it's 100% software.

>As I thought all the Atari emulators were hardware emulation. The best

All the well known ones use hardware, but I didn't have the cash to pay
for one of them back in '89, so I wrote my own...

A handful of people used QLem back then, but until a couple of weeks
ago, I hadn't done anything with the program since '91.

Currently QLem only runs on 68000 based Ataris but, as I wrote, I'm
trying to do something about that.
QLem actually works to some degree under STonX (problems with the bus
error handling) and I'm planning on making it run without the ST ROM
and with its own screen emulation -> A QL on (almost) any UNIX system! :-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2242. Re: Programming questions!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <825013544_OASIS_@swampdog.demon.co.uk>
Source record: 9931

In article <4gfblb$c6m@bignews.shef.ac.uk>
D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

[snip]

>If I wanted to make a file editor which could edit several files at
>once. How could I store the files in memory. i.e. how could I
>dynamically change the amount of memory for each file so they can grow
>in size. Would I give enough for say 10kb per file and then if I
>needed more I couldmove some of the files about in memory?

Use realloc(). This makes the typically cryptic 'C' explanations of
realloc() a little clearer ...

```
tmp_ptr = realloc(cur_buf,cur_size + extra);
if (tmp_ptr == NULL) {
/* no more memory, cur_buf still valid */

if (cur_buf == NULL) /* can't get a buffer */
else /* can't extend/shrink buffer */
}
else {
/* cur_buf gone */
/* tmp_ptr contains a copy of cur_buf contents */
/* plus 'extra' space to use */

cur_buf = tmp_ptr;
cur_size += extra;
}
```

--

Guy Harrison

guy@swampdog.demon.co.uk

2243. Re: Need help on 2-byte signed to 2-byte unsigned conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: cgra@btmaa.bel.alcatel.be
Message-ID: <4gf3on$19e@btmpjg.god.bel.alcatel.be>
Source record: 9932

In article <4gaja6$him@ftp.univie.ac.at>, Christoph.Wawrosch@univie.ac.at (Christoph Wawrosch) writes:
> Hi all,
>
> I have the following problem:
> I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
> *.smp format. I have no problems with all the headers and tails and stuff,
> but I couldnt figure out how to convert the data itself.
> In the *.wav file each sample word is stored as a signed integer with the LSB
> first, i.e
> -34268 = &H8000 = 00 80 in the file
> +34267 = &H7FFF = FF 7F in the file, and so on.

You misspelled "32768". :)

> In the target *.smp I find a unsigned integer with the MSB first:
> 255 = &H00FF = 00 FF
> 40215= &H9D17 = 9D 17 etc.
>

Unfortunately I know nothing of GFA Basic, so I'll have to write in C:

```
unsigned char a, c, c;
int i;

for (i=0;i<nbrSamples;++i)
{ a=getchar(); b=getchar(); putchar(b^0x80); putchar(a); }
```

Note that ^ is the C operator for "exclusive or".

Note that 0 for signed samples maps on to 32768 for unsigned:

```
00 80 FF FF 00 00 FF 7F -> 00 00 7F FF 80 00 FF FF
-32768 -1 0 +32767 0 32767 32768 65535
```

Good luck

Chris

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102

2244. Re: Programming questions!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: gilleta@pento.esil.univ-mrs.fr
Message-ID: <4ggad7$e6q@imt950.imt-mrs.fr>
Source record: 9933

Hi !

In article <4gfblb$c6m@bignews.shef.ac.uk> D.G.Williamson@shef.ac.uk (Daniel Williamson) writes:
> is there an editor which allows several files to be open at once and allows me
> to chain to the compiler?

Yes, you can use micro-emacs

> Does anybody have or know where I can get documents/ files/ information on GEM
> programming.

Yes, you can find a good one in :
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemdvi.lzh
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemtex.lzh
ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progem.arc

> How could I dynamically change the
> amount of memory for each file so they can grow in size?

Use the realloc function :
text = (char *) realloc(20000);

> Does anybody know where I can get any extra libraries for sozobonX c

Search the src.doc.ic.ac.uk ftp site

--

___
Bruno GILLETA _.-| | |__/,| (`\
Laboratoire d'Informatique de { | | |o o |__ _))
Marseille "-.|___| _.(T) ` /
Tel : 91 82 85 23 .--'-`-. _((_ `^--' /_< \
.+|______|__.-||__)`-'(((/ ((((/

2245. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <7053rcain@nest.demon.co.uk>
Source record: 9934

On 20 Feb 96 Phil wrote:

PH> I've just looked at the file, how the hell can I disassociate myself
PH> from this shit! Please believe me, I had nothing to do with it.
PH>
PH> If you received it, wipe it! It's sick.

Something told me that this was nothing to do with you, Phil.

Roger
rcain@nest.demon.co.uk

--

2246. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-21 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <7058dbrewood@nest.demon.co.uk>
Source record: 9935

In a message of 21 Feb 96 Roger Cain (90:100/103) woffled to Phil Hodgkins:

RC> Something told me that this was nothing to do with you, Phil.

Missed by me chaps, if I'd spotted it I'd have deleted it. As far as I can tell I somehow received it in 'alt.sex.stories' and Fist cross posted it and renamed the header.

Apologies.

Daron - dbrewood@nest.demon.co.uk

P.S. I do not take a.s.s regularly, just thought I'd try it for a while. Gone now too much volume!

+!+
Owing to the current financial restrictions the lightg at the end of the tunnel will be switched off until further notice.

--

2247. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-22 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <98phodgkin@nest.demon.co.uk>
Source record: 9936

In a message of <21 Feb 96 10:52:22>, Roger Cain (90:100/103) writes:

RC> Something told me that this was nothing to do with you, Phil.

Thank you Roger, you have no idea how much this means to me :)

Phil

~ Go climb a gravity well. ~

--

2248. Re: Day Finder

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-22 00:00:00 UTC
From: phodgkin@nest.demon.co.uk
Message-ID: <97phodgkin@nest.demon.co.uk>
Source record: 9937

In a message of <21 Feb 96 23:03:28>, Daron Brewood (90:100/106) writes:

RC>> Something told me that this was nothing to do with you, Phil.
DB>
DB> Missed by me chaps, if I'd spotted it I'd have deleted it. As far as
DB> I can tell I somehow received it in 'alt.sex.stories' and Fist cross
DB> posted it and renamed the header.
DB>
DB> Apologies.

Accepted :))

Huge sigh of relief!

Phil

~ Dyslexics of the world untie! ~

--

2249. Teaser? for BASIC Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: stosser@neon
Message-ID: <4gj4u5$pea@neon.airtime.co.uk>
Source record: 9938

```
BASIC TEASER
Open to coders of any BASIC Language

*** note that regular users of this echo actualy requested this
idea on irc channel #atari 22/02/96, I am simply supplying the
question so apologies to anyone who thinks this is wrong, but this
channel is desperate for traffic, enjoy ***

(1) You have a dimmed array, TEXT$(2000)

(2) You have loaded a document into this array, with each cell
holding a line of text,

(3) You display the text with something like
*****************************************

END=NUMBER OF TEXT LINES LOADED :rem this variables holds how
many lines of text there actualy are, could be 10, could be
1000
MARKER=0 : rem this variable holds position of text on screen,
ie 0=top of doc, END-21 = bottom of doc

REPEAT
I$=UPPER$(INKEY$)
IF I$="F" AND MARKER < END-21 THEN INC MARKER : GOSUB SHOW
IF I$="B" AND MARKER > 0 THEN DEC MARKER : GOSUB SHOW
UNTIL FALSE

SHOW rem sub routine to show 22 lines of text

DUMMY=MARKER
CLEAR SCREEN
FOR N=0 TO 21
LOCATE 0,N
PRINT TEXT$(DUMMY)
INC DUMMY
NEXT

REM **** DRAW A BOX X1,Y1 TO X2,Y2 ***************

RETURN
******************************

OK very rough and a pretty unusable routine, but it should be
readable to even a beginner at basic,

THE TASK
```

Make a scrollbar, so the BOX thats REM'D will show the status of
the file, This is a set window lentgh of 180 pixels, the amount of
text could be 10 lines to 10 000 lines, how would you make a
workable scroll bar, not interested in how to draw it, or how to
work it, just interested in the correct X1,Y1 AND X2,Y2
coordinates that should be the correct top left and bottom right
corners of the box no matter how for into the text you are, ie:
what status the MARKER variable is at,

NO RULES but it must be BASIC not C (get your own compo <vbg>)

it is possible, see issue one of FOCUS diskzine and you will see
that i have used a perfectly working scrollbar, but it took ages
to make, months to figure out, so theres your task :)

Cheers......!ynoT

*** Tony Greenwood : STOSSER Software **************************
* stosser@airtime.co.uk * ATARI ST Programmer *
* irc channel#atari <stosser> * ATARI Journalist *
*http://www.airtime.co.uk/users/stosser/ ************************
.

2250. Teaser? for BASIC programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4gjr6limq1@mhafn.production.compuserve.com>
Source record: 9939

```
> Make a scrollbar, so the BOX thats REM'D will show the status of
> the file, This is a set window lentgh of 180 pixels, the amount of
> text could be 10 lines to 10 000 lines, how would you make a
> workable scroll bar, not interested in how to draw it, or how to
> work it, just interested in the correct X1,Y1 AND X2,Y2
> coordinates that should be the correct top left and bottom right
> corners of the box no matter how for into the text you are, ie:
> what status the MARKER variable is at,

Let w1 be the pixel width of the 'base 'box and w2 the width
of the 'progress bar'.
w2 = int( w1* (Marker)/(MarkEnd-21)) :rem end can be reserved

x1,y1,y2 of the progress box are the same as the base box.
If w2 is truncated to an integer value, then x2 = x1 + w2% where:
w2% = (x2base-x1)*Marker/(EndMarker-21)

base drawn with x1,y1,x2base,y2 parameters [and hollow ]
progress drawn with x1,y1,x2,y2 parameters [and a fill]

exact code depends on your basic.
```

2251. Re: Teaser? for BASIC Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: diehl@io.org
Message-ID: <4gjio9$fb1@news1.io.org>
Source record: 9940

Tony Greenwood (stosser@neon) wrote:

: BASIC TEASER
: Open to coders of any BASIC Language

[etc]

: Make a scrollbar, so the BOX thats REM'D will show the status of
: the file, This is a set window lentgh of 180 pixels, the amount of
: text could be 10 lines to 10 000 lines, how would you make a
: workable scroll bar, not interested in how to draw it, or how to
: work it, just interested in the correct X1,Y1 AND X2,Y2
: coordinates that should be the correct top left and bottom right
: corners of the box no matter how for into the text you are, ie:
: what status the MARKER variable is at,

: NO RULES but it must be BASIC not C (get your own compo <vbg>)

: it is possible, see issue one of FOCUS diskzine and you will see
: that i have used a perfectly working scrollbar, but it took ages
: to make, months to figure out, so theres your task :)

Relatively simple. All you have to do is turn the number of lines in the text file into a percentage and then determine the positioning of the scroll bar relative to the percentage into the file the user is currently at.

Let's say, for example, the scroll bar is 10 pixels tall, and the window within which the scroll bar sits is 110 pixels -- just to make it easy. That gives the scroll bar 100 possible positions. Now let's say that the text file is 1000 lines long -- also to make it easy. This means that for every pixel the scroll bar is moved up or down, the user will move up or down 10 lines in the text. Therefore, the user would have to allow the text to scroll 10 lines when (s)he clicks on one of the scroll arrows before the scroll bar moves one pixel.

So, if the user dragged the scroll bar down to the middle -- precicely 50 pixels down -- that user would end up with line 479 (500-21 lines of text displayable in the text window) of the text at the top of the window -- or line 500, depending on how you define the top variable and, therefore, the dynamic positioning of the scroll bar. (You could define top as either being line 21 -- or the last line, if the text is smaller than 21 lines -- or as line 1)

I could whip up some code if necessary (in GFA) but here's the explanation of how it's done, anyway. (I had to wrestle with it myself when I wrote Fansi. :-)

:
: Cheers......!ynoT

: *** Tony Greenwood : STOSSER Software **************************
: * stosser@airtime.co.uk * ATARI ST Programmer *
: * irc channel#atari <stosser> * ATARI Journalist *
: *http://www.airtime.co.uk/users/stosser/ ************************
: .

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2252. Re: Programming questions!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: Szymon Stasik <sstasik@zodiac22.mimuw.edu.pl>
Message-ID: <Pine.LNX.3.91.960223194323.2346B-100000@zodiac22.mimuw.edu.pl>
Source record: 9941

On 21 Feb 1996, Bruno GILLETA wrote:

> > Does anybody have or know where I can get documents/ files/ information on
> GEM
> > programming.
>
> Yes, you can find a good one in :
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemdvi.lzh
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progemtex.lzh
> ftp://src.doc.ic.ac.uk/public/info/.arch/EXTRA5/umich/Programming/progem.arc

And take a look at gem++ library available in most of atari sites in
directory programming/

regards,

Simon.

2253. GFA erase var() problem?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_312e1c1a_Bo.Leuf@daggskim.ct.se>
Source record: 9942

```
In a message here dated 20 Feb 96 you wrote to All ...
[...detailed description...]
> But my curiosity's got the better of me. Why did the music screw up in
> the first place? Is there a bug in the erase() command?

Did you bother to do any garbage collection?
Whenever I have that sort of thing it looks like...

ERASE var()
~FRE(0)
DIM var(big)

Another thing that trips people up is the fact that GC anywhere may cause your
variables to move about, so that

a%=V:var(0)

may be valid for a while, but then var() might be moved, and a% points to
something else.

<scribble> Bo Leuf
```

2254. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-23 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4gj92q$u2n@news.nevada.edu>
Source record: 9943

schoen@dial.eunet.ch wrote:
:
: Hi folks,
:
: with some assembler.
: My biggest problem: I come from the PC and Mac-world and
: therefore I have serious problem to figure out how to get
: the best out of my Falcon.
: One example: I made a little program with two swap-screens
: to figure out how fast the falcon is in 15 bit mode.
: I noticed that the framerate dropped dramatically when I
: moved the mouse during the animation.
: I assume that it has something to do with some kind of system
: interrupts, but I have no idea.
: I'd really appreciate if someone has some basic C-routine, like
: "hello world", just for games, which includes all the typical,
: needed initializations to get a game going on the falcon.
: Any help would be appreciated.
:
Use the blitter if you can do 2d blits or full screen blits. Yes you can use the blitter in TC as a replace mode blit ONLY. Set it up as a 1bit blit and work from there. I think I uploaded something to GEnie a while ago that demonstrated blitting on the Falcon.

With blitting, you can increase the performance to up to 12kb/sec in HOG mode.

Vince @ JV Ent.

2255. itoa()

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-24 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960224145509.28090C-100000@mars.dsv.su.se>
Source record: 9944

Somebody asked for an itoa() a while ago? Here is one ...

```
#include <stdio.h>
main(void){

char string[34];

puts(itoa(6*9,string,13)); /* What do you get when you multiply 6 by 9 ?
* (in base 13)
*/
return 0;

}

char *itoa(int num,char *str, int radix){

char temp[8 * sizeof (int)], i = 0, j = 0;
if(num<0){
num = - num;
str[j++]='-';
}
temp[i++]=0;

do{
temp[i++] = "0123456789abcdef" [num % radix];
} while(num /= radix);

do{
str[j++] = temp[--i];
} while(i);

return str;
}

// Jens M Andreasen
```

2256. Re: Teaser? for BASIC Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-24 00:00:00 UTC
From: Steph@wuss.demon.co.uk
Message-ID: <825264824_OASIS_@wuss.demon.co.uk>
Source record: 9945

Tony, Tony, Tony!

Thank you for supplying this teaser. However, I wrote a routine like this a while back, so thought was unnecessary (thank god!)

Here it is:

```
PROCEDURE sidebar
PBOX 608,18,622,154 ! Gives a nice white box
ratio=138/endline% ! No of pixels/No of lines
pagetop%=INT(ratio*(topline%-1))+17 ! Top of white box
pagebase%=INT(ratio*baseline%)+17 ! Bottom of white box
IF pagebase00000006agetop%<5
temp%=INT(ratio*(topline%+10))+17 ! This routine sorted out a
IF temp%<20 ! minor bug, but I can't
temp%=20 ! remember what. It might be
ENDIF ! unnecessary. It might be
pagetop%=temp%-2 ! pivotal. I should comment my
pagebase%=temp%+3 ! code when I write it, & not
ENDIF ! 3 years later....
DEFFILL 1,2,2 ! This is a dotty menubar fill
PBOX 607,17,623,pagetop% ! Draw the top grey box
PBOX 607,pagebase%,623,155 ! Draw the bottom grey box
DEFFILL 0,1 ! Back to reality
RETURN
```

This is perhaps unconventional in that it draws the two shaded boxes rather than the single white box. There's no particular reason for this, other than the number of DEFFILLS.

I know that the INT commands are largely redundant because I am using integer variables, but I like to write neat code :o)

CYA

Steph.

--

O~~~~~~O
"..Is it better to rule in hell than it is to serve in heaven?"
Child Of The Damned - Warlord

Steph Taylor steph@wuss.demon.co.uk
O~~~~~~O

2257. Re: Teaser? for BASIC Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-24 00:00:00 UTC
From: stosser@neon
Message-ID: <4gnn4g$mj9@neon.airtime.co.uk>
Source record: 9946

Steph Taylor (Steph@wuss.demon.co.uk) wrote:
: Tony, Tony, Tony!

: Thank you for supplying this teaser. However, I wrote a routine like this a
: while back, so thought was unnecessary (thank god!)

: Here it is:

SNIP---

Ho dear, is everyone trying to tell me the problem was too easy?,
although a lot of people who asked for a teaser dident respond ?, I
thought you might have this one Steph, you being a mathematical fingy ?

Well someone ask a more difficult one, but I still say it confused some,

Cheers.............!ynoT

2258. Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-24 00:00:00 UTC
From: stosser@neon
Message-ID: <4gnncj$mj9@neon.airtime.co.uk>
Source record: 9947

I asked ages ago, as there was NO response then I will ask again,

Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given away by Atari World,

I want to check out the code and find out what the language is capable of before I go any farthur, Someone must have some source code or know where I can find some,

Cheers.....!ynoT

2259. Re: Teaser? for BASIC Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-24 00:00:00 UTC
From: dave@levihome.demon.co.uk
Message-ID: <825189914_OASIS_NEWS@levihome.demon.co.uk>
Source record: 9948

```
In article <4gj4u5$pea@neon.airtime.co.uk>
stosser@neon (Tony Greenwood) wrote:-

>
> BASIC TEASER
> Open to coders of any BASIC Language
>
> *** note that regular users of this echo actualy requested this
>idea on irc channel #atari 22/02/96, I am simply supplying the
>question so apologies to anyone who thinks this is wrong, but this
>channel is desperate for traffic, enjoy ***
>
>
>(1) You have a dimmed array, TEXT$(2000)
>
>(2) You have loaded a document into this array, with each cell
>holding a line of text,
>
>(3) You display the text with something like
>*****************************************
>
> END=NUMBER OF TEXT LINES LOADED :rem this variables holds how
> many lines of text there actualy are, could be 10, could be
> 1000
> MARKER=0 : rem this variable holds position of text on screen,
> ie 0=top of doc, END-21 = bottom of doc
>
> REPEAT
> I$=UPPER$(INKEY$)
> IF I$="F" AND MARKER < END-21 THEN INC MARKER : GOSUB SHOW
> IF I$="B" AND MARKER > 0 THEN DEC MARKER : GOSUB SHOW
> UNTIL FALSE
>
> SHOW rem sub routine to show 22 lines of text
>
> DUMMY=MARKER
> CLEAR SCREEN
> FOR N=0 TO 21
> LOCATE 0,N
> PRINT TEXT$(DUMMY)
> INC DUMMY
> NEXT
>
> REM **** DRAW A BOX X1,Y1 TO X2,Y2 ***************
```

```
' new line ------
GOSUB scroll_bar(END,MARKER,180,22)
```

```
>
> RETURN
>******************************
>
> OK very rough and a pretty unusable routine, but it should be
>readable to even a beginner at basic,
>
> THE TASK
>
> Make a scrollbar, so the BOX thats REM'D will show the status of
>the file, This is a set window lentgh of 180 pixels, the amount of
>text could be 10 lines to 10 000 lines, how would you make a
>workable scroll bar, not interested in how to draw it, or how to
>work it, just interested in the correct X1,Y1 AND X2,Y2
>coordinates that should be the correct top left and bottom right
>corners of the box no matter how for into the text you are, ie:
>what status the MARKER variable is at,
>
> NO RULES but it must be BASIC not C (get your own compo <vbg> )
>
```

Here is the basic routine written in generic pseudo (personally I use GFA). As window length was stated I created the routine for a horizontal scroll bar, just swap x,y & x1,y1 to make it vertical.

```
PROCEDURE scroll_bar(mlines%,tline%,width%,vlines%)
' parameters
' mlines = total number of lines loaded
' tline = top line of current screen
' width = total width of scrollbar range ( stated as 180 )
' vlines = total number of lines displayable
LOCAL box_x%,box_y%,box_x1%,box_y1%,a#,scroll_x%,scroll_x1%
box_x%=0
box_y%=0
box_x1%=width
box_y1%=10 ( just to give it some height )
a#=(box_x1%-box_x%)/mlines
scroll_x%=a#*tline%
scroll_x1%=scroll_x%+(a#*vlines%)
DEFFILL 1,0 ( white box black border )
PBOX box_x%,box_y%,box_x1%,box_y1%
DEFFILL 1,1 ( Black Box )
PBOX scroll_x%,box_y%,scroll_x1%,box_y1%
RETURN
```

Drawing it is a doddle, the challenging part is to move it with the mouse so it stays inside the range bar and can move from one end to the other and feeds the coordinates back. Also clicking on the range bar moving the page in the right direction AND the final part is to update the

screen as it goes so that you can watch the text scroll as you move it.

If it is worked well you should be able to move the text cursor on the screen by moving the scrollbar.

I had to write a very small text editor for OASIS <70K but it had to handle any ATARI 16 bit computer with full GEM control with resources, MagiC, the usual word processor functions, block manipulation, Word wrap etc and can handle files of any size (actually the limit is 99,999 lines). It isn't everybodies cup of tea but then no program is.

What I have just finished was really hard - Try writing a multitasking GEM program with full TCP/IP systems (not one that runs in a multitasking environment - but is fully multitasking in itself, Menus Windows & Dialogs). Done in GFA basic.

The language isn't important it's the ideas that use it that are!

--

==========
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==========

2260. AES 4.1 drop down listboxes

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4go9ud$71e@inca01.inca.co.nz>
Source record: 9949

I have recently struct a bit of trouble with AES 4.1 listboxes.

If I disable the very last item in a listbox, it comes out in a "disabled button" colour, rather than just greyed text on the background colour.

If I disable any other item in that listbox, it comes out as grey text on whatever the background colour is.

This looks very odd, when the rest of the popup is flagged as FL3DBAK. Each of the affected ones are flagged FL3DBAK as well.

The listbox has fourteen items on it, all of type G_STRING, with four or five of them disabled.

Doing it as a normal popup menu seems to cure it.

Has anyone had any similar experiences like this?

How does one get around it? (other than doing it as a normal popup)

(I am using Lattice C 5.6, MultiTOS AES 4.1, MiNT 1.12 with memory protection 'on', on a 20Mbyte TT in TT-Medium rez).

--

Quote For The Month: "This Time For Sure"

2261. Re: GFA erase var() problem?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: diehl@io.org
Message-ID: <4gp1mb$fug@news1.io.org>
Source record: 9950

Bo Leuf (bo.leuf@daggskim.ct.se) wrote:
: In a message here dated 20 Feb 96 you wrote to All ...
: [...detailed description...]
: > But my curiosity's got the better of me. Why did the music screw up in
: > the first place? Is there a bug in the erase() command?

: Did you bother to do any garbage collection?
: Whenever I have that sort of thing it looks like...

: ERASE var()
: ~FRE(0)
: DIM var(big)

I'd forgotten about garbage collection; thing is though, I don't think
that was the problem; the problem recurred at exactly the same place
every time, and in precicely the same way. It was too regular and
precice to be a garbage collection problenn.

: Another thing that trips people up is the fact that GC anywhere may cause your
: variables to move about, so that

: a%=V:var(0)

: may be valid for a while, but then var() might be moved, and a% points to
: something else.

I don't think that was it, either, but I'll keep that in mind. I've made
the array static now, so the probem hasn't recurred, and if I run into
more probllems I may just use malloc() instead.

: <scribble> Bo Leuf

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2262. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <4gpk6c$1m0@news.eunet.ch>
Source record: 9951

> >My advice to you is that if want to code games (with fast graphics) you
> >better use only the 256 color mode.
>
> Why do you think most games at the moment do use the high colour mode?
>
> It's faster. To set a pixel in high colour mode you write two bytes, to
> set it in 256 colour mode you need to do eight separate bit operations.
> Had Atari made a chunky 256 colour mode it would have made much better
> speed possible, but as it is high colour is fastest for most things.

I agree. As we all can see, it's almost impossible to write a game
using real texture mapping on an amiga, just because of the lack of
chunky pixel format (ok, there are some tricks for it like using the
chopper, but they all have their limitations).
IMHO, the 16-bit-mode fits best for games on the falcon. Even if it
means to code in assembler. BTW, there's still a DSP around to do
some of the heavy work...

2263. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4gq2gu$aph@news.iesd.auc.dk>
Source record: 9952

In article <4g1inj$gej@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
> In article <4fn58m$mta@oravannahka.helsinki.fi>,
> ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:
>
> >My advice to you is that if want to code games (with fast graphics) you
> >better use only the 256 color mode.
>
> Why do you think most games at the moment do use the high colour mode?
>
> It's faster. To set a pixel in high colour mode you write two bytes, to
> set it in 256 colour mode you need to do eight separate bit operations.
> Had Atari made a chunky 256 colour mode it would have made much better
> speed possible, but as it is high colour is fastest for most things.

.... And it looks even better than crappy 256 colors :-)

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

2264. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: chainxor@control.auc.dk
Message-ID: <4gq44q$aph@news.iesd.auc.dk>
Source record: 9953

In article <4g9hmd$6sl@oravannahka.Helsinki.FI>, ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:
> Forsythe and Guy (clifton@southern.co.nz) wrote:
> : Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
> : : schoen@dial.eunet.ch wrote:
> It doesn't take much of the programmers skills to understand that if you
> have to draw polygons with one pixel at the time, on 16 mhz machine with
> 16-bit bus to the memory the performance can't be that good.

It seems that you have obvoiusly not seen BAD MOOD for Falcon than - eh ?

Well I can tell you, that it makes all your arguments fall to the grownd, regarding the Falcon being slow in HighColor and 3D.

Of course, the Falcon is not state of the art anymore, I know that, but anyway check out :

http://rand.thn.htu.se

....and see what's possible on the Falcon.

Keep Cool and Flying...

ChainXOR...

// Atari Falcon030/FX/Tower, 8 Mb RAM (4MB FastRAM), 260 MB IDE HDD //
// 36/40 Mhz CPU/FPU, 50 Mhz DSP56001, SCSI-II 3,3xspeed CD-ROM //
// Running MagiC 4 OS //
// E-Mail: chainxor@control.auc.dk //
// Homepage: http://www.control.auc.dk/~chainxor/ //
// Star Trek rules! //

2265. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: ackerman.29@postbox.acs.ohio-state.edu
Message-ID: <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>
Source record: 9954

In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony Greenwood) wrote:

> I asked ages ago, as there was NO response then I will ask again,
>
> Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
> away by Atari World,
>
> I want to check out the code and find out what the language is capable
> of before I go any farthur, Someone must have some source code or know
> where I can find some,
>
> Cheers.....!ynoT

There is some floating around in the Programming section of a.a.u.e. I
couldn't tell you exactly which ones they are though. I remember seeing a
couple when I was indexing it last year. If you grab the 0index, I think
I noted which ones were HiSoft Basic.

Sorry I can't be of any more help,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

2266. Scrolling / Page flipping

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: johngr@teleport.com
Message-ID: <4gqibm$k7s@maureen.teleport.com>
Source record: 9955

I'm tring to fix some programs I wrote afew year ago. One problem I have is I get flicker on my scrolling program. I am using Vsync and Set screen and coping screens to the buffers can the switch. but every so often get flicker near the top of the screen. This happens on both my STFM and Falcon. I basicly copy the next screen to logical page, vsync then switch logic/physical then do the same for the next screen.

Is there a faster or flicker free way to do this that will work on both systems. I can't think of any other way with the 256byte restriction for screen boundaries on the STFM.

Thanks

John

--
johngr@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)

2267. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-25 00:00:00 UTC
From: Steph@wuss.demon.co.uk
Message-ID: <825369784_OASIS_@wuss.demon.co.uk>
Source record: 9956

Tony,

If you are looking to play about with a different flavour of Basic, why not try out GFA? Asides from my obvious bias, it really is a powerful version of basic, and it forces you to write really structured code. Good training for when/if you switch to a 'real' language (as MarkB would say!)

The other advantage of trying GFA 3.6 is the number of people who use it and can give you support & false information in equal measure :o))) Guess which bracket I'd fit into....

Seriously, though, I'm a bit of an amateur, but I know my way around the language. There are a couple of experts floating around. For instance, Oasis & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you might have noticed others on this group & c.s.a.s. talking up a good game! :o)

This isn't intended to start a flame war between languages; I just assumed you were interested in other Basics because of your question. I don't know anything about HiSoft.

My opinion, that's all..

Steph.

--

O~~~~~~O
"..Is it better to rule in hell than it is to serve in heaven?"
Child Of The Damned - Warlord

Steph Taylor steph@wuss.demon.co.uk
O~~~~~~O

2268. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4gqtgg$ppv@lyra.csx.cam.ac.uk>
Source record: 9957

In article <825369784_OASIS_@wuss.demon.co.uk>,
Steph@wuss.demon.co.uk (Steph Taylor) writes:
>Tony,
>
>If you are looking to play about with a different flavour of Basic, why not
>try out GFA? Asides from my obvious bias, it really is a powerful version of
>basic, and it forces you to write really structured code.

So does Hisoft Basic though. Either would be better than STOS :)

>Good training for when/if you switch to a 'real' language (as MarkB
>would say!)

Since you mention it, yes :)

>The other advantage of trying GFA 3.6 is the number of people who use it and
>can give you support & false information in equal measure :o))) Guess which
>bracket I'd fit into....

I really don't think I should reply to this bit :)

>you were interested in other Basics because of your question. I don't know
>anything about HiSoft.

Hisoft basic is better for GEM stuff, particularly if you have Ofir's toolbox.
Apart from that there's not much to choose between them really, it's just
whichever you prefer.

2269. GFA Queries

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <4gr18b$kio@bambam.soi.city.ac.uk>
Source record: 9958

Perhaps someone could help me with a couple of GFA problems/queries:

Firstly, I've been having problems getting the VA_START protocol working - specifically in finding the path/file that is passed when a file is dropped onto the program icon.

I get the VA_START message and the appropriate details in the message buffer fine, with the hi and lo words of the address. When I concatenate the two words, it gives me an address, which I can then read with filename$=CHAR{address%}.

This works fine when both numbers are positive, and I get the correct filename. However, recently I have started to get negative numbers in the low word of the address, almost always resulting in a crash (bus error) when reading the file string ('cos it's getting the address wrong). Typically I get values of 25 for the hi word and around -2756 for the low word.

Anyone have more info on this?
(BTW I'm using MagiC 2 and Gemini 1.999)

**

Also, can anyone shed a bit more light on the compiler settings - specifically, which ones should be used and which should not. I'm writing Line-A free MagiC compatible, modern flydial interface Gem apps with Gregor Duchalski's Flydials.

Cheers!

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

2270. Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <4gs4uj$ei@netty.york.ac.uk>
Source record: 9959

I have a piece of software that drives a piece of hardware attached
to my Atari (it's the Lynex 16 bit sampler if you must know). Now, I
have a problem: The software is very unreliable, and also has features
which I don't use - it also lacks features that I would like. After
(approx) 2 years of searching, I have found no-one who has heard of this
hardware, and no help whatsoever. Which brings me to my question:

Is there a recognised way of `reverse-engineering' the code? I managed
to disassemble the code using GFA assembler, but I don't really understand
the format of ST executables - the disassembled code has a load of jump
instructions at it's start, now I don't know whether these are real
instructions, or a data storage area. I haven't done much assembler!

Any hints, tips etc. (or better still, someone who has some source code
for the Lynex sampler - I still live in hope) will be gratefully
received.

cheers,

john..

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

2271. Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4gs0nn$79b@bbcnews.rd.bbc.co.uk>
Source record: 9960

I'm having grief with the vdi function "close virtual work station" (I can't remember the C function name off hand). NVDI3 complains that I pass it an invalid handle but I can't see what I'm doing wrong. Here's what I do (important details only):

```
1) call appl_init()
2) VDIhandle = graf_handle()
3) ScreenHandle = VDIHandle()
4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
the function name*/
5) event loop till quit
6) v_closevwk(ScreenHandle)
7) appl_exit()
```

NVDI pops up a dialogue box informing me that I gave it an invalid handle. The documentation I have says that this is the correct way of doing things.

-David White

//standard disclaimer

2272. STOSSER

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: stosser@neon
Message-ID: <4gsile$j8j@neon.airtime.co.uk>
Source record: 9961

STOSSER WWW Page
http://www.airtime.co.uk/users/stosser/

This page has now been updated, Some major changes have been made, the <Downloads> section now has its own menu system, from here you can now download all 25 issues of STOSSER Diskzine, all 4 issues of STESTOSterone diskzine, a selection of STOS extensions and a selection of my titles, including H.E.R.O. Multiplayer Pakman and VidIgrid 2, other titles by myself can also be downloaded,
Couple of more people added to the <Bit about> section, please note anyone in this section directing others to there "bit" should use the normal url but change your name to uppercase,
A new section added on the main menu and smaller updates to existing sections, there now totals Seventy Nine (79) seperate pages on this one site,

This will be the last major monthly change now that I have a working ftp client ie: MG-FTP for use with STiK, I now dont have to wait a month, with my STe I can now update the page as often as I wish, and indeed will be doing, so keep your eye on the date when you visit :)

Cheers......!ynoT

*** Tony Greenwood : STOSSER Software **************************
* stosser@airtime.co.uk * ATARI ST Programmer *
* irc channel#atari <stosser> * ATARI Journalist *
*http://www.airtime.co.uk/users/stosser/ ************************
.

2273. Re: Scrolling / Page flipping

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4gsn5o$ea@m1.cs.man.ac.uk>
Source record: 9962

Sorry to be a bit blunt here, but could you possibly explain a little more clearly exactly what it is you're trying to do since I'm not sure I've understood correctly. I assume that you're just trying to do double-buffering - ie, display physical screen, draw on logical screen, wait for the vbl, then swap screens. If your code runs in less than 1 vbl, then you can put in a new vbl routine at $70.w:

```
vbl1
move.w #1,vbl_flag ; flag the vbl's happened
... ; any other code
move.l #phy_screen2,$ffff8200.w ; display physical screen
move.l #log_screen1,screen ; draw on logical
move.l #vbl2,$70.w ; next vbl
rte

vbl2
move.w #1,vbl_flag
...
move.l #log_screen2,$ffff8200.w
move.l #phy_screen1,screen
move.l #vbl1,$70.w
rte

; This routine will wait for the vbl to occur
clr.w vbl_flag
wait_vbl
tst.w vbl_flag
beq.s wait_vbl

log_screen1 = address of screen 1
phy_screen1 = address of screen 2
log_screen2 = shifted address of screen 1 (for hardware)
phy_screen2 = shifted address of screen 2 (for hardware)
```

Whether this works on the Falcon I've no idea. But you get the idea. If you really need to get around the 256-byte restriction on the STFM, then you can always sync-scroll, which allows you to start the screen address on an 8-byte boundary. See the Mindbomb main menu for a good example of this. Or some of TCBs screens.

You say you're copying screens to the buffers. What do you mean by this? If you could give a more detailed explanation of what you're trying to do it would be a great help. Is this a game? Demo? There are _many_ techniques for speeding up what you're doing, but often they are restricted to certain things.

gaz

2274. Lattice C funnies

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4gsagh$a4s@bbcnews.rd.bbc.co.uk>
Source record: 9963

Why does my Lattice C (v5.6) compiler keep on coming up with the
message, "Warning 100: function prototype not found", when the
function prototype is definately there in one of the header
files; spelt the same and with the correct arguments.

-David White

//standard disclaimer

2275. Re: Lattice C funnies

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4gsm9o$q2d@blauw.sci.kun.nl>
Source record: 9964

In <4gsagh$a4s@bbcnews.rd.bbc.co.uk> David White <david.white@rd.eng.bbc.co.uk> writes:

>Why does my Lattice C (v5.6) compiler keep on coming up with the
>message, "Warning 100: function prototype not found", when the
>function prototype is definately there in one of the header
>files; spelt the same and with the correct arguments.

I've had hour-long debugging sessions finally ending in finding that
the include file _before_ the offending one had a missing ; or
something. You could check that out.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2276. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gt8uq$bbr@inca01.inca.co.nz>
Source record: 9965

Steph Taylor (Steph@wuss.demon.co.uk) wrote:
> language. There are a couple of experts floating around. For instance, Oasis
> & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you

<rant>

Be careful when you start assuming "product X" was written in "Language
Y", and therefore Y is a very good/bad language.

This is a completely incorrect inference. The skill of the programmer is
paramount here. A good programmer behind a crap language can do just as
well - if not better - than a crap programer behind a much better language.

(I have heard such opinions ["X uses Y, so Y is good/crap"] before, and
find the tadger-comparison that the language wars devolve into ["L has
GOOGOL, but Q doesn't, so Q sux Ls appendage"] tiring to wade through).

</rant>

(Not wishing to attack you or your post in particular, but it did mention
an "X written in Y", from which the capability of Y can be inferred by the
lazy/ignorant)

--

Quote For The Month: "This Time For Sure"

2277. Re: Fried bits?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4gt3vc$bp3@sargas.omicron.se>
Source record: 9966

arcovang@caiw.nl (A.van.Geest) writes:

>Can anyone tell me if there is going to be a fried bits this year?
>I lost my old invitation so I don't know who to mail...

There won't be a Fried Bits party but there will be another party called
"Symposium" which will be held in Hamburg. The full invitation can be
found at the URL: http://stud1.tuwien.ac.at/~e9327376/sympos.htm

Regards /
Loke / Dead Hackers Society

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2278. Re: Need help on 2-byte signed to 2-byte unsigned conversion

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4gt2hh$bo1@sargas.omicron.se>
Source record: 9967

Christoph.Wawrosch@univie.ac.at (Christoph Wawrosch) writes:

>Hi all,

>I have the following problem:
>I want to convert sound files, namely from Windows *.wav to Steinbergs Avalon
>*.smp format. I have no problems with all the headers and tails and stuff,
>but I couldnt figure out how to convert the data itself.
>In the *.wav file each sample word is stored as a signed integer with the LSB
>first, i.e
>-34268 = &H8000 = 00 80 in the file
>+34267 = &H7FFF = FF 7F in the file, and so on.
>In the target *.smp I find a unsigned integer with the MSB first:
>255 = &H00FF = 00 FF
>40215= &H9D17 = 9D 17 etc.

This is quite simple.
All you have to do is add 0x8000 to each value, and
the sign extension will cause the negative values to wrap around,
be careful with BASIC though, since it might not do what you expect.
In C and Assembler it works.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2279. Re: Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-26 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4gt2la$bo9@sargas.omicron.se>
Source record: 9968

uq086@freenet.Victoria.BC.CA (Nicholas Steele) writes:

>I can't for the life of me set the video mode on the Falcon. I
>start with a Setcreen with the proper mode (gotten from Vsetmode
>with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
>640x480x16 I can set the video to the same mode, however from
>any other mode it trahes the screen. What am I doing wrong? I
>am using assembler.

What do you mean that it trashes the screen. If you're trying to change the
desktop resolution it won't work that way, since GEM don't know that
the resolution is changed.

Regards /
Loke / Dead Hackers Society
--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2280. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4gti9t$eqk@inca01.inca.co.nz>
Source record: 9969

David White (david.white@rd.eng.bbc.co.uk) wrote:
> I'm having grief with the vdi function "close virtual work station" (I
> can't remember the C function name off hand). NVDI3 complains that I
> pass it an invalid handle but I can't see what I'm doing wrong. Here's
> what I do (important details only):

> 1) call appl_init()
> 2) VDIhandle = graf_handle()
> 3) ScreenHandle = VDIHandle()
> 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
> the function name*/
> 5) event loop till quit
> 6) v_closevwk(ScreenHandle)
> 7) appl_exit()

> NVDI pops up a dialogue box informing me that I gave it an invalid
> handle. The documentation I have says that this is the correct way
> of doing things.

What you have listed appears to be valid code - although step 3 seems a
bit suspect. It could also be a bug in NVDI.

Here is what I use (suitably trimmed)

```
appl_init()
vhandle = graf_handle(...)
v_opnvwk( wi, &vhandle, wo )
evnt_keybd()
v_clsvwk( vhandle )
appl_exit()
```

--

Quote For The Month: "This Time For Sure"

2281. Re: Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4gti9g$6f3@moacs11.moacs.indiv.nl.net>
Source record: 9970

```
In article <4gs4uj$ei@netty.york.ac.uk>,
John 'john..' Tuffen <jat5@york.ac.uk> wrote:
> I managed to disassemble the code using GFA assembler, but I don't
> really understand the format of ST executables

The header of an executable is:

struct programheader {
u_int16_t magic; /* always 0x601a (bras) */
u_int32_t textlen; /* length of text segment */
u_int32_t datalen; /* length of data segment */
u_int32_t bsslen; /* length of bss segment */
u_int32_t symlen; /* length of symbol table */
u_int32_t reserved;
u_int32_t flags; /* program load flags */
u_int16_t no_reloc_info; /* if != 0, the code is */
/* position independent */
}

The text segment immediately follows this header. The data segment
immediately follows the text segment. The symbol table immediately
follows the data segment. The relocation info immediately follows
the symbol table.

The text segment may of course contain constant data, but contrary
to the unix a.out format there is no entry point in the header,
hence the text segment must start with an instruction.

Regards,
Waldi
--
The world is coming to an end. Please log off.
```

2282. Re: GFA Queries

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4gtj6f$6gd@moacs11.moacs.indiv.nl.net>
Source record: 9971

In article <4gr18b$kio@bambam.soi.city.ac.uk>,
Hall BJ <cb170@city.ac.uk> wrote:
> Typically I get values of 25 for the hi word and around -2756
> for the low word.

25 == 0x19
-2756 == 0xf53c

((0x19 << 16) | 0xf53c) => 0x19f53c, looks like a valid address.
Maybe you must declare high and low words as unsigned integers.

Regards,
Waldi
--
The world is coming to an end. Please log off.

2283. Teaser! for Basic Programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4gu9gk$4nq@orm.southern.co.nz>
Source record: 9972

Well, not so much of a teaser as a whole game :)

Has anyone seen Worms (made by Team 17) on the Amiga or PC?
(a cross between tank wars and lemmings - awesome game!)

If you haven't then you should have a look at it and become enlightened :)
If you have... I propose the challenge of writing it for the 1 MB+ STE /
TT / Falcon - with enhancings for each system :) - you may
(actually probably will) have to get permission from Team 17...
you can email them at
dudes@team17.com
whether you get any response from them is another story...
I will post other adresses as I get hold of them

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Hail Atari! Hail Motorola! Hail IBM... with Rocks!

In a nuclear war all men will be cremated equal.
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRE

2284. Re: Lattice C funnies

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4gujbd$st7@bbcnews.rd.bbc.co.uk>
Source record: 9973

sanders@sci.kun.nl (Sander Stoks) wrote:
>
> In <4gsagh$a4s@bbcnews.rd.bbc.co.uk> David White <david.white@rd.eng.bbc.co.uk> writes:
>
> >Why does my Lattice C (v5.6) compiler keep on coming up with the
> >message, "Warning 100: function prototype not found", when the
> >function prototype is definately there in one of the header
> >files; spelt the same and with the correct arguments.
>
> I've had hour-long debugging sessions finally ending in finding that
> the include file _before_ the offending one had a missing ; or
> something. You could check that out.
>
I'll have a look, but I doubt if that is the problem. I only have one header
file that is created manually by me, the other headers are the AES, VDI and resource
file headers.

-David White

//standard disclaimer

2285. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4gujib$st7@bbcnews.rd.bbc.co.uk>
Source record: 9974

```
gmiller@inca.co.nz (Gaven Miller) wrote:
>
> David White (david.white@rd.eng.bbc.co.uk) wrote:
> > I'm having grief with the vdi function "close virtual work station" (I
> > can't remember the C function name off hand). NVDI3 complains that I
> > pass it an invalid handle but I can't see what I'm doing wrong. Here's
> > what I do (important details only):
>
> > 1) call appl_init()
> > 2) VDIhandle = graf_handle()
> > 3) ScreenHandle = VDIHandle()
> > 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
> > the function name*/
> > 5) event loop till quit
> > 6) v_closevwk(ScreenHandle)
> > 7) appl_exit()
>
> > NVDI pops up a dialogue box informing me that I gave it an invalid
> > handle. The documentation I have says that this is the correct way
> > of doing things.
>
> What you have listed appears to be valid code - although step 3 seems a
> bit suspect. It could also be a bug in NVDI.
>
> Here is what I use (suitably trimmed)
>
> appl_init()
> vhandle = graf_handle(...)
> v_opnvwk( wi, &vhandle, wo )
> evnt_keybd()
> v_clsvwk( vhandle )
> appl_exit()

That is exactly the same, I just retain the original handle in case I ever
open another workstation (eg, for printing). As for it being a gug in NVDI,
mine seems to be the only program that comes up with it.

-David White

//standard disclaimer
```

2286. machine code in sozobonX

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <4gv7la$h3b@bignews.shef.ac.uk>
Source record: 9975

Does anybody know how to add a machine code routine into c.
I have a sample playing routine and I need to be able to pass some data to it,
In gfa I malloc() some memory and load the source code into there and then put
the data into the correct locations using offsets from the starting address.
Any ideas on how to do this using sozobonX.
DAN

2287. missing libm.a in sozobonX

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: Andrew Thackrah <at>
Message-ID: <4gvcj1$c7c@scotsman.ed.ac.uk>
Source record: 9976

I have a copy of sozobonX which is missing the floating point
library libm.a (I got the package from ftp.fu-berlin.de)

Can anyone suggest a site with a copy of this file, or perhaps
post one to me (I have an anonymous ftp address)

cheers,

Andrew.

2288. Re: Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <DnEqqr.15s@zumdick.rhein-main.de>
Source record: 9977

```
John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: Is there a recognised way of `reverse-engineering' the code? I managed
: to disassemble the code using GFA assembler, but I don't really understand
: the format of ST executables - the disassembled code has a load of jump
: instructions at it's start, now I don't know whether these are real
: instructions, or a data storage area. I haven't done much assembler!
Sorry to be so negative. But w/o knowing much assembler you're probably
just wasting time. Honestly.

The TOS header looks like this:

typedef struct
{
word magic; /* 0x601A */
lword text_len, /* size of text segment */
data_len,
bss_len,
sym_len,
res1,
prgflags;
word abs_flag;
} tos_header;

If you really wanna disassemble this, use these hints.

1) replace all absolute addresses (like Hardware / lower memory)
with symbols (like MEMCONF etc.) replace all relative
addresses like $136784 with L_136784

2) identify subroutines that issue TRAPs. Find out what the
traps do, name those subroutines

3) find strings, name their addresses

4) Now from the start try to analyze whats happening, ignore
big functions for now. Look for the little shit like memcpy
, getenv strcmp et.c.

5) Keep the CD player spinning all the time :)

Expect to spend _quite_ some time doing this, if you've never done this
before. The benefit in the end will be that you understand the program
better than the original programmer ever has (no joke).

Nat!
--
---------------------------------------------------------------
```

Bang that bit that doesn't bang!

[I am just another child pornography spreading internet nazi]

2289. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: Steph@wuss.demon.co.uk
Message-ID: <825540408_OASIS_@wuss.demon.co.uk>
Source record: 9978

In article <4gt8uq$bbr@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Steph Taylor (Steph@wuss.demon.co.uk) wrote:
>> language. There are a couple of experts floating around. For instance, Oasis
>> & Oasis 2 are written in GFA 3.6, so those two must be a bit handy. And you
>
><rant>
>
>Be careful when you start assuming "product X" was written in "Language
>Y", and therefore Y is a very good/bad language.

Certainly, but as there was no mention of this sort of thing, where's the problem? I am pretty capable of figuring that out for myself, but thanks for pointing it out.

>
>This is a completely incorrect inference. The skill of the programmer is
>paramount here. A good programmer behind a crap language can do just as

It was the skill of the programmer that I was commenting on. What I like to do when I'm reading something is to let the words transfer their meaning, and avoid trying to paste my preconcieved ideas on top of some stand-out words in the text - is this something that you could usefully employ in the future?

>well - if not better - than a crap programer behind a much better language.
>
>(I have heard such opinions ["X uses Y, so Y is good/crap"] before, and
>find the tadger-comparison that the language wars devolve into ["L has
>GOOGOL, but Q doesn't, so Q sux Ls appendage"] tiring to wade through).

I appreciate this. I am sorry, perhaps I should have e-mailed Tony directly on this matter. However, yours is the only reply to this (asides from 1 humorous one), and therefor the only one likely to start an arguement.

> ></rant>
>
>(Not wishing to attack you or your post in particular, but it did mention
>an "X written in Y", from which the capability of Y can be inferred by the
>lazy/ignorant)

Ha. Which bracket do you fit into then, Mr Misread?

I stated quite clearly that I knew nothing about Hisoft 2. I made no comparisons between languages. I made a recommendation based on 2 salient points; firstly, I know the language (GFA), and secondly, I know some people

are quite expert in that language and could offer the sort of help that Tony was looking for. No more, no less.

Please don't take this post as any more of a personal attack on you than yours was on me. A suggestion though. If you do want to flame the arse off of me, e-mail me direct. I'm sure most of the group don't want to read a private bickering match between me & you.

A puffed-up & self-righteous Steph.

--

O~~~~~~O
"..Is it better to rule in hell than it is to serve in heaven?"
Child Of The Damned - Warlord

Steph Taylor steph@wuss.demon.co.uk
O~~~~~~O

2290. Re: Lattice C funnies

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Message-ID: <NEWTNews.825466583.1754.rzb20@rzb20.amdahl.com>
Source record: 9979

In article <4gsagh$a4s@bbcnews.rd.bbc.co.uk>, <david.white@rd.eng.bbc.co.uk>
writes:
> Why does my Lattice C (v5.6) compiler keep on coming up with the
> message, "Warning 100: function prototype not found", when the
> function prototype is definately there in one of the header
> files; spelt the same and with the correct arguments.
>
> -David White
>
> //standard disclaimer
>

Why not post the relevant code & we'll all take a look?

Roger Burrows / Anodyne Software

2291. Re: machine code in sozobonX

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <825537650_OASIS_@swampdog.demon.co.uk>
Source record: 9980

In article <4gv7la$h3b@bignews.shef.ac.uk>
D.G.Williamson@shef.ac.uk (Daniel Williamson) said:-

>Does anybody know how to add a machine code routine into c. I have a
>sample playing routine and I need to be able to pass some data to it,
>In gfa I malloc() some memory and load the source code into there and
>then put the data into the correct locations using offsets from the
>starting address. Any ideas on how to do this using sozobonX.

It may support something along the lines of 'asm' for inline code but
the best way to do it is to have the assembler in one file and the C in
another. As you haven't done this before then you can get the compiler
to help you once you have found the correct options ...

E.G.

```
main()
{
printf("Hello ");
asm_bit("there ");
printf("World\n");
}
```

asm_bit() will be in assembler. Write a nearly blank routine in a
separate file which has the required arguments ...

```
void
asm_bit(s)
char *s;
{
s = NULL; /* forces the compiler to access the argument */
}
```

and tell it to generate assembler which will produce (in my case,
yours will probably differ) ...

```
cc -S asm_bit.c
```

which produces asm_bit.s containing ...

```
globl asm_bit_

asm_bit_:
link a6,$0
clr.l 8(a6)
unlk a6
rts
```

The compiler has generated to basic prototype for you and makes the
asm_bit() function accessible to be called like any other C function.
A nice and neat solution. All you have to do is insert your assembler.
The original asm_bit.c can now be deleted.

```
globl asm_bit_

asm_bit_:
link a6,$0 /stack frame for locals (none here)
/clr.l removed, its done its job of telling
/us arg 's' is at 8(a6)

/code to move arguments asm_bit() arg list
/to correct places in your code below

movem.l ?,-(sp) /save appropriate registers

/insert or jsr to your code here

/restore saved regs

unlk a6 /kill stack frame
rts /to main() in this case
```

All you have to do is find the correct switches to make your compiler
generate assembler and experiment with trivial examples for a bit to
find out how varying arguments are passed. You of course will have to
find out about the compiler's register usage.

and compilation should be a simple equivilent case of

```
cc -o example.prg main.c asm_bit.s
```

Provided you have not messed with critical compiler registers your
assembly section can easily call other functions ...

```
globl asm_bit_

asm_bit_:
link a6,$0
move.l 8(a6),-sp
jsr printf_
addq.w $4,sp
unlk a6
rts
```

I hope some of it makes sense!

--

Guy Harrison

guy@swampdog.demon.co.uk

2292. Re: Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-28 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4h1r61$kic@sargas.omicron.se>
Source record: 9981

gaghon@nevada.edu (GEORGE GAGHON) writes:

>: >I can't for the life of me set the video mode on the Falcon. I
>: >start with a Setcreen with the proper mode (gotten from Vsetmode
>: >with -1), a rez of 2 (for 640x480) and then do a Vsetmode. In
>: >640x480x16 I can set the video to the same mode, however from
>: >any other mode it trahes the screen. What am I doing wrong? I
>: >am using assembler.
>:
>: What do you mean that it trashes the screen. If you're trying to change the
>: desktop resolution it won't work that way, since GEM don't know that
>: the resolution is changed.
>:

>What happens is a problem with blowup. You are in 800x600, and VDI is in
>800x600. When you change rez using Setscreen, both the screen and the
>VDI is changed. When you go back using Setscreen the screen is in
>800x600 but the VDI is now in 640x480. So the screen looks messed up.
>The problem is Blowup does not have a hook in the Setscreen for the VDI,
>so even though the screen returns the VDI defualts. It seems that the
>VDI is only set when you change the rez in the desktop.

This is not the case, read your manuals!

Setscreen does NOT change the VDI.

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2293. Re: How do I...

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-28 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4h183b$9pc@tor.abc.se>
Source record: 9982

```
d> : is it possible to convert 'A$="0101001"' for example into a integer,
d> : with HiSoft Basic II?
d>
d> Try val(a$)

Thanks.... I'll try that!

Carl.Lofgren@abc.se

---
* Kivi 1.41a *
```

2294. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <825628956_OASIS_@swampdog.demon.co.uk>
Source record: 9983

```
In article <4h192r$mp1@bbcnews.rd.bbc.co.uk>
David White <david.white@rd.eng.bbc.co.uk> said:-

>David White <david.white@rd.eng.bbc.co.uk> wrote:
>>
>> gmiller@inca.co.nz (Gaven Miller) wrote:
>> >
>> > David White (david.white@rd.eng.bbc.co.uk) wrote:
>> > > I'm having grief with the vdi function "close virtual work station" (I
>> > > can't remember the C function name off hand). NVDI3 complains that I
>> > > pass it an invalid handle but I can't see what I'm doing wrong. Here's
>> > > what I do (important details only):
>> >
>
>whoops, I got the error message wrong, it wasn't an error in the handle
>(which is what I assumed it said). The error is "invalid opcode, Handle = 8"
>which is not the same. But, I'm still none the wiser. Any knowledgeable
>bod out there with the answer?

What I said still goes, v_opnvwk() returns void so that is going to
crop up as soon as the call works. The following has just this moment
been compiled and tested to be *doubly* sure ...

#define DEF_VDI /* simply a conditional macros which defines
* my intin,intout arrays etc */
#include <gem.h> /* your equivilent of aes.h and vdi.h */

main()
{int wki[11] ={1,1,1,1,1,1,1,1,1,2},
wko[57],
nowt,
vh;

/* this could be a cause of invalid opcode */
/* no appl_init() = no Gem calls */
appl_init();

/* obtain physical screen handle */
vh = graf_handle(&nowt,&nowt,&nowt,&nowt);

/* convert to virtual screen handle */
/* NDI has 128 workstations iirc */
v_opnvwk(wki,&vh,wko);

/* check for vh failure omitted!! */
```

```
/* prove we've got a valid workstation */
v_gtext(vh,160,100,"Hello World");

/* close it */
v_clsvwk(vh);

/* allow AES to free system resources */
appl_exit();

/* success */
exit(0);
}
```

If this fails check that your int size is really 16 bit and not 32 bit.

Even my K&R compiler will not allow me to assign results from void functions to anything. Check that the header has been pulled in and that all is defined and that it is defined correctly. It is not unknown for headers to be wrong. v_opnvwk() is void, reguardless of what your header has it defined as.

--

Guy Harrison

guy@swampdog.demon.co.uk

2295. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-28 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <4h192r$mp1@bbcnews.rd.bbc.co.uk>
Source record: 9984

```
David White <david.white@rd.eng.bbc.co.uk> wrote:
>
> gmiller@inca.co.nz (Gaven Miller) wrote:
> >
> > David White (david.white@rd.eng.bbc.co.uk) wrote:
> > > I'm having grief with the vdi function "close virtual work station" (I
> > > can't remember the C function name off hand). NVDI3 complains that I
> > > pass it an invalid handle but I can't see what I'm doing wrong. Here's
> > > what I do (important details only):
> >

whoops, I got the error message wrong, it wasn't an error in the handle
(which is what I assumed it said). The error is "invalid opcode, Handle = 8"
which is not the same. But, I'm still none the wiser. Any knowledgeable
bod out there with the answer?

-David White

//standard disclaimer
```

2296. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-29 00:00:00 UTC
From: stosser@neon
Message-ID: <4h3uqa$4gt@neon.airtime.co.uk>
Source record: 9985

Rich aka Captain Blade (starship@3rdplanet.com) wrote:
: stosser@neon (Tony Greenwood) wrote:

: > I asked ages ago, as there was NO response then I will ask again,
: >
: > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
: >away by Atari World,
: >
: > I want to check out the code and find out what the language is capable
: >of before I go any farthur, Someone must have some source code or know
: >where I can find some,

: I have about 10 megs of source code, Tony. I bought the package and
: I'm damn glad I did - HiSoft BASIC is far superior to GFA in both
: speed and "legal" code generation. I could send you the sources that
: came with the package to compile some demos if you like.

Yes please, anything you can send as i still have nothing, i tried
some basic commands and compiled an example, but i need to know more
before going any fartur, anything you can offer as i have nothing at all,
how can you send to me, i can handle any size emails, no limits as far as
i know, or whatever is best for you, please advise, and thanks :)

Cheers......!ynoT stosser@airtime.co.uk

2297. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-29 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4h4ne4$q71@kaon.kuai.se>
Source record: 9986

: Summed up that the Falcon are much funner to use than bulky windows, and
: much slicker than even pentiums, it's well worth using. And if you look
: at the new game from Sweden, Willy - The adventurer, you can see that
: really good games on the Falcon ARE possible!!!

Thanks! We are doing our very best... btw, the name of the game have been changed to "Willie's Adventures". I just got to mention one thing about bitplane vs. TrueColor mode. You can't really say that any of these modes are quicker than the other. It all depends on what you are planning to do on the screen. It would be impossible to do "Willie's Adventures" in TrueColor for us for an example. The TrueColor mode is great for doing texturemapping and effects like that, but not very good for games like ours. Drawing bigger sprites in TrueColor takes more processing time compared to bitplane mode, and in bitplane mode it's also possible to make use of the different bitplanes to do things like parallax scrolling, something that definitly is impossible in TrueColor mode (of course it's possible but not in full frame rate).

Anyone that are interested in our Falcon030 game but haven't found it. Take a look at <ftp.uni-kl.de> or <ftp.cnam.fr>. It will also be available on our homepage pretty soon.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

2298. Avalon ROM-Port Cartridge

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-29 00:00:00 UTC
From: etbauer@informatik.tu-muenchen.de
Message-ID: <4h4ahf$kfl@sunsystem5.informatik.tu-muenchen.de>
Source record: 9987

Can somebody tell me how to adress the Avalon DA-Board (from Steinberg) in Assembler ? I checked the entire memorymap to see if I can get any kind of response from the cartridge, but it just doesn't react. Or does somebody know an emailadress from Steinberg or something like this ? Any help would be appreciated.

Eddi

--
-- ______The Keyboard-Cowboys
(____ _ _ _ __
______) (_ (|) |-) (-_
etbauer@informatik.tu-muenchen.de |

2299. Re: Scrolling / Page flipping

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-29 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4h4ner$118@sargas.omicron.se>
Source record: 9988

stricker@informatik.tu-muenchen.de (Roland Strickerschmidt) writes:

>I finally came to the conclusion, that the flicker results from the fact,
>that the screen is not really switched directly after the vbl in whatever
>way I tried to do it, but one vbl later (!) and that the shifted part on
>top of the screen probably resulted from the continued manipulation of the
>logical (but in fact not yet hidden) screen. The only (temporary) solution
>I found was to watch the video-memory-address-counter (indicating which
>address of the video-RAM is evaluated at the moment), to wait until the
>whole screen is drawn and to switch screens *before* the vbl occurs.
>Surely not an efficient method of doing things, but at least I had no more
>problems with flickers or any other unintended effects. Note also, that
>some programs might not even notice that retarded vbl, if it exists...
>Since I stopped programming on Ataris about four years ago, I don't know,
>if the situation has changed on Falcon machines.

>Still not sure if my conclusions were correct, still want to know
>what was wrong with my other efforts and still curious to hear about
>similar experiences.

On any atari machine you can set the screen address at any one time.
The change occurs the next VBL, that is, BEFORE the VBL interrupt
uccurs. This means that you actually set the screen address to the
screen you want to write on at the beginning of the VBL.

Vector $70 contins a pointer to the VBL interrypt. That is, the interrupt
that gets calles every time AFTER the screen address has been read and
set from the screen address pointer.

On the STE and onward (TT, Falcon) the video address counter is no
longer read-only, which means that you can set the screen address
in the middle of the screen, effectively making half the screen
hardware scrolling while keeping another half of the screen static.

Regards /
Loke / Dead Hackers Society

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2300. ** WANTED: A good C/C++ compiler! **

Newsgroup: comp.sys.atari.programmer
Date: 1996-02-29 00:00:00 UTC
From: garn9114@kutztown.edu
Message-ID: <4h4ger$bkv@jake.esu.edu>
Source record: 9989

If anybody has a good C/C++ compiler they're just dying to get off
their hands, then I'd love to be the one to take it from you :) Please
email me at : garn9114@kutztown.edu, or if that's too much to remember,
quantum@postoffice.ptd.net. Unfortunately, I don't get nearly enough of
a chance to read this newsgroup, so a response via here will probably go
unread :(.

Thanks in advance for any and all responses :)

George Garner

--
~~~~~~
"Whatever happened to the life that we once knew? Can we really live
without each other? When did we lose the touch that seemed to mean so
much? It always made me feel so free as a bird..."
-- The Beatles "Free As A Bird" 1995, written in 1977 By John Lennon
~~~~~~

If anything in the above message sounds interesting, please respond at:

garn9114@kutztown.edu ---> George W. Garner

Explore a virtual reality... EXPERIENCE THE DARKREALM - telnet ns3.ptd.net 4000

** Thank you, drive through! **

2301. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DnKEB5.A0x@cix.compulink.co.uk>
Source record: 9791

7samac.acs.ohio-state.edu>
X-Newsreader: CixRead/CixComm

In message <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>,
ackerman.29@postbox.acs.ohio-state.edu said:
> In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony
> Greenwood) wrote:
>
> > I asked ages ago, as there was NO response then I will ask again,
> >
> > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
> > away by Atari World,

I have a dim memory that I tried to mail you something at the time. It
bounced though - and I never got around to doing anything about it.

Sorry if it wasn't you - but was somebody asking about Hisoft Basic ISTR.

Roland.

@CiX

2302. Re: Setting Falcon Video modes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4h5fq9$7nu@news.nevada.edu>
Source record: 9792

Elias Martenson (elias@omicron.se) wrote:
:
: This is not the case, read your manuals!
:
: Setscreen does NOT change the VDI.
:

------ CUT --------

Atari Falcon030 Hardware Reference Guide
Video Documentaion 10/1/92
Video Page 2

Opcode 5
WORD Setscreen(long log, long phys, WORD rez, WORD, mode)

Setscreen has been enhanced to handle the new Falcon video modes. ...

Application programmers are better off using Setscreen() than VsetMode
becuase Setscreen will handle reallocating the screen and will initialize
the VDI for them. The VsetMode() call does NOT initialize the VDI with
the new mode information.

----- CUT ----------

I did read the documentaion. I think what you mean is the AES.

Vince @ JV Ent.

2303. Re: Hisoft 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: stosser@neon
Message-ID: <4h6j68$k6p@neon.airtime.co.uk>
Source record: 9793

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: 7samac.acs.ohio-state.edu>
: X-Newsreader: CixRead/CixComm

: In message <ackerman.29-2502961349110001@gb107samac.acs.ohio-state.edu>,
: ackerman.29@postbox.acs.ohio-state.edu said:
: > In article <4gnncj$mj9@neon.airtime.co.uk>, stosser@neon (Tony
: > Greenwood) wrote:
: >
: > > I asked ages ago, as there was NO response then I will ask again,
: > >
: > > Has ANYONE got ANY source code i can have for Hisoft BASIC 2 as given
: > > away by Atari World,

: I have a dim memory that I tried to mail you something at the time. It
: bounced though - and I never got around to doing anything about it.

: Sorry if it wasn't you - but was somebody asking about Hisoft Basic ISTR.

I am after some source code to learn from, ?, never recieved anything
from you ?, I need source, Dan offered in an earlier message and am
awaiting a reply, but still sat here with NO source at all ?, can you
help :)

Cheers.....!ynoT

2304. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <825748482_OASIS_@swampdog.demon.co.uk>
Source record: 9794

In article <4h4d0n$kpn@bbcnews.rd.bbc.co.uk>
David White <david.white@rd.eng.bbc.co.uk> said:-

>guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>> What I said still goes, v_opnvwk() returns void so that is going to
>> crop up as soon as the call works. The following has just this moment
>> been compiled and tested to be *doubly* sure ...
>>
>> #define DEF_VDI /* simply a conditional macros which defines
>> * my intin,intout arrays etc */
>> #include <gem.h> /* your equivilent of aes.h and vdi.h */
>>
>> main()
>> {int wki[11] ={1,1,1,1,1,1,1,1,1,2},
>> wko[57],
>> nowt,
>> vh;
>>
>> /* this could be a cause of invalid opcode */
>> /* no appl_init() = no Gem calls */
>> appl_init();
>>
>> /* obtain physical screen handle */
>> vh = graf_handle(&nowt,&nowt,&nowt,&nowt);
>>
>> /* convert to virtual screen handle */
>> /* NDI has 128 workstations iirc */
>> v_opnvwk(wki,&vh,wko);
>>
>> /* check for vh failure omitted!! */
>>
>> /* prove we've got a valid workstation */
>> v_gtext(vh,160,100,"Hello World");
>>
>> /* close it */
>> v_clsvwk(vh);
>>
>> /* allow AES to free system resources */
>> appl_exit();
>>
>> /* success */
>> exit(0);
>> }
>>

>> If this fails check that your int size is really 16 bit and not 32
>> bit.
>>
>> Even my K&R compiler will not allow me to assign results from void
>> functions to anything. Check that the header has been pulled in and
>> that all is defined and that it is defined correctly. It is not
>> unknown for headers to be wrong. v_opnvwk() is void, reguardless of
>> what your header has it defined as.
>
>I'm going mad, it _is_ invalid handle. I know that v_opvwk returns void,
>I obtain the VDI sreen handle by the proper method (passing a reference
>to the VDI physical handle to the v_opnvwk function) and all subsequent
>calls to the VDI work. The problem is on closing the virtual workstation
>(by passing the screen handle to v_clsvwk) when NVDI puts up a dialogue
>box informing me that the handle is invalid and prompting me to ignore
>(I think) or tolerate the problem. If I tolerate the problem then NVDI
>does not show the dialogue again if I re-run my program.

It sounds like you are corrupting the handle somehow. Make sure the
value set by v_opnvwk() is the same when v_clsvwk() is issued. If the
above example does not work then make doubly sure your ints are not 32
bit.

If the above example works but your code does not then it looks like
you are on your own. Beware of blit operations, they can easily get
out of control.

--

Guy Harrison

guy@swampdog.demon.co.uk

2305. Re: Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4h74r4$9pj@infa.central.susx.ac.uk>
Source record: 9795

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
: Is there a recognised way of `reverse-engineering' the code? I managed
: to disassemble the code using GFA assembler, but I don't really understand
: the format of ST executables - the disassembled code has a load of jump
: instructions at it's start, now I don't know whether these are real
: instructions, or a data storage area. I haven't done much assembler!

I regularly disassemble software using HiSoft's MON (comes with Devpac). Under mon you can see a memory map (ASCII/Hexadecimal display) as well as the disassembled code. Using these together, it is possible to work our where any data sections are. For example, addresses always are 4 bytes long, the first byte being 0 - very few instructions look like that.

Executable files are split into three sections: code, data and bss. The code section is generally filled only with instructions and comes first in the program (the only problem is, some programmers see fit to jam data into the code section which is really bad practice IMHO ;). The data setion is filled with, err, data.. :) and the bss section is just blank space.

You can find the lengths of these sections by pointing the memory window of the debugger to be 256 bytes before the start of the program. You will see a bunch of long words there - this is the base page of the program. You can find the full format of the base page in most GEMDOS manuals. Atari Compendium has a really good description, as does the Devpac manual (I think Modern Atari System Software does too).

You can get mon to disassemble the thing out to disc - including labels. If the symbol table is missing from the executable (quite normal) then it creates on using the addresses of the symbols.

The worst software to debug is Turbo-C compiler stuff - it's awful! GFA Basic compiled stuff is also completely unreadable. GCC compiled stuff, however, is a dream!

Happy hacking,

James Cox
<jamesco@cogs.susx.ac.uk>
--

2306. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-01 00:00:00 UTC
From: desnogue@bavi.unice.fr
Message-ID: <4h76lj$80j@malibu.unice.fr>
Source record: 9796

In article <4h49bi$bh8@oravannahka.Helsinki.FI>, ekallion@cc.Helsinki.FI (Esa J Kallioniemi) writes:
[...]
> I don't believe you. You are claiming to have over 400 kb/vlb (if 50 hz
> mode) copyspeed... This is false,you cant get this kind of speed. Now
> instead of starting stupid flame war I just wan't some third party to
> verify this. All the people I have talked with, who have any experience
> with programming on Falcon have said that Falcon's blitter is simply a
> useless piece of silicon. And for the final note,let's see if I'm wrong
> : I claim that Falcons blitter shares bus with cpu,and can't run on it's
> own without slowing the cpu down. I'm I correct ?

I never programmed the Falcon blitter (nor the Falcon...). However I did program the blitter found in MegaST and STE. The way it accesses the RAM is on a 4 cycle per word (16 bit) per cycle; so to move a word it requires 8 cycles that is 4 cycles per byte. If I remember correctly the Falcon's blitter runs at 16 MHz (or 8 if one wants); that gives us 4.10^6 per second i.e. 80 000 bytes per VBL. On top of that the blitter and the CPU share the same bus to the RAM. However with a program running in the caches the 68030 could still run (one could make intensive simple integer computations while blitting); the RAM bus of STE can be split in the following way: 64 cycles for blitter, 64 for the CPU.

And the only Falcon programmer I know (he wrote a famous game...) said the blitter is almost useless (that's different in an STE whose CPU is much slower).

Laurent

2307. Re: Problems with close virtual workstation

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4haig4$eut@inca01.inca.co.nz>
Source record: 9797

David White replied:
> In response to what I wrote:
> > David White (david.white@rd.eng.bbc.co.uk) wrote:
I guess we were at cross purposes.

> > > I'm having grief with the vdi function "close virtual work station" (I
> > > 1) call appl_init()
> > > 2) VDIhandle = graf_handle()
> > > 3) ScreenHandle = VDIHandle()

What does the VDIhandle _function_ do?

I guess you really meant to copy variables re: "ScreenHandle = VDIHandle"

> > > 4) ScreenHandle = v_openvwk(...,&ScreenHandle, ...) /*or whatever
> > > the function name*/

v_opnvwk() is documented as returning VOID (nothing, rubbish, cr"*).
Unless you are using a customised func called "v_openvwk".

> > > 5) event loop till quit
> > > 6) v_closevwk(ScreenHandle)
> > > 7) appl_exit()
> >
> > > NVDI pops up a dialogue box informing me that I gave it an invalid
> > > handle. The documentation I have says that this is the correct way
> > > of doing things.
> >
> > What you have listed appears to be valid code - although step 3 seems a
> > bit suspect. It could also be a bug in NVDI.

I was referring to the VDIHandle function you were apparently calling in
step 3. Admittedly you probably meant to assign the value of a variable to
another variable.

> >
> > Here is what I use (suitably trimmed)
> >
> > appl_init()
> > vhandle = graf_handle(...)
> > v_opnvwk(wi, &vhandle, wo)
> > evnt_keybd()
> > v_clsvwk(vhandle)
> > appl_exit()

> That is exactly the same, I just retain the original handle in case I ever
> open another workstation (eg, for printing). As for it being a gug in NVDI,

> mine seems to be the only program that comes up with it.

Fair enough.

How many virtual workstations are you opening? Would the computational overhead of calling graf_handle and v_opnvwk in sequence be any problem compared to calling graf_handle once, and reusing the saved screenhandle on each successive call to v_opnvwk?

I haven't had any bother using the former approach under TOS 1.2 on a Mega ST with about half a dozen.Likewise, on a TOS 3.05 TT with MultiTOS, it appears reaasonably bulletproof up to the mid twenties (24 I think is as far as I tested - it may be more).

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

2308. Re: Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-04 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <4heji6$cpo@netty.york.ac.uk>
Source record: 9798

In article <3136DF3B.60D4@city.ac.uk> you wrote:
: John 'john..' Tuffen wrote:

: > I have a piece of software that drives a piece of hardware attached
: > to my Atari (it's the Lynex 16 bit sampler if you must know). Now, I

: Well I have heard of it...

: Does the software communicate with the rack unit via Midi?

No - cartridge port :(

The rack unit contains two Texas DSPs, 1 meg of memory, two ADC channels
and eight DAC outputs... I'd quite like to write a synthesiser program
for it, as well as a sampler that works...

Maybe one day....

john..

PS. There was supposed to be a Lynex User Group (according to Mark Vail's
`Vintage Synthesisers' book) which released software for the Lynex system.
I hope that that means there's some source code out there somewhere....

-=-
| e-mail: jat5@york.ac.uk |
| web pages start here: http://www.york.ac.uk/~jat5/ |
-=-
* my music: http://www.york.ac.uk/~jat5/html/music.html *
****

2309. Re: Single/Mono/Uni TOS?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <313AF171.794B@in.tu-clausthal.de>
Source record: 9799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

You coud just try "single tasking TOS"

Another way is calling the single tasking TOS just TOS and calling MultoTOS MultiTOS. This might confuse some DAUs but They can-t say it's wrong...

Christof

2310. Single/Mono/Uni TOS?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4hf3nt$3gs@inca01.inca.co.nz>
Source record: 9800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Over the last few years, while writing documentation for custom ST/TT applications I have written, I've needed to describe the various versions of TOS that they (the apps) were designed for.

Up to a few years ago, all versions of TOS were single-tasking, so simply saying TOS x.xx was OK.

With the introduction of MultiTOS, I struck a problem.

Some apps are better suited to a multitasking environment (a background disc formatter/disc copier, for example, that I have written, and will be ready for wide beta/gamma testing soon)

MultiTOS obviously implys a multitasking version of TOS. But how then does one refer to a single-tasking TOS?

Reading the Atari newsgroups, it appears that the default name for it is "single TOS". But that doesn't roll off the tongue quite as well as it could (read: it doesn't quite sound right). I guess that I may have missed a discussion that eventually settled on using "Single TOS".

I have started using the phrase "Mono TOS". Some have even suggested to me that it might be better calling it something else, as it can be confused with "monochrome" TOS. Also, certain persons (PSD in c.s.a.a) would probably be able to come up with a few sharp-tongued rephrasings of "MonoTOS".

"Uni-TOS" is a variant that might have some possibilities. Although that too has possibilities for denigration.

I am therefore looking for ideas on how one can describe a single-tasking OS version.

So, consider this article as a trawl for ideas to call single tasking TOS. (Rude or insulting comments can be sent to /dev/null)

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

2311. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-04 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <4hff9v$7cd@kaon.kuai.se>
Source record: 9801

Esa J Kallioniemi (ekallion@cc.Helsinki.FI) wrote:
: Geir Oeyvind Vaelidalo (goev@hinux.hin.no) wrote:

: : I did a test moving data with the blitter on a 20mHz falcon, and I
: : managed to move up to 24meg/sec!!! Where do you get your figures from?
: : Maybe you are a bad programmer or something(no offence), I don't know...
: : The move.l and movem.l are much slower than the blitter, but
: : that's exactly why the blitter is there. The DSP can use the DMA
: : without any use of the CPU, so the Falcon are still a fast machine in
: : some extend, especially kept in mind that it's based on 10 to 6 year old
: : technology.

: I don't believe you. You are claiming to have over 400 kb/vlb (if 50 hz
: mode) copyspeed... This is false,you cant get this kind of speed. Now
: instead of starting stupid flame war I just wan't some third party to
: verify this. All the people I have talked with, who have any experience
: with programming on Falcon have said that Falcon's blitter is simply a
: useless piece of silicon. And for the final note,let's see if I'm wrong
: : I claim that Falcons blitter shares bus with cpu,and can't run on it's
: own without slowing the cpu down. I'm I correct ?

The blitter in the Atari computers is pretty much useless yes, it can
share the bus or run in hog mode. If you run it in hog mode the blitter
uses the whole bus and you're able to do particulary nothing with the CPU at
the time. I can't see much use of the blitter but shifting big blocks if
you're in bitplane mode. There do exist some tricks where the blitter can
be very useful, though but the blitter isn't very fast on moving data, and I
must say that I find 480kb/vbi very unlikely to be true. I'm not sure,
I have the correct figures, but on an unaccelerated Falcon the blitter
isn't capable of moving more than around 50-60kb/vbi from memory to memory.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

2312. Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-05 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <Dnt5Aw.FJ@zumdick.rhein-main.de>
Source record: 9802

Nat! (nat@zumdick.rhein-main.de) wrote:
: The blItter is still 16 bit and runs now with 16 (20) Mhz.
: So for a straight copy it shouldn't be doing more than (1 R, 1W)

: 16 Mhz * 2 bytes / 2 accesses = 16 mio bytes/s (or 20 mio bytes for 20MHz)
I forgot to mention that AFAIK the Falcon uses 4 cycles for each bus
access, so you need 8 cycles for a read and a write which gives um...
4 mio bytes/s tops (@ 16Mhz).

Nat!
--

Bang that bit that doesn't bang!

[I am just another child pornography spreading internet nazi]

2313. Re: C-Desk Shell for Sozobon

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4hgpi0$9tf@tempo.univ-lyon1.fr>
Source record: 9803

root@lilfort.mlnet.com (System administration) wrote:

>The sozobon docs mention a GEM shell called C-Desk. Does anyone know where
>to find it. I can't find it anywhere.

>Brad
>--
If you find it, please tell us.

Ph. CASTELLA

2314. AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4hgple$9tf@tempo.univ-lyon1.fr>
Source record: 9804

Hello,

When I bought my falcon, 2 years ago, I got the AES 4.0 with
Multitos (so no iconification)
Can someone tell me if it is possible to get the version 4.1 ?
Is it free ?

Ph. CASTELLA

2315. Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: stosser@neon
Message-ID: <4hinui$7bu@neon.airtime.co.uk>
Source record: 9805

```
test
```

2316. Re: from Atari Pc folio to PC

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: I.vanderMolen@PTT-telecom.nl
Message-ID: <I.vanderMolen.61.000C4E81@PTT-telecom.nl>
Source record: 9806

In article <4hh6kb$3q8@accursio.comune.bologna.it> ris0012@iperbole.bologna.it (Gigi) writes:
>From: ris0012@iperbole.bologna.it (Gigi)
>Subject: from Atari Pc folio to PC
>Date: Tue, 05 Mar 1996 10:52:58 GMT

>Hi,
> I'm looking for the software to connect an Atari PC-Folio with a
>MS-DOS pc, by a serial connection.
>If someone can help me, please write me !!

Check out src.doc.ic.ac.uk. Somewhere in the atari/portfolio dirs you can find communication software for a serial connection.

>Many thanks

> Luigi

>Luigi Bortolani ---> ris0012@iperbole.bologna.it
>via P. Gobetti, 11
>40129 Bologna
>Italy

Cu,
Ids.

2317. Re: Packing an executable

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: Chris Berry <chris-berry@psion.com>
Message-ID: <578124779wnr@psion.com>
Source record: 9807

In article: <4hi9h3$3v8@neon.airtime.co.uk> sinbad@airtime.co.uk
(M.Cubitt) writes:
>
> I have always wondered (not for a great deal of time, admittedly!),
> when packing executable files what the option to relocate really
> means. What affect does it have on my program. What are the
> advantages/disadvantages of doing either way (relocation or not)? In
> what circumstances would one use yes or use no? Using the Pack-Ice
> pogram at the moment rekindled my interest and thought maybe a techie
> could assist!

I don't know what version of pack-ice you are using (this is the
pack-ice by Axe of Delight?) but in my day(circa 1991) it didn't ask you
to specify relocation explicitly...

Anyway, the point is that if the OS loads up a program, then it takes a
whole bunch of addresses as specified in a table at the end of the
image, and adds the load address to them, thus the code will run from
the loaded address.

If you pack the program as a program, then ice pre-pends a
depacker/relocator onto the executable, which depacks the program and
relocates it.

If you pack a datafile which you are going to depack yourself
(including a program that the OS isn't going to load), then there's no
point in putting the relocator, or the depacker, on.

The only time I can see where you would not put the relocator code into
a program is if the code was position-independent, ie. it is all written
using pc-relative instructions.

Hope this answers your question, and that I'm not just ranting on about
the wrong thing 8-)

Chris.

+----- -+ -+
| Chris Berry | I don't speak for Psion
| chris-berry@psion.com | They don't speak for me |
+------------------ -- ---+------- ----+

2318. Re: Packing an executable

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: stosser@stosser.airtime.co.uk
Message-ID: <826209604_OASIS_@stosser.airtime.co.uk>
Source record: 9808

In article <4hj4o2$qhn@news1.io.org>
diehl@io.org (Eric March) said:-

>M.Cubitt (sinbad@airtime.co.uk) wrote:
>: I have always wondered (not for a great deal of time, admittedly!), when

Yes Martin, for Falcon compatability I have had to drop my old
favourite ATOMIX and am using pack ice, so good question :)
BTW whats the latest version of pack ice, mine looks very old, only
has packing and not unpacking, is that right?

>If I'm not mistaken (and anyone feel free to correct me if I am), it is
>asking you if the program is relocatable -- meaning can it reside

Yes right, I had messed with both, when choosing NO I am pretty sure
it worked on my machine, couldent figure out why it wouldent work on
anyone elses, so its YES relocatable for best results, hmmm cleared
one up for me as well thanks :)

>: Martin
>: Sinbad of Effect
>: Catch me on irc channel #atari
>
>
>--
>dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
> dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
>dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
>

Cheers.......!ynoT

H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser And many more Titles
****
* stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
** http://www.airtime.co.uk/users/stosser/ ************************

2319. Re: Packing an executable

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4hl4vq$l1q@neon.airtime.co.uk>
Source record: 9809

stosser@stosser.airtime.co.uk (Tong Greenwood) wrote:

> Yes Martin, for Falcon compatability I have had to drop my old
> favourite ATOMIX and am using pack ice, so good question :)
> BTW whats the latest version of pack ice, mine looks very old, only
> has packing and not unpacking, is that right?
>
Well I use version 2.4 which I understand is the latest (and I guess
lfinal) version of Pack Ice. A depacking routine is supposed to be
available with the packer but it is the source, not a compiled version.
The idea is that programmers depack from within their programs, you can
do this (in STOS) with a number of extensions. To depack to the
MegaDepacker which recognises most, if not all, version of Pack Ice.
Glad to have helped you as well as me with this question Tony :-)
>
> Yes right, I had messed with both, when choosing NO I am pretty sure
> it worked on my machine, couldent figure out why it wouldent work on
> anyone elses, so its YES relocatable for best results, hmmm cleared
> one up for me as well thanks :)
>
Well I think that clears it up, I'll stick to YES all the time. I just
wondered if there was a difference (obviously there was, but what it
was!) and now I know. Thanks everyone :-))))

Sinbad of Effect
Catch me on irc channel #atari

2320. BAD MOOD update, was Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4hl79g$ii5@nyheter.chalmers.se>
Source record: 9810

In article <4hdhun$3sm@news.mistral.co.uk>,
Thomas E Haines <thomas@mistral.co.uk> wrote:
>Geir Oeyvind Vaelidalo <goev@hinux.hin.no> wrote:
>
><stuff deleted>
>>Bad Mood are, as mentioned earlier by someone, an excellent example on
>>what the Falcon can do in the hands of skilled porgrammers. Although it's
...
>What/who is/are Bad Mood?

BAD MOOD is the name of an internet project to create DOOM(tm) compatible
game for the Atari Falcon030.
The game is (and will continue to be) FreeWare and full sources are
available.

A couple of minutes ago, I made the v2.02alpha binary and the v1.93alpha
sources available on the WWW/ftp site (see .sig).

BAD MOOD 2.03alpha will let you walk around in the 3D world defined by a
DOOM, DOOM2 or Heretic WADs with fully textured walls, floors and ceilings.
This is all done in Falcon TC mode, so the light effects look a lot better
than in the original.
(There's no texture mapping of the sky yet and the transparent textures are
still opaque (fixed in 2.03alpha).)
Since the original textures are used, you must run this version with a
WAD containing those. If your WAD is less than a couple of megabytes, it is
unlikely to do so.

No sprites, sounds or any kind of game play are available yet.

For further information, see the WWW page.

>Where can I get it?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2321. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4hl49f$ms@lyra.csx.cam.ac.uk>
Source record: 9811

In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>,
waldi@moacs.indiv.nl.net (Waldi Ravens) writes:

>You're doomed never to receive any e-mail reply, until your
>news software includes a valid e-mail address in the From:
>header of your articles. Currently, the best any mail transfer
>agent can do with <stosser@neon> is to try to deliver the mail
>to neon.k9.com in Oregon (USA). This will fail, because user
>`stosser' is unknown at that site.

Why is it more likely to get neon.k9.com than neon.airtime.co.uk
which is Tony's mail host? Of course 99% of MTAs will just bounce
it straight away.

2322. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4hl34d$ao0@moacs11.moacs.indiv.nl.net>
Source record: 9812

Tony Greenwood <stosser@neon> wrote:
>
> I tried but cant change my message headers,

What you can do is add a Reply-To: header with your e-mail address to your articles. I think your newsreader (tin) can do that automatically for you. You probably have to set some environment variable, or add the header to a configuration file. Being a trn addict myself, I don't know the exact way to do it. The readers of news.software.readers will surely be ably to help you.

Regards,
Waldi
--
God created the world in six days, and was arrested on the seventh.

2323. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-06 00:00:00 UTC
From: stosser@stosser.airtime.co.uk
Message-ID: <826240000_OASIS_@stosser.airtime.co.uk>
Source record: 9813

In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>
waldi@moacs.indiv.nl.net (Waldi Ravens) said:-

>Tony Greenwood <stosser@neon> wrote:
>> Am I doomed never to recieve any source,
>
>You're doomed never to receive any e-mail reply, until your
>news software includes a valid e-mail address in the From:
>header of your articles. Currently, the best any mail transfer

Hi Waldi
I have had a go at sorting it, I have changed over to Oasis Nos so
that might help, I actualy tried to send an email to stosser@neon and
it arrived in my mailbag, just try a test mail :))
You dont have any Hisoft Basic 2 source while your there do you :))

If anyone has written and I havent replied then its this thats the
problem, i actualy reply to every email i get, if anyone has sent me
any source then it never arrived ?

Cheers.......!ynoT

H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser And many more Titles
****
* stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
** http://www.airtime.co.uk/users/stosser/ ************************

2324. AES 4.1 found !

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-07 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4hm3hb$hem@tempo.univ-lyon1.fr>
Source record: 9814

Hi,

Thanks to the help of different people, I just found It in 2 different
location.
ftp.imc.exec.nhs.uk/pub/atari
and
ftp.fu-berlin.de/pub/atari/mint/contrib-package/mdk.new/mint030.zip

I thank them very much.

Ph. CASTELLA

PS: mint030.zip exists on several FTP sites but in general gem.sys has
been removed from the archive like in FTP.CNAM.FR

2325. Re: missing libm.a in sozobonX

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-07 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <313F0CE4.47EB@sunderland.ac.uk>
Source record: 9815

Elias Martenson wrote:

> If i remember correctly, there is no floating point support in Sozobon.The docs with sozlib15 say:
"The standard library modules are to find in the files 'libc.a' and 'libextra.a'. The last one contains rarely used functions and extensions to the C standard library. With this release 'libc.a' contains all floating point code, too."
and:
"libm.a The Mathematics Floating Point Library...The library itself is a port of the 'pml' - portable math library by Fred Fish."
Unfortunately Andrew Thackrah is correct, this seems to be missing from the distribution. Earlier versions of SozobonX should include it. I have not investigated far enough to know whether it is still necessary.

Michael

2326. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-07 00:00:00 UTC
From: ackerman.29@postbox.acs.ohio-state.edu
Message-ID: <ackerman.29-0703961313490001@gb107samac.acs.ohio-state.edu>
Source record: 9816

In article <826240000_OASIS_@stosser.airtime.co.uk>,
stosser@stosser.airtime.co.uk wrote:

> In article <4hjln4$9r5@moacs11.moacs.indiv.nl.net>
> waldi@moacs.indiv.nl.net (Waldi Ravens) said:-
>
> >Tony Greenwood <stosser@neon> wrote:
> >> Am I doomed never to recieve any source,
> > >
> >You're doomed never to receive any e-mail reply, until your
> >news software includes a valid e-mail address in the From:
> >header of your articles. Currently, the best any mail transfer
>
> Hi Waldi
> I have had a go at sorting it, I have changed over to Oasis Nos so
> that might help, I actualy tried to send an email to stosser@neon and
> it arrived in my mailbag, just try a test mail :))
> You dont have any Hisoft Basic 2 source while your there do you :))
>
> If anyone has written and I havent replied then its this thats the
> problem, i actualy reply to every email i get, if anyone has sent me
> any source then it never arrived ?
>
> Cheers.......!ynoT
>
> H.E.R.O.\VidIgrid\Multipakman\Spotit\Stosser And many more Titles
> **
> * stosser@airtime.co.uk | irc#atari<stosser> | Atari ST Programmer *
> ** http://www.airtime.co.uk/users/stosser/ ************************
>
>

I tried sending you email awhile back before I went on vacation and it
just bounced.

I scanned through the Programming section on a.a.u.e and only found the
following:

rez_rgb.asc 5 Document further detailing Hisoft Basic res calls

Guess I didn't note them as well as I thought. Try Hensa, I believe I
saw some there. I know there are a few more files floating around the
net. But when you are doing a brief description sometimes extra info like
this gets lost. You could try looking at the GFA Basic code there is
quite a big section of it at a.a.u.e. under Programming/Gfa. Alot of it
should be pretty generic and compatible with HiSoft.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

2327. Re: TT/STe Compatibility

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-08 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4hogbl$hhd@moacs11.moacs.indiv.nl.net>
Source record: 9817

```
TT shift mode register at 0xffff8262:
bits 0x8000: sample and hold mode
0x1000: hypermono mode
0x0700: screen mode
0 ST low, 1 ST medium, 2 ST high,
4 TT medium, 6 TT high, 7 TT low
0x000f: color register bank (0..15)

Video base registers
0xffff8201 high byte
0xffff8203 middle byte
0xffff820d low byte (bits 0x07 ignored, ie 8 byte alligned)

Video counter registers (read only!)
0xffff8205 high byte
0xffff8207 middle byte
0xffff8209 low byte

Color registers
0xffff8400..0xffff85fe
bits 0x0f00: red
0x00f0: green
0x000f: blue

Regards,
Waldi

In article <4hn8q0$eoq@DGS.dgsys.com>,
Marshall Lake <mlake@dgs.dgsys.com> wrote:
>
> Recently I purchased a TT. I have been developing a game on the STe. The
> game makes use of hardware scrolling and it works as expected on the STe.
> But when I try it on the TT the scrolling and graphics are wrong. I am
> executing the program in 640x200x2 mode but switching to 320x200x4 mode
> via the Video Shifter Mode register at 0x00ff8260 to do certain graphics
> and hardware scrolling. According to the Compendium there is a TT only
> Video Shifter Mode register at 0x00ff8262. I have tried fooling around
> with this register on the TT with the same results. Can someone tell me
> what I'm missing here?
>
--
God created the world in six days, and was arrested on the seventh.
```

2328. Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-09 00:00:00 UTC
From: stosser@neon
Message-ID: <4hrk8k$rda@neon.airtime.co.uk>
Source record: 9818

Hello peeps

My email adress is stosser@airtime.co.uk
Its in my signiture as well ? :))

If anyone has any hisoft basic source code for me to load, examine and
learn from then please do send, plus any ASCII files on the subject language,

Yes your probably sick of seeing me ask, well having not recieved one
single piece of source then my need is still there and I firmly beliecve
there must be someone out there that can send me source,
I have spent the last few years sending STOS source and help to many
peeps, surely someone in the Hisoft community has the same outlook,
I need help, and am asking,
But no one is responding,

Hmmmm <?>

Cheers......!ynoT

H.E.R.O./MultiPakman/SpotIt/VidIgrid, And many other P.D.Titles
****
* stosser@airtime.co.uk|irc#atari<stosser>| ATARI ST Programmer *
** http://www.airtime.co.uk/users/stosser/ **********

2329. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-09 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4hson6$h5t@lyra.csx.cam.ac.uk>
Source record: 9819

In article <4hjtkj$c2o@neon.airtime.co.uk>,
stosser@neon (Tony Greenwood) writes:

> I tried but cant change my message headers,
> However I just tried a test and mailed a file to stosser@neon
> and it worked ?, no co.uk but as simple as that, spooky or what ?

That's because your ISP's mailer, after failing to find a machine
called "neon" will try again after appending ".airtime.co.uk" to
it. No-one else's system would find it, as they wouldn't try
appending ".airtime.co.uk"

2330. Calling C++ methods from within C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-10 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <4huelp$sr3@news.eunet.ch>
Source record: 9820
Cross-posted to: comp.sys.mac.programmer.games,comp.sys.atari.programmer,

```
Does anyone know if it is possible to call methods
in C++-classes from within a standard-C-program?
If it is, how can it be done?

Thanx,
Marcel Schoen
schoen@dial.eunet.ch
```

2331. Re: BAD MOOD update, was Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <96071.111951STIRRE31@MAINE.MAINE.EDU>
Source record: 9821

```
Chris,
I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
in the same directory as Bad Mood and is called damned. I forgot
what compression it uses.... I think it may be arj. Arj is
also available on ftp.cnam.fr, I believe. Damned is a fairly
small file so it shouldn't take long to download. Hope you
enjoy it and this helps ;-).
-scott tirrell
```

2332. Re: Hacking executables (read, don't just flame)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: gc85@d6.hrz.uni-giessen.de
Message-ID: <4i1o1d$umt@c4.hrz.uni-giessen.de>
Source record: 9822

John 'john..' Tuffen (jat5@york.ac.uk) wrote (7 Mar 1996 10:34:33 GMT) in
comp.sys.atari.programmer:
: John 'john..' Tuffen wrote:

: > Is there a recognised way of `reverse-engineering' the code? I managed
: > to disassemble the code using GFA assembler, but I don't really understand
: > the format of ST executables - the disassembled code has a load of jump
: > instructions at it's start, now I don't know whether these are real
: > instructions, or a data storage area. I haven't done much assembler!

: Errrk!
: I disassembled the code again last night - 47000+ lines
: of assembler, with no symbol table. :(
: From what I remember, it looks a helluva lot like it was written in C. Now
: I'm **really** desparate to find some source code...
Oh ! You did ?

So if you need any help, in getting some C-code out of it, I could help you...
All you need to do is sending me the binary UUEncoded, and I'll try to get
it into C-Code, I did that quite a while ago with an other exec, it worked
fine, getting the right compiler, I got exactly the same binary from my
C code conversion !

CU !

: john..

: -=-
: | e-mail: jat5@york.ac.uk |
: | web pages start here: http://www.york.ac.uk/~jat5/ |
: -=-
: * my music: http://www.york.ac.uk/~jat5/html/music.html *
: **

--
-
Konstantinos XONIS (XAKChaos of XAK-Design Wetzlar)
Snail Mail: E-mail:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504 or +49 6441 417663
D35576 Wetzlar TEL: +49 6441 36739
FR Germany
(Bomb plutonium heroine XTC whitehouse Iraq terror kill kokain cocaine uran)

2333. STOS EXTRA - New release - info - extra321.zip (0/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4i1vii$3bp@neon.airtime.co.uk>
Source record: 9823

The STOS EXTRA extension version 3.21 has been released as shareware. I am posting it to this news group... I know it is a binary but there is no alt.binaries.atari - if you don't want it, don't down load it.

Check it out, if you like it you may want to register! (Compiler part not included). Examples and images are provided on the full version available from any decent PD library soon!

Regards,

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

2334. STOS EXTRA - New release - info - extra321.zip (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4i1vk5$3bp@neon.airtime.co.uk>
Source record: 9824
Body handling: Inline uuencoded payload not displayed: extra321.zip

```
[Inline uuencoded payload not displayed: extra321.zip]
```

2335. STOS EXTRA

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: stosser@neon
Message-ID: <4i20ar$3la@neon.airtime.co.uk>
Source record: 9825

Bad enough downloading it once, but twice ?

Martin get a hard hat, I think theres some trouble coming your way
mate? :]

Cheers.....!ynoT

2336. Re: CH_EXIT wrong in Lattice.

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <826660426_OASIS_@swampdog.demon.co.uk>
Source record: 9826

In article <ackerman.29-1003961323010001@gb107samac.acs.ohio-state.edu>
ackerman.29@postbox.acs.ohio-state.edu (Dan Ackerman) said:-

>
> Just discovered this last night. Lattice has CH_EXIT defined
>incorrectly in the headers and all the manuals. They have it defined as
>80 when it's really 90. Hopefully none of the alternative AES's have
>continued this error.

MagiC appears correct having it defined as 90 (with msg[3] containing
the child process ID and msg[4] the child's exit code).

--

Guy Harrison

guy@swampdog.demon.co.uk

2337. Re: BAD MOOD update, was Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-11 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4i0gra$rch@orm.southern.co.nz>
Source record: 9827

Hi there

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
: Since the original textures are used, you must run this version with a
: WAD containing those. If your WAD is less than a couple of megabytes, it is
: unlikely to do so.

Where is a good ftp site that has a directory clearly identified for the
IWAD files (as I think they are called). I've wasted a lot of $ on ftp
grabbing of PWAD files that don't work with 2.02alpha. Sadly none of the
places I know about describe whether or not the wad files on them are
PWAD or IWAD type...:-(

BTW, the whole project is lookin' like its cookin'!!! Great stuff guys...

Chris W.
/|\

2338. Re: BAD MOOD update, was Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4i3oj5$6s9@m1.cs.man.ac.uk>
Source record: 9828

In article <96071.111951STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Chris,
>I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
>in the same directory as Bad Mood and is called damned. I forgot
>what compression it uses.... I think it may be arj. Arj is
>also available on ftp.cnam.fr, I believe. Damned is a fairly
>small file so it shouldn't take long to download. Hope you
>enjoy it and this helps ;-).

If it is 'fairly small' then it probably doesn't work with any
of the newer versions of Bad Mood. From 1.93 (now at 2.03) onwards
it required an IWAD. This is because the floor (both) and wall
(version 2.x) textures are read from the WAD file. Most WADs that
are small are just PWADs, and only contain map data - no textures
or sounds etc.

But it should work with the earlier versions (eg. 1.92 I believe
texture-mapped with only the built in textures, and ignored any
in the WAD).

IWAD's (as required by 2.x etc) are BIG. You can either install
Doom/Heretic etc. onto a PC (or Mac), and use ARJ to split it up
into multiple disks. Alternatively, you can download the .tar.gz
Doom WAD intended for the Unix ports. (this will still need
splitting onto multiple disks of you need to move it, but doesn't
require access to a PC)

Hope this is of some help...

Anthony
--

Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v0.98
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.

NEWSFLASH: Falcon extension. 1.3 to be released tomorrow!!! (honest)
Generic STOS Fixer 1.0 also to be released today!!!

2339. Q:Ext.Joystick port reading in GFA, How ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-12 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3145a26c5e35d0@sci.fi>
Source record: 9829

I want to read Extended Joystick port in (STE) and
Falcon. I have no succes with STICK function and
Jaguar joypad connected.
If anybody have done this and have easily editable
listing, please send it straight to me.
Here is a listing that I used, and it causes 2 bombs.
After those bombs I have to restart whole machine.
Listing is long because of documentation (ab. 64 rows)
of Enahanced game ports at the end of it :(

```
' 10/3-96
' FALCON/STE ENHANCED ANALOGIC GAMEPORT READING
' -------- MY EXAMPLE ----------- ! This example is my translation of
' ! how the port should be read in GFA.
' mask%=&HFFFE ! 1. Choosen mask.
' DPOKE FF9202,mask% ! 2. Put a mask to address 0xFF9202, ...
' SDPOKE FF9202,mask% !(2.(or Same in Supervisormode))
' js_code&=DPEEK(ff9200)) ! ... 3. Read a word at address 0xXXX XXX, ...
' PRINT BIN$(js_code&) ! ...and You should see if there is a cleared bit.
' END
' --- THE END OF MY EXAMPLE ------
' JOYSTICKS: Address 0xFF9200
' ==========================
' Read Controller 0: Read Controller 1:
' | Write | Bit 0 | Bit 1 | | Write: | Bit 2 | Bit 3 |
' | Mask : | Clear | Clear | | Mask : | Clear | Clear |
' |---------|---------|---------| |---------|---------|---------|
' | 0xFFFE | Pause | Fire 0 | | 0xFFEF | Pause | Fire 0 |
' | 0xFFFD | - | Fire 1 | | 0xFFDF | - | Fire 1 |
' | 0xFFFB | - | Fire 2 | | 0xFFBF | - | Fire 2 |
' | 0xFFF7 | - | Option | | 0xFF7F | - | Option |
' ------------------------------ ------------------------------
' Read Controller 0 At 0xFF9202
' ------------------------------
' | Write | Bit 8 | Bit 9 | Bit 10 | Bit 11 |
' | Mask : | Clear | Clear | Clear | Clear |
' |---------|---------|---------|---------|---------|
' | 0xFFFE | Up | Down | Left | Right |
' | 0xFFFD | Key * | Key 7 | Key 4 | Key 1 |
' | 0xFFFB | Key 0 | Key 8 | Key 5 | Key 2 |
' | 0xFFF7 | Key # | Key 9 | Key 6 | Key 3 |
' ------------------------------------------------
' Read Controller 1 At 0xFF9202
' ------------------------------
```

```
' | Write: | Bit 12 | Bit 13 | Bit 14 | Bit 15 |
' | Mask : | Clear | Clear | Clear | Clear |
' |---------|---------|---------|---------|---------|
' | 0xFFEF | Up | Down | Left | Right |
' | 0xFFDF | Key * | Key 7 | Key 4 | Key 1 |
' | 0xFFBF | Key 0 | Key 8 | Key 5 | Key 2 |
' | 0xFF7F | Key # | Key 9 | Key 6 | Key 3 |
' -------------------------------------------------
' To read the joystick:
' 1. Write a mask value corresponding to the row
' of keys/positions you wish to interrogate to 0xFF9202.
' 2. Read back a word from either 0xFF9200 or 0xFF9202.
'
' Cleared bits mean that a key is being pressed or a joystick
' is moved in that direction.
'
' PADDLES: Two paddles may be plugged in each joystick port.
' Each one returns an 8-bit value indicating its position
' at the address shown below.
' Paddle positions are returned automaticly, fire buttons
' are mapped and read same manner as joysticks.
' -------------------------
' | Byte Address | Paddle |
' |--------------|--------|
' | 0xFF9211 | X Pad 0|
' | 0xFF9213 | Y Pad 0|
' | 0xFF9215 | X Pad 1|
' | 0xFF9217 | Y PAd 1|
' -------------------------

--
\ /
,---------------------------------------------- \,O,/
( Snail Mail: Veikko Vanamo, Lahtomaenkatu 3 B 38, )^(
) 33580 Tampere, Finland ( v )
( InterNet E-Mail: miqco@sci.fi \|/
'-------------------------------------------------'-
```

2340. Re: BAD MOOD update, was Re: Falcon game programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-12 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4i35mg$q3t@tempo.univ-lyon1.fr>
Source record: 9830

<STIRRE31@MAINE.MAINE.EDU> wrote:

>Chris,
>I found a WAD for the Bad Mood program on ftp.cnam.fr. It is
>in the same directory as Bad Mood and is called damned. I forgot
>what compression it uses.... I think it may be arj. Arj is
>also available on ftp.cnam.fr, I believe. Damned is a fairly
>small file so it shouldn't take long to download. Hope you
>enjoy it and this helps ;-).
>-scott tirrell

You can find a lot of WAD in
ftp.luth.se/pub/doom/levels
in Doom, Doom2 and Heretics...

Ph. CASTELLA

2341. Re: Q:Ext.Joystick port reading in GFA, How ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-12 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4i4l50$mch@news.nevada.edu>
Source record: 9831

```
Veikko Vanamo (miqco@sci.fi) wrote:
: I want to read Extended Joystick port in (STE) and
: Falcon. I have no succes with STICK function and
: Jaguar joypad connected.
: If anybody have done this and have easily editable
: listing, please send it straight to me.
: Here is a listing that I used, and it causes 2 bombs.
: After those bombs I have to restart whole machine.
: Listing is long because of documentation (ab. 64 rows)
: of Enahanced game ports at the end of it :(
:

Here's how I coded it...

WORD{&HF14000}=&H81FE !Joystick setting
e%={&HF14000) !Store longword to retrieve buttons later
e&=AND(SWAP(e%),&HF00) !mask joystick only
!&H100=up &H200=down &H400=left &H800=right

... movement code....

IF AND(e%,2)=0 !button A
ELSE IF AND(e%,1)=0 !pause button? (or option :)
ENDIF

WORD{&&HF14000}=&H81FD !Set new Mask for "C" and 0 8 5 2

etc....

This program worked great on a Falcon 030. With the Joystick in the first
extended port

Good Luck,

Vince @ JV Ent.
```

2342. STOS Extra - Essex boys at it?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-13 00:00:00 UTC
From: Steph@wuss.demon.co.uk
Message-ID: <826837876_OASIS_@wuss.demon.co.uk>
Source record: 9832

Heh. Thanks for contributing to my enormous phone bill, mate.

Essex boys. You've gotta luv 'em. :o)))

--

O~~~~~~O
"I am the jester, playing to my court of fools. | Steph Taylor
Changing, wearing my many masks - | Glasgow, Scotland.
No-one suspects they are my tools." |
- Potential Difference | steph@wuss.demon.co.uk
O~~~~~~O

2343. FS: Atari Mega St4+...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-13 00:00:00 UTC
From: jvarma@bigdipper.umd.edu
Message-ID: <4i7fgo$7oe@hecate.umd.edu>
Source record: 9833

I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II monitor, NEC P5200 24pin 360DPI printer, and tons of software.

Complete system: $500 obo.
Reply via E-mail.
--Jay--

2344. Re: FS: Atari Mega St4+...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-13 00:00:00 UTC
From: jvarma@bigdipper.umd.edu
Message-ID: <4i7fnp$7oe@hecate.umd.edu>
Source record: 9834
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,rec.games.video.atari

I forgot to mention, this also has a US Robotics Courier HST 9600baud
modem included.

Jay D. Varma (jvarma@bigdipper.umd.edu) wrote:
: I have an Atari Mega ST4 for sale, complete with 14" NEC Multisync II
: monitor, NEC P5200 24pin 360DPI printer, and tons of software.

: Complete system: $500 obo.
: Reply via E-mail.
: --Jay--

2345. looking for OMIKRON BASIC compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-13 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <4i6dil$398@utrhcs.cs.utwente.nl>
Source record: 9835

Ehh... I have a very large omikron basic program which I want to compile. Does anyone have a
version of OMIKRON's basic compiler available? Legal please.

Need version 2.x If I recall it correctly.

---Reinard

2346. GDOS Device Drivers

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-14 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4ia27l$haa@infa.central.susx.ac.uk>
Source record: 9836

Does ayone know where I can get hold of ay documentation/surce codes for GDOS device divers? Someone out there knows since there are public domain pronter drivers poping up every now and again...

2347. Re: Calling C++ methods from within C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-14 00:00:00 UTC
From: jim@melongem.com
Message-ID: <jim-1403962139410001@205.158.230.163>
Source record: 9837
Cross-posted to: comp.sys.mac.programmer.games,comp.sys.atari.programmer,

In article <4huelp$sr3@news.eunet.ch>, schoen@dial.eunet.ch wrote:

> Does anyone know if it is possible to call methods
> in C++-classes from within a standard-C-program?
> If it is, how can it be done?

There is no portable way to call C++ methods directly from C. It may be possible to do so if you're willing to be tied to a specific compiler and a lot of ugliness. Do you have any control over the C++ code? If so, you can generate some functions that are callable from C but are written in C++. These function's can't be member functions, but they can call C++ member functions. Here is the basic idea:

```
---- SomeClass_c.h ----
typedef void* SomeClassInstance;

#ifdef __cplusplus
extern "C"
{
#endif
SomeClassInstance SomeClass_New();
void SomeClass_Delete(SomeClassInstance instance);
void SomeClass_Function1(SomeClassInstance instance);
int SomeClass_Function2(SomeClassInstance instance, float x);
#ifdef __cplusplus
};
#endif
---- end SomeClass_c.h ----

---- SomeClass_cpp.h ----
class SomeClass
{
public:
SomeClass();
virtual ~SomeClass();
virtual void Function1();
virtual int Function2(float x);
};
---- end SomeClass_cpp.h ----

---- SomeClass.cpp ----
#include "SomeClass_c.h"
#include "SomeClass_cpp.h"
```

```
SomeClassInstance SomeClass_New()
{
return new SomeClass;
};

void SomeClass_Delete(SomeClassInstance instance)
{
SomeClass* me = (SomeClass*) instance;
delete me;
}

void SomeClass_Function1(SomeClassInstance instance)
{
SomeClass* me = (SomeClass*) instance;
me->Function1();
}

int SomeClass_Function2(SomeClassInstance instance, float x)
{
SomeClass* me = (SomeClass*) instance;
return me->Function2(x);
}
---- end SomeClass.cpp ----
```

The file SomeClass_c.h is a header file that can be used with either a C compiler or a C++ compiler. It defines an interface using purely C style calling conventions. The implementation of that interface (SomeClass.cpp) is C++ code that forwards everything to operations on a C++ class. I don't show the implementation of the actual class SomeClass; it can be whatever you want.

Hope this helps,

Jim Lloyd

2348. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-15 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DoBnMF.HMt@cix.compulink.co.uk>
Source record: 9838

```
>What are the advantages of AES 4.1 ?
Off the top of my head:
It supports iconify
Significantly faster than 4.0
Doesn't crash as much :-)
Change fonts for Desktop windows (or did 4.0 do that?)
erm...
I think there's something else but can't think of it ATM...

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

2349. Re: Hisoft Basic 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-15 00:00:00 UTC
From: Timpy@roseivy.demon.co.uk
Message-ID: <826996536_OASIS_@roseivy.demon.co.uk>
Source record: 9839

In article <4hrk8k$rda@neon.airtime.co.uk>
stosser@neon (Tony Greenwood) said:-

> If anyone has any hisoft basic source code for me to load, examine and
>learn from then please do send, plus any ASCII files on the subject language,
>
> Yes your probably sick of seeing me ask, well having not recieved one
>single piece of source then my need is still there and I firmly beliecve
>there must be someone out there that can send me source,
> I have spent the last few years sending STOS source and help to many
>peeps, surely someone in the Hisoft community has the same outlook,
> I need help, and am asking,
> But no one is responding,

Hey! You should have asked me..

I am perfectly willing to give you all the help you want as I've been using
Hisoft 2 for quite a while.

Email me ..

Tim

--

---

timpy@roseivy.demon.co.uk
Sysop of the Fractal BBS - Call on 01305 266304

2350. STZIP into DSP?

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-16 00:00:00 UTC
From: allfree@scs.unr.edu
Message-ID: <4ifgb0$9nk@silver.scs.unr.edu>
Source record: 9840

Here's a thought:

Why hasn't anyone rewritten STZIP so that the compression routines
are moved into the DSP? Does anyone know if this would help, or if it's
possible? It sure would be fun to have a DSP STZIP version :)

--
Ben Allfree
shadow@iris.yolo.com | allfree@scs.unr.edu

2351. WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-17 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4ihm9q$3bd@neon.airtime.co.uk>
Source record: 9841

If you have the 68000 source to a Filled Polygon routine please send it to me, if you would not mind! I only need such a routine for low resolution and it needn't be all four bitplanes.

Thanks,

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

2352. Magic 4 and system clock

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-17 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <827073946_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 9842
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Can any one help?

Whenever I run Magic 4 on my TT the system clock is moved back 2 years,
ie from 1996 to 1994. This only happens on first boot up. So naturally I put
the clock back to the correct date. However when I exit Magic using the
Shutdown option and selecting cold boot, the clock is then advanced 2 years,
so I end up with the clock set to 1998!!!

Has anyone else experienced this problem. More to the point has anyone
cured this problem.

This is the only problem I have experienced with Magic 4, I even have
GFA Basic working (set to single tasking but....).

Thanks in advance for any help.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

2353. Jaguar Pads with GFA-BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-18 00:00:00 UTC
From: schoen@dial.eunet.ch
Message-ID: <4ij7mt$qju@news.eunet.ch>
Source record: 9843

Someone recently posted a question here about how to read
the Jag Pads on a STE or FALCON in GFA-BASIC. Well, here
is how I do it on my falcon (maybe there are better ways):

```
' -------- Get both Jag-Pads ------------
PROCEDURE jaguarpads
'
SDPOKE &HFFFF9202,&HFFEE
pad1_a%=255-PEEK(&HFFF9201) AND 8
pad2_a%=255-PEEK(&HFFF9201) AND 2
'
SDPOKE &HFFFF9202,&HFFDD
pad1_b%=255-PEEK(&HFFF9201) AND 8
pad2_b%=255-PEEK(&HFFF9201) AND 2
'
SDPOKE &HFFFF9202,&HFFBB
pad1_c%=255-PEEK(&HFFF9201) AND 8
pad2_c%=255-PEEK(&HFFF9201) AND 2□
'
SDPOKE &HFFFF9202,&HFF77
pad1_option%=255-PEEK(&HFFF9201) AND 8
pad2_option%=255-PEEK(&HFFF9201) AND 2
'
SDPOKE &HFFFF9202,&HFFAA
pad1_pause%=255-PEEK(&HFFF9201) AND 4
pad2_pause%=255-PEEK(&HFFF9201) AND 1
'
SDPOKE &HFFFF9202,&HFFEE
pad1_steer%=SHR(255-PEEK(&HFFFF9202),4)
pad2_steer%=255-PEEK(&HFFFF9202) AND 15
'
' NOW THE KEY-ROWS, VERTICALLY....
'
' -- left vertical row --
SDPOKE &HFFFF9202,&HFFCC
pad1_1%=255-PEEK(&HFFFF9202) AND 128
pad1_4%=255-PEEK(&HFFFF9202) AND 64
pad1_7%=255-PEEK(&HFFFF9202) AND 32
pad1_star%=255-PEEK(&HFFFF9202) AND 16
pad2_1%=255-PEEK(&HFFFF9202) AND 8
pad2_4%=255-PEEK(&HFFFF9202) AND 4
pad2_7%=255-PEEK(&HFFFF9202) AND 2
pad2_star%=255-PEEK(&HFFFF9202) AND 1
```

```
'
' -- middle vertical row ----
SDPOKE &HFFFF9202,&HFFBB
pad1_2%=255-PEEK(&HFFFF9202) AND 128
pad1_5%=255-PEEK(&HFFFF9202) AND 64
pad1_8%=255-PEEK(&HFFFF9202) AND 32
pad1_0%=255-PEEK(&HFFFF9202) AND 16
pad2_2%=255-PEEK(&HFFFF9202) AND 8
pad2_5%=255-PEEK(&HFFFF9202) AND 4
pad2_8%=255-PEEK(&HFFFF9202) AND 2
pad2_0%=255-PEEK(&HFFFF9202) AND 1
'
' -- right vertical row -----
SDPOKE &HFFFF9202,&HFF77
pad1_3%=255-PEEK(&HFFFF9202) AND 128
pad1_6%=255-PEEK(&HFFFF9202) AND 64
pad1_9%=255-PEEK(&HFFFF9202) AND 32
pad1_raute%=255-PEEK(&HFFFF9202) AND 16
pad2_3%=255-PEEK(&HFFFF9202) AND 8
pad2_6%=255-PEEK(&HFFFF9202) AND 4
pad2_9%=255-PEEK(&HFFFF9202) AND 2
pad2_raute%=255-PEEK(&HFFFF9202) AND 1
RETURN
```

The names of the % variables stand for the buttons -
should be ease to understand

Hope, this helps.
Marcel Schoen
schoen@dial.eunet.ch

2354. Re: Magic 4 and system clock

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-18 00:00:00 UTC
From: and@sun1
Message-ID: <4ij962$8mt@newsserver.rrzn.uni-hannover.de>
Source record: 9844
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
: Can any one help?

: Whenever I run Magic 4 on my TT the system clock is moved back 2 years,
: ie from 1996 to 1994. This only happens on first boot up. So naturally I put

This depends on your ROM version. Different versions use different methods
for storing the date in the TT RTC.

--

ANDREAS KROMKE

2355. Re: HELP: AES 4.1 window font prob...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-19 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4ilnsn$bie@studs.sci.kun.nl>
Source record: 9845

In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:

>I cannot get the AES 4.1 window font to change no matter what I have
>tried. I have hundreds of TT and dozens of GDOS fonts running under NVDI
>3.01. Is there something I can put in MINT.CNF to get MiNT to read the
>font directories (I think it should just rely on GDOS though?).

Huh? I thought it was just an entry in the DESKTOP drop down menus.
I'm positive that I did have other fonts in my desktop windows, but
since I didn't find any suitable fonts for this purpose, I reverted to
the original system font.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2356. TT-Tos

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-19 00:00:00 UTC
From: 42Bastian Schick <s686642@rghx50.gp.fht-esslingen.de>
Message-ID: <314E7EF9.1111@rghx50.gp.fht-esslingen.de>
Source record: 9846

Hi,
I desperatly looking for TOS 3.05 or 3.06 (TT-TOS). Could anyone
with a TT contact me !

Thanx

42Bastian

2357. Dave Munsier Software Source Code

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-19 00:00:00 UTC
From: cmb2 <cmb2@globallink.com>
Message-ID: <4ilg83$40u@metro1.globallink.net>
Source record: 9847

To anyone interested in purchasing the source code and the distribution rights to
the following software:
Asteroidia (All versions)
Frantick
Square Off
Choplifter 95(85% done..)
The complete Dave Munsie game development tools.

Please leave email at the above email address.
We will contact you by email.

Thank you..

2358. Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DoIC3C.9B@ridgecrest.ca.us>
Source record: 9848

Let's start of right. I'm no programmer.
One of the authors of MagiC said that MagX!boot looks for
"fastram_valid" when it loads. I think he use the expression
$5??. I assume $5?? means where ever the _FRB cookie is located.
According to a sys info file I have, the _FRB in my Falcon
sits at 0x5f465242 _FRB 0x00036028. I looked through the Atari
Compendium and checked all the memory values and magic words that
should be present if the system has fast ram installed. I used
BSS Debug to do this (very nice, I wish I could program :).
I checked memvalid, memcntlr, phystop, memval2, membot, memtop and
other locations that were to have magic numbers if the ram was
valid. Everything seem to be in order. I have no problems loading
applications into fast ram under TOS, and once MagiC is booted,
can load applications from there as well. But I can't get MagiC to
load into fast ram at startup.
The fast ram on my Falcon is on a Mighty Sonic card. The amount of
fast ram gets loaded into the system with a program that calls
itself a VDI patch. This patch installs the FRB and adds the
amount of ram on the card to the system. It is a seperate ram from
ST ram, but apears on the desktop as one number. It can be ran
from the desktop or in the autofolder. I usually run it from the auto
so NVDI and such loads into fast ram. I placed it ahead of MagXboot!
when I tried to get it into fast ram so the flags were there. Yes,
the program flags of MagXboot were set as well.
I would guess
that alternate ram on the FX card is handled in a like way, except
I think that the FX ram is managed by routines burned into eproms,
but Expose and Outside have the same problems with both types of
cards so I figure it is implimented the same.

If MagiC cannot load into systems with this arrangement of fast
ram, it would be a great oversite. As well as the Might Sonic,
the FX, Magmum, Speed Resoluition, Afterburner and Hawk 030
will manage the alternate ram in a simular fashion.
Might just as well go buy a TT.

Or am I just missing something simple ? :)

Mike

2359. Re: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-20 00:00:00 UTC
From: 88316@novell1.rz.fht-mannheim.de
Message-ID: <88316.31.827322255@novell1.rz.fht-mannheim.de>
Source record: 9849

Hi there,

In article <DoIC3C.9B@ridgecrest.ca.us> Michael Grove <mgrove@owens.ridgecrest.ca.us>
writes:
>From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
>Subject: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)
>Date: Tue, 19 Mar 1996 09:09:12 GMT
>Let's start of right. I'm no programmer.
>One of the authors of MagiC said that MagX!boot looks for
>"fastram_valid" when it loads. I think he use the expression
>$5??. I assume $5?? means where ever the _FRB cookie is located.
>According to a sys info file I have, the _FRB in my Falcon
>sits at 0x5f465242 _FRB 0x00036028. I looked through the Atari
>Compendium and checked all the memory values and magic words that
>should be present if the system has fast ram installed. I used
>BSS Debug to do this (very nice, I wish I could program :).
>I checked memvalid, memcntlr, phystop, memval2, membot, memtop and
>other locations that were to have magic numbers if the ram was
>valid. Everything seem to be in order. I have no problems loading
>applications into fast ram under TOS, and once MagiC is booted,
>can load applications from there as well. But I can't get MagiC to
>load into fast ram at startup.
>The fast ram on my Falcon is on a Mighty Sonic card. The amount of
>fast ram gets loaded into the system with a program that calls
>itself a VDI patch. This patch installs the FRB and adds the
>amount of ram on the card to the system. It is a seperate ram from
>ST ram, but apears on the desktop as one number. It can be ran
>from the desktop or in the autofolder. I usually run it from the auto
>so NVDI and such loads into fast ram. I placed it ahead of MagXboot!
>when I tried to get it into fast ram so the flags were there. Yes,
>the program flags of MagXboot were set as well.
>I would guess
>that alternate ram on the FX card is handled in a like way, except
>I think that the FX ram is managed by routines burned into eproms,
>but Expose and Outside have the same problems with both types of
>cards so I figure it is implimented the same.
>
>If MagiC cannot load into systems with this arrangement of fast
>ram, it would be a great oversite. As well as the Might Sonic,
>the FX, Magmum, Speed Resoluition, Afterburner and Hawk 030
>will manage the alternate ram in a simular fashion.
>Might just as well go buy a TT.
>

>Or am I just missing something simple ? :)
From how I underswtand you, you're looking for a way, to use the Fast-RAM of the Mighty Sonic together with MagiC 4, right ?
Thats pretty simple:
Place FAFA*.PRG in front of MAGXBOOT.PRG in your AUTO-folder, so MAGXBOOT.PRG gets loaded into Fast-RAM. To be able to use the Fast-RAM under MagiC, you have to execute FAFA*.PRG after MAGXBOOT again, so that MagiC recognizes the Fast-RAM. The easiest way to do this, is to create a file called AUTOEXEC.BAT (stupid DOS-Name :-( ) in your AUTO-folder, in which you list all the AUTO-folder-PRGS that should be executed after MAGXBOOT.PRG gets loaded.
That's all!!!!

Frank

2360. TOS 1.4 patches needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-20 00:00:00 UTC
From: hentai@eri.erinet.com
Message-ID: <4ip7rt$aqv@eri.erinet.com>
Source record: 9850

I just upgraded my Mega 4 to TOS 1.4 and now several of my programs
don't run. I've heard that there is a patch that corrects this.
Also, is there a patch that will alow a hard drive with parity to
run on an old ICD scsi controler without parity?
If you know where I can get these patches please tell me.
Thanks in advance,
Rick

2361. Atari Falcon 2D/3D Engine

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-20 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4ipnpn$bds@news.nevada.edu>
Source record: 9851

JV Enterprises has released to FREEWARE a modified version of the Towers II
2D/3D True Color Engine. It is designed for use with GFA, but can be
used by C and Assembly.

Can be found at:
ftp.cnam.fr

in:
pub/Atari/Falcon/Programming/falc_eng.zip

If it is not in there yet, please allow a couple of days, as it can take
a little time before it is moved over to the correct section....

Vince

2362. Re: HELP: AES 4.1 window font prob...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4iracu$p4n@orm.southern.co.nz>
Source record: 9852

Hi there...

Sander Stoks (sanders@sci.kun.nl) wrote:
: In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
:
: >I cannot get the AES 4.1 window font to change no matter what I have
: Huh? I thought it was just an entry in the DESKTOP drop down menus.
: I'm positive that I did have other fonts in my desktop windows, but
: since I didn't find any suitable fonts for this purpose, I reverted to
: the original system font.

Yes it is an item under the Set Color and Style dialogue, but the popup
to change font is always greyed out for me, no matter what I do...

Any clues?...

Chris W.
/|\

2363. BAD_MOOD 2.05alpha :-))

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-21 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4iraku$p4n@orm.southern.co.nz>
Source record: 9853

Hi There...

I have doom2.wad (14 meg registered version) and heretic1.wad (shareware version) running with BM 2.05a.

Impressions are _very_ good. In fact excellent. The subtlety of the shading makes PC native versions look bland IMHO. Keep it up BM team!! :-))

BTW, does anyone know of any enhanced IWAD files other than the originals and where to score 'em?

Ciao,

Chris W
/|\

2364. X-Debug.

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-21 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <10588_Spencer@mettav.demon.co.uk>
Source record: 9854

Anyone here using X-Debug?

The reason I ask is that i've bought a second hand copy to use on my TT, and everything works great bar one problem so far.

It works on my Matrix graphics card fine, providing when it boots that I limit it to 2 colour mode and don't try too use any more!!

Obviously this is better than MON.PRG which writes directly to the TT video out (resulting in a need to leave a monitor connected there) but I would like to be able to run it in more than 2 colours without it corrupting the screen display.

Any help or suggestions appreciated.

Spencer

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2365. WANTED: News form developers worldwide

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-21 00:00:00 UTC
From: atarimag@mbox.vol.it
Message-ID: <atarimag-2103961011030001@to-b-14.intelnet.vol.it>
Source record: 9855

Dear Atari fellows,

our magazine is the only one italian magazine entirely committed to Atari products.
We are interested to stay in touch with all Atari distributors/developers around the world.
We have an "International News" section to cover all the latest news from the world.
Please inform us as soon as You have new products or upgrades available.
Regards.

Manuela Esterni

2366. Re: HELP: AES 4.1 window font prob...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <315273FB.7031@rd.eng.bbc.co.uk>
Source record: 9856

Chris Wilkinson wrote:
>
> Hi there...
>
> Sander Stoks (sanders@sci.kun.nl) wrote:
> : In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
> :
> : >I cannot get the AES 4.1 window font to change no matter what I have
> : Huh? I thought it was just an entry in the DESKTOP drop down menus.
> : I'm positive that I did have other fonts in my desktop windows, but
> : since I didn't find any suitable fonts for this purpose, I reverted to
> : the original system font.
>
> Yes it is an item under the Set Color and Style dialogue, but the popup
> to change font is always greyed out for me, no matter what I do...
>
> Any clues?...

I can use that menu, but it isn't much use because the desktop seems to get all of the characters wrong using anything but the installed system font (why is this?).Is your problem simply that the dialogue starts off with the "Desktop" button pressed and there is no fonts to change on the desktop? Try pressing the "Window" button to change the window parameters, the list should then be selectable. If this doesn't work, have you got GDOS installed?

-David White

//standard disclaimer

2367. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4iu1dc$r2r@sargas.omicron.se>
Source record: 9857

David White <david.white@rd.eng.bbc.co.uk> writes:

>AES 4.1 is/was the new AES for MultiTOS that Atari developped but never
>released. The advantages were a large increase in the responsiveness
>and speed of the MultiTOS system and iconnification of windows. Although
>it was never released, 3rd party systems have used the standards defined
>by it. The main example of this is Magic, which is a complete TOS (not
>just AES) replacement. Alternative MultiTOS AESs havebeen / are being
>developed, such as N.AES(commercial and released), XaAES (shareware, in
>development) and other shareware efforts in development.

AES 4.1 was pirated by someone and is now used by a lot of people.
It has also very lousy multitasking capabilities. Feels like using
Windows 3.1.

There is another one however called oAESis that you forgot to mention.
It is not finished yet, byt it multitasks very well. (for example, it
updates the windows even while in the menus!)

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2368. evnt_multi in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: dferran@cts.com
Message-ID: <4iuhup$837@news3.cts.com>
Source record: 9858

Hi!

Is there a FAQ somewhere to assist those using Lattice C
(5.6) for GEM programming? My Falcon cheerfully displays
two bombs when it returns from evnt_multi after receiving
a MU_MESAG, and I'm running out of things to "fix".

The Lattice documentation for the Mon debugger gleefully
points out that two bombs represent a "bus error" and
"The causes of the above exceptions (and how best to recover
from them) are given a the end of this section" (Page 212),
yet no such cause-and-recovery information is listed.

<sigh>

[I never got stuck this bad with Mark Williams C <grumbles>.]

Any sources you could recommend for help (other than the
Atari Compendium, which I have) would be appreciated!

-- George

2369. Re: HELP: AES 4.1 window font prob...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: mbge4mdc@hero.mcc.ac.uk
Message-ID: <4iuhe0$i6b@yama.mcc.ac.uk>
Source record: 9859

In article <4iracu$p4n@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) writes:
> Hi there...
>
> Sander Stoks (sanders@sci.kun.nl) wrote:
> : In <4ifmda$8na@orm.southern.co.nz> chriswil@southern.co.nz (Chris Wilkinson) writes:
> :
> : >I cannot get the AES 4.1 window font to change no matter what I have
> : Huh? I thought it was just an entry in the DESKTOP drop down menus.
> : I'm positive that I did have other fonts in my desktop windows, but
> : since I didn't find any suitable fonts for this purpose, I reverted to
> : the original system font.
>
> Yes it is an item under the Set Color and Style dialogue, but the popup
> to change font is always greyed out for me, no matter what I do...
>
> Any clues?...
>
> Chris W.
> /|\
>

This dialogue handles both the desktop style/colour, and the window style/colour. There are a pair of radio buttons to select which is being altered. Make sure the "window" button is selected, because the desktop doesn't recognise font changes, so the popup is greyed out.

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

2370. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <3152ED58.58AE@rd.eng.bbc.co.uk>
Source record: 9860

Elias Martenson wrote:
>
> David White <david.white@rd.eng.bbc.co.uk> writes:
>
> >AES 4.1 is/was the new AES for MultiTOS that Atari developped but never
> >released. The advantages were a large increase in the responsiveness
> >and speed of the MultiTOS system and iconnification of windows. Although
> >it was never released, 3rd party systems have used the standards defined
> >by it. The main example of this is Magic, which is a complete TOS (not
> >just AES) replacement. Alternative MultiTOS AESs havebeen / are being
> >developed, such as N.AES(commercial and released), XaAES (shareware, in
> >development) and other shareware efforts in development.
>
> AES 4.1 was pirated by someone and is now used by a lot of people.
> It has also very lousy multitasking capabilities. Feels like using
> Windows 3.1.

It's multitasking capabilities are infinitely better than the released MTOS AES! Where can I get an alternative to try (even a Beta)? Any Web pagaes out there?

> There is another one however called oAESis that you forgot to mention.
> It is not finished yet, byt it multitasks very well. (for example, it
> updates the windows even while in the menus!)

But, where is it available from?

-David White

//standard disclaimer

2371. Re: HELP: AES 4.1 window font prob...

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <4ivc1b$3gl@enterprise.america.com>
Source record: 9861

I have SpeedoGDOS installed but still only get the 6x6 system font
listed...any ideas? Speedo should go before Mint in the auto folder correct?

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

2372. Re: Magic 4 and system clock

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-22 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <10663_Spencer@mettav.demon.co.uk>
Source record: 9862

p> Whenever I run Magic 4 on my TT the system clock is moved back 2
p> years, ie from 1996 to 1994. This only happens on first boot up. So
p> naturally I put the clock back to the correct date. However when I
p> exit Magic using the Shutdown option and selecting cold boot, the
p> clock is then advanced 2 years, so I end up with the clock set to
p> 1998!!!
p> Has anyone else experienced this problem. More to the point has
p> anyone cured this problem.
Hmmm, I experienced clock problems but they were more to do with the time
drifting a couple of hours and eventually drifting a couple of days.

This was a battery problem and was cured by my using a Forget Me Clock II
which I used to use on an ST. Beyond that I have had no other problems.

p> This is the only problem I have experienced with Magic 4, I even
p> have GFA Basic working (set to single tasking but....).
I've also got Protext running fine under Magic (again single task mode,
but....)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2373. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-23 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4j0nq3$hi5@nyheter.chalmers.se>
Source record: 9863

In article <3152ED58.58AE@rd.eng.bbc.co.uk>,
David White <david.white@rd.eng.bbc.co.uk> wrote:
>Elias Martenson wrote:
>> There is another one however called oAESis that you forgot to mention.
>> It is not finished yet, byt it multitasks very well. (for example, it
>> updates the windows even while in the menus!)
>
>But, where is it available from?

From http://www.dtek.chalmers.se/~d2cg/oaesis/
It's not finished yet, but it does run things like pure c and gemini, for
instane.

Regards, Christer

2374. Re: evnt_multi in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <827777984_OASIS_@swampdog.demon.co.uk>
Source record: 9864

In article <4iuhup$837@news3.cts.com>
dferran@cts.com (George Crissman - Ferran Scientific) said:-

>Hi!
>
>Is there a FAQ somewhere to assist those using Lattice C
>(5.6) for GEM programming? My Falcon cheerfully displays
>two bombs when it returns from evnt_multi after receiving
>a MU_MESAG, and I'm running out of things to "fix".
>
>The Lattice documentation for the Mon debugger gleefully
>points out that two bombs represent a "bus error" and
>"The causes of the above exceptions (and how best to recover
>from them) are given a the end of this section" (Page 212),
>yet no such cause-and-recovery information is listed.
>
><sigh>
>
>[I never got stuck this bad with Mark Williams C <grumbles>.]
>
>Any sources you could recommend for help (other than the
>Atari Compendium, which I have) would be appreciated!

For years, I have used the following code for evnt_multi() with MWC,
you should have no problems with it under Lattice ...

You will have to replace stdtypes.h and gem.h with
something else.

```
------------------------ the header ------------------------

#ifndef EVNT_H
#define EVNT_H EVNT_H

#include <stdtypes.h>
#include <aesbind.h>

typedef struct {
int evm_event; /* required events */
int evm_clicks; /* required number of clicks (usually 1) */
int evm_button; /* required button (1==left,2==right) */
int evm_bstate; /* required state (0==up,1==down) */
int evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1; /* default, all set to 1 */
int evm_m2io; /* default outof */
Rect evm_m2; /* default, all set to 1 */
```

```
int *evm_msg;
ulong evm_time;
int evm_mousex;
int evm_mousey;
int evm_mbutton;
int evm_kstate;
int evm_keycode;
int evm_clicked;
} EVM;

int Evnt_Multi(/* EVM *m; bool init_flg; int *msgbuf */);

#endif /* EVNT_H */

---------------------------- the code ----------------------

#include <gem.h>
#include "evnt.h"

int
Evnt_Multi(m,init_flg,msgbuf)
EVM *m;
bool init_flg;
int *msgbuf;
{
if (init_flg) {
/* never wrote any code where this is not enabled so enable! */
m->evm_event = MU_MESAG;

/* double mouse clicks can be had */
m->evm_clicks = 2;

/* default left button */
m->evm_button = 1;

/* down */
m->evm_bstate = 3;

/* default into */
m->evm_m1io = 0;
m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;

/* default outof */
m->evm_m2io = 1;
m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;

/* message buffer, never needed to but may need a larger */
/* one some day which it is not built in */
m->evm_msg = msgbuf;

/* why mess with two ints? */
m->evm_time = 0;
```

```
/* nowt happened */
return 0;
}

/* stupidity check! */
if (m->evm_msg == NULL) {
form_alert(1,"[3][Evnt_Multi()|Not initialised][Fatal]");
return 0;
}

/* the call */
return evnt_multi(
m->evm_event,
m->evm_clicks, m->evm_button, m->evm_bstate,
m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
m->evm_msg,
(uint)(m->evm_time & 0xffff), (uint)(m->evm_time >> 16),
&m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
&m->evm_kstate, &m->evm_keycode,
&m->evm_clicked
)
;
}

---------------------- the example -------------------------

static EVM evm;
static int msg[8];
static uint events;

main()
{
/* mundane "anticrash" initialisation and MU_MESAG enable */
Evnt_Multi(&evm,TRUE,msg);

/* let's say you want the timer as well */
evm.evm_event |= MU_TIMER;
evm.evm_time = 1000;

...

while (!done) {
events = Evnt_Multi(&evm,FALSE);

if (events & MU_MESAG) Hndl_MESAG();
if (events & MU_TIMER) /* etc */
}
}
```

You'll also have to change all the int references to short of course.

Hope it helps :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2375. Re: Help needed loading MagiC into Falcon fast ram (Help Don Maples, where are you :)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DosrqL.A9L@ridgecrest.ca.us>
Source record: 9865

Bunch of my stuff cut,....

>>
>>Or am I just missing something simple ? :)
>From how I underswtand you, you're looking for a way, to use the
Fast-RAM of
>the Mighty Sonic together with MagiC 4, right ?
>Thats pretty simple:
>Place FAFA*.PRG in front of MAGXBOOT.PRG in your AUTO-folder, so
MAGXBOOT.
>PRG gets loaded into Fast-RAM. To be able to use the Fast-RAM under
MagiC,
>you have to execute FAFA*.PRG after MAGXBOOT again, so that MagiC
recognizes
>the Fast-RAM. The easiest way to do this, is to create a file called
>AUTOEXEC.BAT (stupid DOS-Name :-( ) in your AUTO-folder, in which you
list
>all the AUTO-folder-PRGS that should be executed after MAGXBOOT.PRG gets
>loaded.
>That's all!!!!
>
>Frank

Ok, I gave it a shot. I get the same results. A famous programmer,
(thanks for the help, I haven't had time to reply, went to
Sac Expo) helped me with an alternative program to FAFA13.Prg to load
MagiC into fast ram. The program works as it should, but MagiC
still does not load into the alternate ram. The pointers and numbers
are there, MagX!boot or MagiC just dosen't use them at the
time MagiC installes itself boot up.
At this point I think that either MagiC or MagX!boot will have to
be patched to "see" the fast ram in a TOS 4.04 system, something that
I am unable to do.

Mike

2376. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Doss7G.AI@cix.compulink.co.uk>
Source record: 9866

In message <3152ED58.58AE@rd.eng.bbc.co.uk>, david.white@rd.eng.bbc.co.uk
said:
> Elias Martenson wrote:
> >
> > AES 4.1 was pirated by someone and is now used by a lot of people.
> > It has also very lousy multitasking capabilities. Feels like using
> > Windows 3.1.
>
> It's multitasking capabilities are infinitely better than the released
> MTOS AES! Where can I get an alternative to try (even a Beta)? Any
> Web pagaes out there?

AES 4.1 (with a decent copy of MiNT) was actually not bad. Pity they never
finished it. Very tight in 4Mbs though.

:-)

Roland.

@CiX

2377. Re: AES 4.1

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4j66ga$e07@sargas.omicron.se>
Source record: 9867

David White <david.white@rd.eng.bbc.co.uk> writes:

>> AES 4.1 was pirated by someone and is now used by a lot of people.
>> It has also very lousy multitasking capabilities. Feels like using
>> Windows 3.1.

>It's multitasking capabilities are infinitely better than the released MTOS
>AES! Where can I get an alternative to try (even a Beta)? Any Web pagaes out
>there?

Yes, they are better, but not good. It's just like saying that Win95
is good simply because it's better than Win31! There are several grades
of lousyness.

>> There is another one however called oAESis that you forgot to mention.
>> It is not finished yet, byt it multitasks very well. (for example, it
>> updates the windows even while in the menus!)

>But, where is it available from?

The latest version should be available from:
http://www.dtek.chalmers.se/~d2cg/oaesis/

But beware! It's very much beta (or even alpha still, but it's getting there!)

--
Elias Martenson ! When I come up with a good joke,
elias@omicron.se ! it will be here.

2378. Re: evnt_multi in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: Colin Whyles <whylesc@boat.bt.com>
Message-ID: <31571C44.2773@boat.bt.com>
Source record: 9868

George Crissman - Ferran Scientific wrote:
>
> Is there a FAQ somewhere to assist those using Lattice C
> (5.6) for GEM programming? My Falcon cheerfully displays
> two bombs when it returns from evnt_multi after receiving
> a MU_MESAG, and I'm running out of things to "fix".
>

Amost certainly an uninitiated or wrongly initiated pointer.

--

((:) |_ | |\| whyles

2379. FS: 3-24-96 (USA)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4j5dch$fgp@express.ior.com>
Source record: 9869

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $200 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy both items... I'll throw in (FOR FREE) at your discretion:

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX
chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in an STe!

* Joysticks *

(6) Misc Joysticks

* Covers *

Covers for an atari Monitor, 520ST, and the external atari floppy drive. In new condition, except for the monitor cover.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! If you respond here, PLEASE keep the same title so that I can easily find it.... Thank you!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

2380. FS: 1040 + (USA)

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-25 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4j5d7d$fgp@express.ior.com>
Source record: 9870

F O R S A L E

* 1040STf *

720K Internal Drive
TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb)
Z-Keys
IBM (External) Keyboard included!
Tweety Board!! (For "Stereo" sound)
Original Box
Power cable
Z-Keys Documentation
Great Condition!!
NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $200 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive
Power Supply
Full black case
Good Condition
LED display
These types of drives work exellently!!
Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy both items... I'll throw in (FOR FREE) at your discretion:

* Magazines *

(10) Current Notes Magazines

* Chips *

PAL chip. Came out of the Mega Ste, still works! (Replaced it, even
thought I didn't need to. Didn't know that at the time. So I have a spare
here) And this one will support the high density drive!
Number is: C301901-002.

Floppy Drive Controller Chip. Still works! Just upgraded to the AJAX
chip, so I don't need this one! The number is: WD1772-PH

Tos 2.05. Works great. Just upgraded the Mega STe to TOS 2.06!
TOS 2.05 will work in an STe!

* Joysticks *

(6) Misc Joysticks

* Covers *

Covers for an atari Monitor, 520ST, and the external atari floppy drive. In new condition, except for the monitor cover.

If you have any questions, or your interested in one of the items listed above, PLEASE Email me! If you respond here, PLEASE keep the same title so that I can easily find it.... Thank you!

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

2381. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-26 00:00:00 UTC
From: diehl@io.org
Message-ID: <4j8tgu$p3s@news1.io.org>
Source record: 9871

Spencer Davies (Spencer@mettav.demon.co.uk) wrote:
: I have been wondering about two difficulties I have in C and would
: appreciate anyones views on them.

: The first one involves processing config files. What I want to do is write
: a config file parser which is as generic as possible. I can see two ways of
: doing this though one is more generic than the other.

: One way I can see is to define variables of suitable types, load my config
: file, parse it and load the relevant values into their relevant variables.
: Now this will rely on my having previously setup suitable variables so is
: pretty much tied to the application. Though this is easiest to setup/use.

: The other way would be to malloc a memory area, load and parse the file and
: then load the setting=value in, possibly using an array of pointers to
: provide an easy reference to each item.

: Which, if either, would people suggest is better or do you have a better
: idea?

Depends on preference, mostly. The former would be easier to program,
since it would largely be static, but management after the fact would be
more difficult, since you'd have to keep track of, and add new, variables
as they're added to new versions of the program. The latter would be more
complicated to program, but would be easier to manage once it's done,
since you wouldn't have to concern yourself with adding new variables;
your routine would simply loop until it's done. You could probably keep
your config variables stored in an array of whatever is appropriate. The
main problem I could see with that however, is mixing variable types.
You could have a loop that deals with any type, reading in the parsed
data raw and then sorting it out later in your program, but that would
make it larger and slightly unwieldy when it comes to the routine that
would have to piece together the raw bytes of a char array from your
config array. Any char arrays in your config file would also have to be
terminated in some form so that you could keep track of where, say, that
char array begins, and the next variable, which may be an int, begins.

Personally, I'd go for the first method. The slightly more difficult
management of the variables would be much easier than the extended amount
of code you'd have to write to handle the second method.

: Spencer

: spencer@mettav.demon.co.uk

: --

: ~~~~~~
: | The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
: ~~~~~~

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2382. Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-26 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <10939_Spencer@mettav.demon.co.uk>
Source record: 9872

I have been wondering about two difficulties I have in C and would appreciate anyones views on them.

The first one involves processing config files. What I want to do is write a config file parser which is as generic as possible. I can see two ways of doing this though one is more generic than the other.

One way I can see is to define variables of suitable types, load my config file, parse it and load the relevant values into their relevant variables. Now this will rely on my having previously setup suitable variables so is pretty much tied to the application. Though this is easiest to setup/use.

The other way would be to malloc a memory area, load and parse the file and then load the setting=value in, possibly using an array of pointers to provide an easy reference to each item.

Which, if either, would people suggest is better or do you have a better idea?

The other regards error handling. Some people have suggested that I write a generic error handling function which is passed various parameters such as the function reporting the error, etc and then display a formatted dialog giving the error condition, trying to recover if its one predefined, writing a log file entry.

This seems good in theory but is possibly open to problems. So does anyone have any suggestions to make regards error handling in C.

Sorry for these stupid questions but as I am only really learning C I would like to get the procedures and approach correct from the start.

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2383. Help,Germany,Junior Prommer.

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-26 00:00:00 UTC
From: Gudjon Gudjonsson <gudjong@treknet.is>
Message-ID: <4j7jl7$ge6@news.treknet.is>
Source record: 9873

Hi there you German friend's.

I was wondering if someone of you Atari owners could help me.
The thing is that few years back I was a owner of an Atari ST
computer and owned a EPROM programmer form a German company
called MAXON the name of the programmer is JUNIOR PROMMER.
Now I miss using it desperately because it is an outstanding
programmer for EPROM's and the Atari software was very good.

Now what I want to ask you is do you know if this piece of
hardware could be used with either a DOS/windows machine or a
Apple MAC.

I think at the time this was marketed for few other computer
brands.

Please respond to my Email address if somebody knows or have
solved this problem.

It almost seem worth buying an Atari for this.

With Thanks In Advance:

Gudjon Gudjonsson
ICELAND,

gudjong@treknet.is

2384. Programming GEM : VDI functions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-27 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4jb41l$180@tempo.univ-lyon1.fr>
Source record: 9874

Hello,

I use SozobonX C as C compiler. But the problem is that it hasn't got
all VDI functions.

- vst_arbpt (...)
- vst_skew (...)

These functions are used for handling GDOS.
Could someone give me the following informations :

- VDI function numbers for CONTROL
- the parameters for INTIN and ADDRIN
for these two functions

SozobonX C allow people to add new VDI functions
thanks to C_VDI(BP) where BP is an array of pointers on
CONTROL, INTIN, INTOUT, ADDRIN and ADDROUT.

I need these informations coz I want to compile the Enhanced Gem lib
(E_GEM220) for SozobonX.
These two functions are the only one I couldn't translate.

Thanks in advance.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr

Falcon 030 4/60+270 - SVGA Screen
1040 Stf 1 - RVB Screen

2385. Joystick

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-27 00:00:00 UTC
From: recker@math.fu-berlin.de
Message-ID: <recker.827924889@leibniz.math.fu-berlin.de>
Source record: 9875

Does anyone know, how to test the joystick position in Pure-C ?

Greetings,
Frank

2386. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-27 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4jblqb$ieb@m1.cs.man.ac.uk>
Source record: 9876

I'm just finishing off my routines. The line-drawing rout is very fast now, just need to finish and tune and bresenham algorithm. My computer science course comes in useful for once! I'll post the source as soon as I finish the code. It's assembler, fully commented and should be _very_ fast. Draws polygons in any of the sixteen colours, low-res only, super speed.

gaz

2387. Problems with CAB

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-27 00:00:00 UTC
From: leech@shell.aros.net
Message-ID: <4jaora$sdm@news.aros.net>
Source record: 9877

I've downloaded the www_latest.zip file from toad's Archives and
I believe have STiK working correctly. The problem is that CAB won't
display anything. It'll say Resolving, then it stops and up comes a grey
screen with nothing on it. Is this because I have sometihing in CAB not
set up correctly, or is it STiK?
I don't think it's STiK because that will go through the script
fine and say 'Connected' then disappear like it's suppose to. I just
can't seem to get CAB to display anything but grey, and it seems to
actually connect and everything. Any help would be greatly appreciated.

Leech!@#$
"Look ma, there they are again, let's go check the cattle."

2388. Re: evnt_multi in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: dferran@cts.com
Message-ID: <4jd01c$6r3@news3.cts.com>
Source record: 9878

Thanks, everyone, for the good ideas posted here and sent
via email! I'll post my results (good or bad) in a week.

-- George

2389. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <315A6535.3A80@rd.eng.bbc.co.uk>
Source record: 9879

Spencer Davies wrote:
>
> I have been wondering about two difficulties I have in C and would
> appreciate anyones views on them.
>
> The first one involves processing config files. What I want to do is write
> a config file parser which is as generic as possible. I can see two ways of
> doing this though one is more generic than the other.
>
> One way I can see is to define variables of suitable types, load my config
> file, parse it and load the relevant values into their relevant variables.
> Now this will rely on my having previously setup suitable variables so is
> pretty much tied to the application. Though this is easiest to setup/use.
>
> The other way would be to malloc a memory area, load and parse the file and
> then load the setting=value in, possibly using an array of pointers to
> provide an easy reference to each item.
>
> Which, if either, would people suggest is better or do you have a better
> idea?

How about malloc-ing a memory area (use an array of structures, or a linked list) and passing a reference (the array pointer or first item pointer) to your generic parsing procedure. The parsing procedure could then run through your configuration file and assign the values. Thinking about it, the easiest method would be to malloc an array and set the last structure in the array to have a string of "", indicating the end of the array.

e.g.

```
typedef struct _config
{
char *setting_name; /*pointer to "setting=" string */
char *setting_value; /*pointer to result, assigned by parsing procedure*/
}config_struct;
```

Finally, you could write a clean-up procedure that frees the setting_value string's memory and then frees the config_struct array after you have finished with it.

I'm sure this idea could be improved upon, but is it any help?

-David White

//standard disclaimer

2390. Re: Problems with CAB

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <rojewski-2803960827530001@ip16-033.phx.primenet.com>
Source record: 9880

In article <4jaora$sdm@news.aros.net>, leech@shell.aros.net (Leech!@#$) wrote:

> I've downloaded the www_latest.zip file from toad's Archives and
> I believe have STiK working correctly. The problem is that CAB won't
> display anything. It'll say Resolving, then it stops and up comes a grey
> screen with nothing on it. Is this because I have sometihing in CAB not
> set up correctly, or is it STiK?
> I don't think it's STiK because that will go through the script
> fine and say 'Connected' then disappear like it's suppose to. I just
> can't seem to get CAB to display anything but grey, and it seems to
> actually connect and everything. Any help would be greatly appreciated.
>

Recheck the NAMESERVER= parameter in STiK. It *must* be set to correctly address the domain name server (DNS) that you Internet Provider specifies. It should look something like 'NAMESERVER = xxx.xxx.xxx.xxx'. Also check that the file DOMAIN.TXT has some lines in it that have these dotted addresses along with some text that matches the URL that you are looking for. Also, check in the comp.sys.atari.st newsgroup for more info.

John

2391. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <315ABBAF.5E07@rd.eng.bbc.co.uk>
Source record: 9881

David White wrote:

> How about malloc-ing a memory area .... /*snip*/

> I'm sure this idea could be improved upon, but is it any help?

I forgot to mention, assign the setting_name values before passing it to the parsing function, that was the whole point of my suggestion. Less programming but all the flexibility of you "generic" idea.

-David White

//standard disclaimer

2392. WWW117 English -> German

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: setup@swampdog.demon.co.uk
Message-ID: <828121938_OASIS_@swampdog.demon.co.uk>
Source record: 9882
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

Hi folks,

We have a slight problem with part of the WWW117 package. We really need someone to translate the English help files into German so the package is complete.

The important part are the three help files. Ideally three resource files need translating also but this is not essential because the translated help files can explain what the options do.

The translation required is not particularly technical and we estimate it would take between 1 to 3 hours. You will of course get a mention!

Would some kind soul care to volunteer to help us? :-)

--

setup@swampdog.demon.co.uk

2393. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4jf6te$kk1@neon.airtime.co.uk>
Source record: 9883

gjones@cs.man.ac.uk (S94) wrote:

>I'm just finishing off my routines. The line-drawing rout is very fast
>now, just need to finish and tune and bresenham algorithm. My computer
>science course comes in useful for once! I'll post the source as soon
>as I finish the code. It's assembler, fully commented and should be
>_very_ fast. Draws polygons in any of the sixteen colours, low-res
>only, super speed.

>gaz

Hey, sounds great.

Who'd have thought an education would ever come in useful huh? ;-)

I look forward to seeing your routine when it becomes available...

Martin
Sinbad of Effect (sinbad@airtime.co.uk)
Catch me on irc channel #atari

2394. Re: Help,Germany,Junior Prommer.

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-28 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GC3SCCAFUP@data.rhein-main.de>
Source record: 9884

In <4j7jl7$ge6@news.treknet.is> Gudjon Gudjonsson wrote:

Hi,

>Now what I want to ask you is do you know if this piece of
>hardware could be used with either a DOS/windows machine or a
>Apple MAC.

I have on my PC a very funny DOS-Software was support this E-Prommer.
I found this years ago in a german bbs.
This ShareWare is not Error-free!
and can only from fom 2732 up to 27512 and not more.

Mac-Software, i don't no. I have seen nothing.
regards
Robert

--
robsch@data.rhein-main.de -= Home of DOITFo3o =-
_____
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II

2395. Re: evnt_multi in Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4jfcmo$sus@inca01.inca.co.nz>
Source record: 9885

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> dferran@cts.com (George Crissman - Ferran Scientific) said:-

> >Hi!
> >
> >Is there a FAQ somewhere to assist those using Lattice C
> >(5.6) for GEM programming? My Falcon cheerfully displays
> >two bombs when it returns from evnt_multi after receiving
> >a MU_MESAG, and I'm running out of things to "fix".
> >
> >The Lattice documentation for the Mon debugger gleefully
> >points out that two bombs represent a "bus error" and
> >"The causes of the above exceptions (and how best to recover
> >from them) are given a the end of this section" (Page 212),
> >yet no such cause-and-recovery information is listed.
> >
> ><sigh>
> >
> >[I never got stuck this bad with Mark Williams C <grumbles>.]
> >
> >Any sources you could recommend for help (other than the
> >Atari Compendium, which I have) would be appreciated!

How are you compiling it?

32 or 16-bit int?
Stack or register passing?
base-relative or absolute data?

The code can, sometimes, have bugs in it if you take good, "clean" code written for one compiler and re-compile for another. Assumptions about the number of free regs, int size and so forth are the biggies.

I have never had any probs with it under
1) 16-bit, stack, base rel
2) 16-bit, stack, absolute
3) 32-bit, stack, base-rel
4) 32-bit, stack, absolute

Have you altered any options within the project dialog? This was one of my big problems when I upgraded from 5.0 to 5.6 a couple of years ago. The lesson I learned was : Set your compile options from the drop down menu at the top of the screen - NOT from the Project dialog.

[snip - GH's source to sample evnt_multi wrapper]

> You'll also have to change all the int references to short of course.

Not necessary. The Lattice libs can cope. Most (if not all) prototypes in aes.h are defined in terms of "int" - which can be either 16 or 32 bit - rather than a more logical 16-bit to match the underlying system interface. To overcome this, you get a different set of libs for each way you can compile.

--

Quote For The Month:

"Hello, operator. This is an emergency. What's the number for 911?"

2396. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-29 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4jfrj6$i5d@moacs11.moacs.indiv.nl.net>
Source record: 9886

David White <david.white@rd.eng.bbc.co.uk> wrote:
> Spencer Davies wrote:
>
> How about malloc-ing a memory area (use an array of structures, or a linked list)
> and passing a reference (the array pointer or first item pointer) to your generic
> parsing procedure. The parsing procedure could then run through your configuration
> file and assign the values. Thinking about it, the easiest method would be to
> malloc an array and set the last structure in the array to have a string of "",
> indicating the end of the array.

I guess, I'd prefer a linked list, as it's more flexible. Encapsulating
the list in a pakage would make it easier to use in different appliations.

Inside the package, the (private) specs might look like:

```
struct conf_var {
struct conf_var *next;
char *name;
char *value;
};
struct conf_lst {
struct conf_var *head;
struct conf_var *tail;
};
struct config {
struct config *next;
struct conf_lst *list;
void (*delete)(struct config *);
int (*write)(const struct config *, const char *filename);
int (*read)(const struct config *, const char *filename);
int (*get)(const struct config *, const char *name, const char **value);
int (*set)(const struct config *, const char *name, const char *value);
};
typedef struct config CONFIG;
CONFIG *new_CONFIG(void);
```

The (public) specs as exported in a header might be:

```
struct conf_priv;
struct config {
const struct config *next;
const struct conf_priv *const private;
void (*const delete)(const struct config *);
int (*const write)(const struct config *, const char *filename);
int (*const read)(const struct config *, const char *filename);
int (*const get)(const struct config *, const char *name, const char **value);
```

```
int (*const set)(const struct config *, const char *name, const char *value);
};
typedef struct config CONFIG;
CONFIG *new_CONFIG(void);
```

Regards,
Waldi

2397. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-29 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <11104_Spencer@mettav.demon.co.uk>
Source record: 9887

Out of the ether, the following was mentioned by diehl@io.org...:

d> unwieldy when it comes to the routine that would have to piece
d> together the raw bytes of a char array from your config array. Any
d> char arrays in your config file would also have to be terminated in
d> some form so that you could keep track of where, say, that char array
d> begins, and the next variable, which may be an int, begins.
d> Personally, I'd go for the first method. The slightly more
d> difficult management of the variables would be much easier than the
d> extended amount of code you'd have to write to handle the second
d> method.
Agreed.

However I want to start writing routines to handle various common tasks which have defined I/O's and can be linked in when needed so my second approach would be better in this circumstance (though not as easy to perform, agree

All entries will have a pointer assigned to first item and be null terminated so dealing with them shouldn't be a problem. Also all pointers will be stored in an array for reference which should make dealing with the actual entries easier.

So the routine will say accept just the path/filename of the config file. Parse it and load the valid variables into the malloc'd block setting pointers and null terminating as it goes. It will then return a pointer to the malloc'd block (plus possibly its size, i'm unsure of making the block size set because of the uncertainty of the amount of variables that may be processed) and a pointer to the array of pointers. The calling program then just obtains the pointers and possibly malloc'd blocks size and goes it merry way using them as needed.

Now I realise this doesn't make actual handling of different types any easier but someone else (thanks Jaap) has suggested using the likes of atoi to convert settings where needed into values other than char.

Allthough definately more complicated than need be such an approach would provide an infintely more generic routine, of much more use for future programs and taking that next step on the road to professionality! ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

~~~~~~
~~~~~~

2398. NeST node 90:90/0 down!

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-31 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <84092830_OASIS_NEWS@nest.demon.co.uk>
Source record: 9888
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.psion

Until further notice NeST node 90:90/0.0@nest.ftn (the main NeST Node)
is offline.

I suspect the power supply on the Mega ST4 has blown once again.

Roger Cain (90:100/103) will be visiting tomorrow night to hopefully
effect repairs.

Normal service will be resumed as soon as is possible.

Daron Brewood - NeST Zone coordinator.

--

Beta testing the superb Oasis II.....

2399. Re: Problems with CAB

Newsgroup: comp.sys.atari.programmer
Date: 1996-03-31 00:00:00 UTC
From: gooseman@locke.on-luebeck.de
Message-ID: <GC6VFACSUP@locke.on-luebeck.de>
Source record: 9889

In <4jaora$sdm@news.aros.net> wrote:

> I've downloaded the www_latest.zip file from toad's Archives and
>I believe have STiK working correctly. The problem is that CAB won't
>display anything. It'll say Resolving, then it stops and up comes a grey
>screen with nothing on it. Is this because I have sometihing in CAB not
>set up correctly, or is it STiK?
> I don't think it's STiK because that will go through the script
>fine and say 'Connected' then disappear like it's suppose to. I just
>can't seem to get CAB to display anything but grey, and it seems to
>actually connect and everything. Any help would be greatly appreciated.

Even if you do think this is a problem of CAB it normaly is a problem
with STiK and your account.
At the moment STiK only supports SLIP access, no compressed SLIP
(CSLIP) or PPP protocol.
So check out if your provider has set the right protocol for you.

BTW: If your provider does not provide pure SLIP access, stay tuned. I
know that there is done much work to STiK and that there will be a new
release with CSLIP or PPP (maybe both) in it.

Bye,
Michael Guse

2400. Re: Help,Germany,Junior Prommer.

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-01 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <31603796277f2a3@discworld.oche.de>
Source record: 9692

Robert Schaffner (robscha@data.rhein-main.de) wrote:

RS>I have on my PC a very funny DOS-Software was support this E-Prommer.
RS>I found this years ago in a german bbs.

There is a shareware program called 'jprommer' for DOS which is available
from some Mausnet BBS and which is said to support megabit EPROMs, too. I
have not tested this, myself - I prefer Pinatubo :-)

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

2401. NeST node 90:90/0 back up.

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-01 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <67697274_OASIS_NEWS@nest.demon.co.uk>
Source record: 9693
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Just to let everyone know node 90:90/0 is now back up and operational.

The downtime yesterday was indeed due to the power supply (a capacitor in fact) dying and so no power was getting through to the Mega ST4.

The Mega ST4 is now piggy backed on top of an old DEC Alpha (with no top on) which is supplying the power to the system.

It looks a lot like a derelict spacecraft, but at least we're up and running for mail once more.

--

Beta testing the superb Oasis II.....

□
InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:100/106.0@nest.ftn
dbrewood@nest.demon.co.uk FAN.....: 95:150/0.1@fanfiles.ftn
□

2402. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-01 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <11212_Spencer@mettav.demon.co.uk>
Source record: 9694

Out of the ether, the following was mentioned by
david.white@rd.eng.bbc.co.uk...:

d> parsing procedure. The parsing procedure could then run through your
d> configuration
d> file and assign the values. Thinking about it, the easiest method
d> would be to
d> malloc an array and set the last structure in the array to have a
d> string of "",
d> indicating the end of the array.
Hmmm, this is similar to what I envisioned apart from my routine parses the
file a line at the time without reading it into memory first. It may be a
little slower but disk caching seems to offset that.

d> typedef struct _config
d> {
d> char *setting_name; /*pointer to "setting=" string */
d> char *setting_value; /*pointer to result, assigned by parsing
d> procedure*/
d> }config_struct;
I must admit I hadn't thought of using a struct to store the settings.

d> setting_value string's memory and then frees the config_struct array
d> after you have finished
d> with it.
Yep.

d> I'm sure this idea could be improved upon, but is it any help?
Most certainly especially the idea of using a struct to store the settings, I
hadn't considered that angle.

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2403. Some Falcon video and GCC probs ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-02 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4jqkm0$97l@lucy.swin.edu.au>
Source record: 9695

```
Hi.

I'm trying to learn to program some video on the Falcon, using
GNU C v2.5.8.

I can detect the monitor, set the video mode, etc.

But I am trying to plot a pixel.

A C function to do this would be real nice.

I have tried doing this with an assembly funtion that Marc Bourlon
(Hi Marc! ;^)) sent me, but have no idea on how to compile it, or
interface it.

Here are the files I have tried.

I know, the code is lame, but you've got to start somewhere ...

"k_falcon.h" is the gcc Falcon binding by Howard Chu,
just tidied up a bit, with the Lattice bindings stripped out.

Thanks for any help in advance,

Karl.

9227466@bud.cc.swin.edu.au

----------------- 8< trial1.c 8<----------------

/*
Falcon 030 Video Mode Library.
Written in GNU C v2.5.8
(c) 1996, Karl Meyland.

---------------------------------

This baby was written 'coz no-one
had the balls to release a free
'c' library to program the Falcon
with.

Not bad for a lamer, eh? ;^)

---------------------------------
Tabs set to 3, Line length 74.
---------------------------------
*/
```

```
#include <stdio.h>
#include "k_falcon.h"

extern void tc_pixel( int x, int y, unsigned int tccol);

int orig_mode;

void set_newmode( void )
{
if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
orig_mode = Vsetmode( OVERSCAN|BPS16 );
else if( mon_type() == M_VGA )
orig_mode = Vsetmode( BPS16 );
else
{
printf("No known monitor (or a bug in the detect code ;^) )");
exit(-1);
}
}

void fill_screen( void )
{
int i, j;
for( i=0; i<320; i++ )
for( j=0; j<200; j++ )
tc_pixel( i, j, i+j*2 );
}

void main( void )
{
set_newmode();
fill_screen();
Vsetmode( orig_mode );
}

----------------- 8< trial1.s 8<----------------

;--------------------------------
; _tc_pixel.s
; plot a pixel in true color mode
; (c) Karl, 1996.
;--------------------------------

_tc_pixel: moveq #0,d0
move.w #y,d0
lsl.w #6,d0
move.l d0,d1
lsl.l #2,d0
add.l d1,d0
add.l #x,d0
move.w #tccol,0(a0,d0.l*2)
rts

----------------- 8< makefile.gcc 8<----------------
```

```
#*****************************************************************
#* Testing some Falcon video stuff...
#*****************************************************************

OPTIMYZ = -O2

CFLAGS = -c $(OPTIMYZ)
LFLAGS = -o test1.tos
CC = gcc
AS = gcc-as
#AFLAGS = -o
AFLAGS = -c

# Make's implicit rules for making a .o file from a .c file...
# and a .o file from a .s file ...
.c.o :
$(CC) $(CFLAGS) $*.c

.s.o :
$(AS) $(AFLAGS) $*.s

OBJS = trial1.o tc_pixel.o

trial1.tos: $(OBJS)
$(CC) $(LFLAGS) $(OBJS) $(LIBZ)

trial1.$(OBJ): k_falcon.h
```

2404. Some Falcon video and GCC probs , part 2 some more ;^)...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-02 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4jqko6$97l@lucy.swin.edu.au>
Source record: 9696

```
Hi.

Here's another attempt I've made, but I get the following warning.

******
trial1.c: In function `tc_pixel':
trial1.c:56: invalid `asm': operand number out of range
trial1.c: In function `main':
trial1.c:87: warning: value computed is not used
******

This is on the line that reads

******
movew %3,0(a0,a0.l*2)"
******

obviously this is a problem with the way the instruction is structured,
but it's beyond me to make it simpler or acceptable to gcc-as...

Any tips/ideas/hints/code?

Many Thanks,

Karl.

9227466@bud.cc.swin.edu.au

**********************************

---------------- 8< ---------------
/*
Falcon 030 Video Mode Library.
Written in GNU C v2.5.8
(c) 1996, Karl Meyland.

--------------------------------

This baby was written 'coz no-one
had the balls to release a free
'c' library to program the Falcon
with.

Not bad for a lamer, eh? ;^)

--------------------------------
Tabs set to 3, Line length 74.
--------------------------------
*/
```

```
#include <stdio.h>
#include "k_falcon.h"

int orig_mode;

int sum( int x, int y, int z )
{
register long retvalue __asm__("d0");

asm("
movel %1, d0
addl %2, d0
addl %3, d0"
: "=r"(retvalue)
: "g"(x), "g"(y), "g"(z)
: "d0"
);
return(retvalue);
}

void tc_pixel( int x, int y, int tccol )
{
asm(" moveq #0,d0
movew %2,d0
lslw #6,d0
movel d0,d1
lsll #2,d0
addl d1,d0
addl %1,d0
movew %3,0(a0,a0.l*2)"
:
: "g"(x), "g"(y), "g"(tccol)
: "a0", "d0", "d1"
);
}

void set_newmode( void )
{
if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
orig_mode = Vsetmode( OVERSCAN|BPS16 );
else if( mon_type() == M_VGA )
orig_mode = Vsetmode( BPS16 );
else
{
printf("No known monitor (or a bug in the detect code ;^) )");
exit(-1);
}
}

void fill_screen( void )
{
int i, j;
for( i=0; i<320; i++ )
```

```
for( j=0; j<200; j++ )
tc_pixel( i, j, i+j*2 );
}

void main( void )
{
set_newmode();
fill_screen();
Vsetmode( orig_mode );
printf(" sum of 1, 2, 3 is %d", sum(1,2,3) );
}
```

2405. Re: Some C questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-03 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <11293_Spencer@mettav.demon.co.uk>
Source record: 9697

Out of the ether, the following was mentioned by waldi@moacs.indiv.nl.net...:

w> I guess, I'd prefer a linked list, as it's more flexible.
w> Encapsulating the list in a pakage would make it easier to use in
w> different appliations.
Quite complex, but nevertheless interesting.

I'll definately look into using such structures for my config file processing
as it could make life far easier in the long run which is part of the reason
for going for a generic approach.

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-32600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2406. Re: Some Falcon video and GCC probs ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-03 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4jsitk$6c5@moacs11.moacs.indiv.nl.net>
Source record: 9698

Karl Nicholaas Henry Meyland <922746@bud.swin.edu.au> wrote:
>
> extern void tc_pixel(int x, int y, unsigned int tccol);

cc1 will push the function parameters in reversed order:

```
tccol
-------------- sp@(12)
y
-------------- sp@(8)
x
-------------- sp@(4)
return address
-------------- sp
```

```
> ;--------------------------------
> ; _tc_pixel.s
> ; plot a pixel in true color mode
> ; (c) Karl, 1996.
> ;--------------------------------
>
> _tc_pixel: moveq #0,d0
> move.w #y,d0
> lsl.w #6,d0
> move.l d0,d1
> lsl.l #2,d0
> add.l d1,d0
> add.l #x,d0
> move.w #tccol,0(a0,d0.l*2)
> rts
```

```
.globl _tc_pixel
.even
_tc_pixel:
movq #0,d0
movw sp@(10),d0 | LSW of y
lslw #6,d0
movl d0,d1
lsll #2,d0
addl d1,d0
addl sp@(4),d0 | x
/* XXX register a0 is used uninitialised! */
movw sp@(14),a0@(d0:l:2)
rts
```

```
> .s.o :
> $(AS) $(AFLAGS) $*.s

$(CC) $(AFLAGS) $*.s

The conventional names would be ASFLAGS and LDFLAGS.

Regards,
Waldi
```

2407. Re: Some Falcon video and GCC probs , part 2 some more ;^)...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-03 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4jsjq6$6dh@moacs11.moacs.indiv.nl.net>
Source record: 9699

Karl Nicholaas Henry Meyland <922746@bud.swin.edu.au> wrote:
>
> trial1.c:56: invalid `asm': operand number out of range
...
> movew %3,0(a0,a0.l*2)"

If you want to mix MOT and MIT syntax, you'll need to update
gas, else you'll have to use pure MIT syntax.

(I assume the second a0 should read d0)

Waldi

2408. Re: Some Falcon video and GCC probs , part 2 some more ;^)...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-03 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzwx3xk6ot.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9700

In article <4jqko6$97l@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:

|> Hi.

|> Here's another attempt I've made, but I get the following warning.

```
|> ******
|> trial1.c: In function `tc_pixel':
|> trial1.c:56: invalid `asm': operand number out of range
|> trial1.c: In function `main':
|> trial1.c:87: warning: value computed is not used
|> ******
```

|> This is on the line that reads

```
|> ******
|> movew %3,0(a0,a0.l*2)"
|> ******
```

|> obviously this is a problem with the way the instruction is structured,
|> but it's beyond me to make it simpler or acceptable to gcc-as...

The operands of an asm statement are numbered starting from zero. Try to count them again. :-)

```
|> void tc_pixel( int x, int y, int tccol )
|> {
|> asm(" moveq #0,d0
|> movew %2,d0
|> lslw #6,d0
|> movel d0,d1
|> lsll #2,d0
|> addl d1,d0
|> addl %1,d0
|> movew %3,0(a0,a0.l*2)"
|> :
|> : "g"(x), "g"(y), "g"(tccol)
%0 %1 %2
|> : "a0", "d0", "d1"
|> );
|> }
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2409. A little MIDI program

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-03 00:00:00 UTC
From: thierry@ief-paris-sud.fr
Message-ID: <4ju3ho$grs@upsn6.u-psud.fr>
Source record: 9701

Hello,

Let me introduce you MIDPRDXL.PRG, a strange little program for MIDI synthesizers:
It allows you to play melodies with paradoxical scales on MIDI synthesizers.
You just need an ordinary polyphonic synthesizer (such as a D-5 Rolandus
simplex vulgaris) and an Atari to discover this stunning kind of musical
scale.

What is a paradoxical scale ?

The principle of paradoxical sounds was invented in the early 70s by
Risset and Shepard.

If you play the melody CDEFGABC on a normal synthesizer, the frequency
of the last C will be twice the first C frequency. On a paradoxical
synthesizer, the last C will be the same as the first one !
A paradoxical scale is circular. So, this kind of scale allows you to
play infinitely ascending or descending melodies.

So, when running correctly MIDPRDXL, the lowest C and the highest C of
the keyboard will play the same note, but you will be able to play melodies
"as usual".
Strange, isn't it ?
Here are some explanations...

You will find those explanations on my Web page at:
http://www.ief.u-psud.fr/~thierry

Paradoxically yours,

Thierry Rochebois

2410. Re: NeST node 90:90/0 back up.

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: d93rkr@hfb.se
Message-ID: <4jv61l$f76@fizban.solace.mh.se>
Source record: 9702
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <67697274_OASIS_NEWS@nest.demon.co.uk> dbrewood@nest.demon.co.uk (Daron Brewood) writes:

>The Mega ST4 is now piggy backed on top of an old DEC Alpha (with no
^^^^^^^^^^^^^
>top on) which is supplying the power to the system.

This COULD be missunderstood... I know for a fact that Daron DON'T have a DEC with a ALPHA CPU! It's a DEC alright, maybe even named ALPHA, but it's from another century then this :^D (Hello Daron! :)

>It looks a lot like a derelict spacecraft, but at least we're up and
>running for mail once more.

Actually the DEC you have looks like it's from a StarWars movie :^D

//Robert

--
d93rkr@blg.du.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/
tel: +46-(0)70 5718622 _/ _/ _/ _/ _/ _/ _/ _/
+46-(0)243 224836 _/_/_/ _/ _/_/_/ _/_/ _/
URL: http://www.du.se/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/

2411. STik and CAB problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: akanthos@beryl.kapatel.gr
Message-ID: <4k023i$28k@lithos.kapatel.gr>
Source record: 9703

I tried to use STik and CAB yesterday. STik dials the number and it says "dial succeed" in the status line and "carrier detected" in the string line. Then it says "find string" in the status line and shows the first string i told it to find in the dial.scr file. These are shown for 40 seconds, then it says "timeout finding" for 4 seconds and the STik window closes. I think it should show the string it tries to find each time and not only the first one for 40 seconds! Is this right?
Anyway, after that, i load CAB and try to open a URL. It says "resolving host", the RD and SD leds of the modem are on and off for a minute or two and then they stop lighting and the "resolving host" message continues to appear even if i wait for hours! Nothing else happens!
My provider offers (C)SLIP and i thought this is the reason i cannot see any web pages on my ST, but the sysop told me that there is an auto detection for (C)SLIP or SLIP demand and there should be no problem. Does this auto detection works only with TCP/IP stacks on PCs?

2412. STik and CAB problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: akanthos@beryl.kapatel.gr
Message-ID: <4k029e$28k@lithos.kapatel.gr>
Source record: 9704

```
desfcjsdfjkfjsdfjsdfjksdf
```

2413. Re: STik and CAB problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <828740150_OASIS_@swampdog.demon.co.uk>
Source record: 9705

In article <4k023i$28k@lithos.kapatel.gr>
akanthos@beryl.kapatel.gr (Spiros Polikandriotis) said:-

> I tried to use STik and CAB yesterday. STik dials the number and it
>says "dial succeed" in the status line and "carrier detected" in the
>string line. Then it says "find string" in the status line and shows
>the first string i told it to find in the dial.scr file. These are
>shown for 40 seconds, then it says "timeout finding" for 4 seconds and
>the STik window closes. I think it should show the string it tries to
>find each time and not only the first one for 40 seconds! Is this
>right?

Yes, it isn't getting the first line so it's not getting past the
first FIND. What is the *exact* logon sequence required by your
provider? If you don't know, use a standard comms package to find out
what the provider's end wants.

> Anyway, after that, i load CAB and try to open a URL. It says
>"resolving host", the RD and SD leds of the modem are on and off for a
>minute or two and then they stop lighting and the "resolving host"
>message continues to appear even if i wait for hours! Nothing else
>happens!

This will go away when you fix the above.

> My provider offers (C)SLIP and i thought this is the reason i
>cannot see any web pages on my ST, but the sysop told me that there is
>an auto detection for (C)SLIP or SLIP demand and there should be no
>problem. Does this auto detection works only with TCP/IP stacks on
>PCs?

I can't be certain but I would be *very* surprised if this is the
case. TCP is TCP, fortunately even Microsoft can't impose its ever
changing standards on it yet!

--

Guy Harrison

guy@swampdog.demon.co.uk

2414. A little MIDI program

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: m9174@abc.se
Message-ID: <4k1b1i$mtd@tor.abc.se>
Source record: 9706

t> Let me introduce you MIDPRDXL.PRG, a strange little program for MIDI

Where can I find this one?

Email: Carl.Lofgren@abc.se

---
* Kivi 1.41a *

2415. Re: NeST node 90:90/0 back up.

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <80616491_OASIS_NEWS@nest.demon.co.uk>
Source record: 9707

In article <4jv61l$f76@fizban.solace.mh.se>
d93rkr@hfb.se (Robert Krenn - HFB T d93) wrote:-

>This COULD be missunderstood... I know for a fact that Daron DON'T have a
>DEC with a ALPHA CPU! It's a DEC alright, maybe even named ALPHA, but
>it's from another century then this :^D (Hello Daron! :)

Indeed, it's very old, about the 1970's I think.

>Actually the DEC you have looks like it's from a StarWars movie :^D

Yep, and looks like it's just lost a fight with Darth.

--

Beta testing the superb Oasis II.....

2416. Re: Help,Germany,Junior Prommer.

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GDETBABHUP@data.rhein-main.de>
Source record: 9708

In <31603796277f2a3@discworld.oche.de> Michael Schwingen wrote:

>There is a shareware program called 'jprommer' for DOS which is available
>from some Mausnet BBS and which is said to support megabit EPROMs, too. I
>have not tested this, myself - I prefer Pinatubo :-)

Yes, that's it! Thank you.
Pinatubo looks much better.. :-)

Shure, it's not for PCs.. :->

regards, Robert

--
robsch@data.rhein-main.de -= Home of DOITFo3o =-
_____
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II

2417. evnt_multi WORKS!, Thx!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-05 00:00:00 UTC
From: dferran@cts.com
Message-ID: <4k461i$jvf@news3.cts.com>
Source record: 9709

```
Thanks for all the private email, solving my problem with
evnt_multi()! It really WAS a pointer problem, caused by
my efforts to use the Mark Williams method in Lattice C.

<sigh>

The problem was:
---------------

#define UNUSED 0

short *keyin = UNUSED ;

The solution was:
----------------

#define UNUSED 0

short placeholder = UNUSED ;
short *keyin = &placeholder ;

Thanks, Jim, Mario, and ... (oh-oh! this isn't intentional!),
for all the help and advice!

-- George
```

2418. Re: Problems with CAB

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4k4n0p$2ac@orm.southern.co.nz>
Source record: 9710

Michael Guse (gooseman@locke.on-luebeck.de) wrote:
:
: BTW: If your provider does not provide pure SLIP access, stay tuned. I
: know that there is done much work to STiK and that there will be a new
: release with CSLIP or PPP (maybe both) in it.

I should hope so! I am currently trying to setup MiNTNet/MiNT 1.12 to
connect via PPP. To me it's all an over-complicated and unnecessary
business just to connect to WWW. The sooner PPP is implemented with STiK,
the better...

Chris W.
/|\

2419. Wanted: C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-08 00:00:00 UTC
From: bert@caiw.nl
Message-ID: <4kbh79$5i7@vixc.voyager.net>
Source record: 9711

Hello, world!

Does anybody have a freeware C(++) compiler, or does anybody know
where to find it on the net?

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE ROTTERDAM, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert@caiw.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

2420. ftp-sites for atari programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-08 00:00:00 UTC
From: bert@caiw.nl
Message-ID: <4kbh8c$5i7@vixc.voyager.net>
Source record: 9712

Hello, world!

Does anybody know FTP-sites where I can find information about
programming ATARI STe?

I'm mainly interested in compilers, and documentation about 68000
assembly language, gem and bios functions.

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE ROTTERDAM, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert@caiw.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

2421. Re: Wanted: C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: 1gross@rzdspc123.informatik.uni-hamburg.de
Message-ID: <4kdc28$kbj@rzsun02.rrz.uni-hamburg.de>
Source record: 9713

Bert Greevenbosch (bert@caiw.nl) wrote:
: Hello, world!

Hello Bert!

: Does anybody have a freeware C(++) compiler, or does anybody know
: where to find it on the net?

Well, I can't imagine you haven't heard from GNU c/c++ yet, but
I'll mention it anyway. There are two other compilers, that I'm
not too familiar with: Sozobon and c68.

You can get the GNU compiler from almost any ftp site.

There is a 1.40 version with moderate memory requirements,
a 2.3.3 version with bugs fixed/features enabled (baserel) that
requires 2MB or more (I have plenty of it) and
2.5.8 and 2.6.3 (has anybody seen 2.7.2 ?) but these seem to be
not as stable as 2.3.3 for me.

Bye,
Stephan Gro (1gross@informatik.uni-hamburg.de)

2422. How to use MROS?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: kcclaess@cs.ruu.nl
Message-ID: <4kdqns$geg@krant.cs.ruu.nl>
Source record: 9714
Cross-posted to: comp.sys.atari.programmer,comp.music.midi

Hi there,

I am planning to write my owm midi-program on an Atari ST, since Cubase is
too expensive and Happy Music is too constrained.
All the efforts I made were too slow, so I now want to use MROS, the
operating system made by Steinberg. I have a few questions:

1. How do I install MROS? (I already have a version of it)
2. How do I use MROS to play MIDI-notes?

The first question is not that needed, because I can use Happy Music to
install MROS. Can anybody answer these questions, or give me any pointers
to where I can find the answers?

The program I am planning to make becomes public domain, so anyone can
get a copy.

Please if you reply, also send me email.

Regards,
Koen.

PS. Does anybody know of any public-domain good midi-program for the Atari?

--
Koen Claessen, kcclaess@cs.ruu.nl.
Faculty of Mathematics and Computing Science,
University of Utrecht, The Netherlands.
--

2423. Random command in Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: jpb3@ukc.ac.uk
Message-ID: <4kdlg7$s1j@minerva.ukc.ac.uk>
Source record: 9715

I've been converting a very old ST Basic bridge game to Hisoft Basic, and I finally got it finished. But...I've got a weird problem. Now whenever I run the compiled program I get the same cards. i.e. The random number generator hasn't been seeded properly. This old program uses the RND function, probably a bad command compared to whats available in Hisoft Basic.

Is there any way to get a random seed from the system clock, and should I be using a better command than the RND one that the original ST Basic program used?

Thanks for any help.

John

--
+---+
| John Beranek | Third Year Computer Systems Engineer, University of Kent. |

2424. Re: evnt_multi WORKS!, Thx!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: matthew@peckham.compulink.co.uk
Message-ID: <AD90589796687875@peckham.compulink.co.uk>
Source record: 9716

In article <4k461i$jvf@news3.cts.com>,
dferran@cts.com (George Crissman - Ferran Scientific) wrote:

>Thanks for all the private email, solving my problem with
>evnt_multi()! It really WAS a pointer problem, caused by
>my efforts to use the Mark Williams method in Lattice C.
>
><sigh>
>
>The problem was:
>---------------
>
>#define UNUSED 0
>
> short *keyin = UNUSED ;
>
>
>The solution was:
>----------------
>
>#define UNUSED 0
>
> short placeholder = UNUSED ;
> short *keyin = &placeholder ;
>
>

The example in the MWC Manual on page 326-327 specifically sets the
pointers passed to event_multi() to the existing legal address of a dummy
variable array called 'nowhere[]'.

Sorry to be picky about this.

Matthew Carey
http://www.compulink.co.uk/~peckham/

2425. Doom an Atari (Update?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: Gary Ingram <Gary@gingram.demon.co.uk>
Message-ID: <829087859snz@gingram.demon.co.uk>
Source record: 9717

Last time I had access to this newgroup, (long time ago) there was a never ending thread running regarding the possibility of a Doom alike on an Atari machine.

Anything ever come of this?

```
**************************************************
*Gary Ingram - Analyst Programmer *
* - Writer of boring database programs on*
* - P.C.'s at work, BUT sill uses ATARI *
* - computers at home! *
**************************************************
*(Insert your clever and fiendishly witty comment *
* here, I can't as I'm having a bad day.) *
**************************************************
```

2426. Using white noise on ST sound chip

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-09 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960409225533.10054E-100000@ns1.ptd.net>
Source record: 9718

I've read somewhere that the ST sound chip actually has 4 channels
and only 3 are useable for decent sound. The fourth is used for
"white noise" but it may be adjustable. Is this true? And if so,
how may I be able to use this white noise? It's for a game I'm
writting that will use samples(which the 3 channels are tied up for)
and I want something like fly buzz on the 'fourth' channel. I
program in both STOS and 68K assembly right now. Could someone help?
Thanx :)

PS: If I can't do this then how may I use the three sound channels
in STOS?

Eric Noss
a.k.a
Mr. Maddog

2427. Random command in Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-10 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4kfnka$f9u$1@mhade.production.compuserve.com>
Source record: 9719

jpb3@ukc.ac.uk (John Beranek) wrote:

> Is there any way to get a random seed from the system clock, and should I
>be using a better command than the RND one that the original ST Basic
>program used?
>

RTFM :) use the statement RAMDOMIZE TIMER, early in your main code such
as the first executable statement there in.

2428. Re: Random command in Hisoft Basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829211378_OASIS_@swampdog.demon.co.uk>
Source record: 9720

In article <4kdlg7$s1j@minerva.ukc.ac.uk>
jpb3@ukc.ac.uk (John Beranek) said:-

> I've been converting a very old ST Basic bridge game to Hisoft
>Basic, and I finally got it finished. But...I've got a weird problem.
> Now whenever I run the compiled program I get the same cards. i.e.
>The random number generator hasn't been seeded properly. This old
>program uses the RND function, probably a bad command compared to
>whats available in Hisoft Basic.

This is usual for debugging purposes.

> Is there any way to get a random seed from the system clock, and
>should I be using a better command than the RND one that the original
>ST Basic program used?

Dunno about Hisoft Basic but you can get a random number from the
system Random() function (xbios 17) which returns a 24 bit pseudo
random number. The initial seed is taken from the vertical blanking
frame counter so should be different each time the machine is turned
on. iirc the distribution of bit 0 is poor so you should always
discard it (shift it right one place).

--

Guy Harrison

guy@swampdog.demon.co.uk

2429. Re: Doom an Atari (Update?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-10 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4kg361$qtc@nyheter.chalmers.se>
Source record: 9721

In article <829087859snz@gingram.demon.co.uk>,
Gary Ingram <Gary@gingram.demon.co.uk> wrote:
>Last time I had access to this newgroup, (long time ago) there was a never
>ending thread running regarding the possibility of a Doom alike on an Atari
>machine.
>
>Anything ever come of this?

Yes, there is an internet project called BAD MOOD that's making it happen.

The Falcon030 is the target machine since its DSP chip and 16 bit graphics
mode are needed to get reasonable speed.
If a lot of DSP code was converted into 68k assembly, something usable
could probably be written for other fast Atari machines as well, though.

The latest version (2.06) can use any DOOM, DOOM II or Heretic WAD with
textures (those are usually several megabytes). Apart from the sky
everything is texture mapped as it should be (including transparent
textures) with light effects. There are no sprites of any kind yet, though.

(Older versions (1.8 or 1.9 IIRC) uses two internal textures and can
therefore be used with any WAD, even those without textures.)

The frame rate on a normal Falcon with VGA monitor in 320x200, with full
texture mapping, is usually around 3-5 fps. The resolution can be changed
on the fly and at 160x100 you could well get 15 fps.
The 16 bit graphics mode makes DOOM/Heretic look quite a bit better than
they do on the PC. :-)

Take a look at my WWW/ftp site (see .sig) for more information and the
program archives.

There is a mailing list you can join if you want to keep up to date.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2430. Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-10 00:00:00 UTC
From: jdm@netcom.com
Message-ID: <jdmDpnsrG.DAK@netcom.com>
Source record: 9722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Can someone give me an explaination of the graphics (not text) modes available on the Atari ST? I'm reading through some file format specs for the Atari ST (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions, but nothing on the size and pixel depth of these resolutions. The standard screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a standard graphics resolution. The FAQ also does not explain "overscanned" and "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

Somebody care to enlighten me? Thanks much.

--

James D. Murray POB 70 Tel: 714.288.0141
jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924

Maintainer of the Graphics File Formats FAQ on comp.graphics and
coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".

"I'm not only an INTJ, I'm smug about it!"

2431. Blitter won't work correct in Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: mpoikone@news.hit.fi
Message-ID: <4kimdg$7lm@perjantai.hit.fi>
Source record: 9723

Has anyone else noticed, that Blitter doesn't move the first word of given source address in Falcon??

Yours,
Emphii - Xtream.

2432. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4kiq48$h9u@tempo.univ-lyon1.fr>
Source record: 9724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

jdm@netcom.com (James D. Murray) wrote:

>Can someone give me an explaination of the graphics (not text) modes available

There is no text mode on ataris...

>on the Atari ST? I'm reading through some file format specs for the Atari ST
>(NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
>but nothing on the size and pixel depth of these resolutions. The standard
>screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
>standard graphics resolution. The FAQ also does not explain "overscanned" and
>"underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

>Somebody care to enlighten me? Thanks much.

The ST has 3 "normal" modes :
- 320*200*16 colors (ST Low)
- 640*200*4 colors (ST Med)
- 640*400*2 colors (monochrome) (ST High)

The Overscan Modes use special techniques to increase the resolution
available. The problem is that there is several different technics
which do that but they are not (all) working on every STs.
In fact there is not a lot of graphics format which use such technics.
There is the .KID format which use overscanned mode in ST Low (I don't
remember the name of the program which manage this kind of file).

Most of the painting program on ST use exclusively the three modes
(like DEGAS ELITE PI1/PC1, PI2/PC2, PI3/PC3)
or only one of them (NEOCHROME .NEO)

Some use special format like SPECTRUM 512 (.SPU, .SPC)
which work in ST-LOW using only 199 lines but 512 Colors in the same
time (using a special technic consisting on changing 3 times the color
palette per line)

I hope I answered your need.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://www.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 -4/60+270 - SVGA
1040 STf 1Mo - RGB

2433. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: diehl@io.org
Message-ID: <4kj9li$4dc@news1.io.org>
Source record: 9725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

James D. Murray (jdm@netcom.com) wrote:
: Can someone give me an explaination of the graphics (not text) modes available
: on the Atari ST? I'm reading through some file format specs for the Atari ST
: (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
: but nothing on the size and pixel depth of these resolutions. The standard
: screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
: standard graphics resolution. The FAQ also does not explain "overscanned" and
: "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?

: Somebody care to enlighten me? Thanks much.

ST-Low: 320x200x16
ST-Med: 640x200x4
ST-Hi : 640x400x2 (Monochrome)

Overscanning is achieved in one of two ways. One is a hardware hack which
removes the borders. The other is through software, which removes the
top, bottom and/or side borders. Removing all four borders is processor
intensive, however, so there aren't many CPU cycles left over for other
things. Overscanning achieves somewhere in the neighbourhood or 360x240
or so, with all four borders removed. It's usually necessary to scrunch
the monitor's horizontal screen size to see a fully overscanned screen.

: --

: James D. Murray POB 70 Tel: 714.288.0141
: jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924

: Maintainer of the Graphics File Formats FAQ on comp.graphics and
: coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".

: "I'm not only an INTJ, I'm smug about it!"

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet / Current Notes .oOo. diehl@io.org

2434. A little help needed - anyone, please ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: tomo@fly.cc.fer.hr
Message-ID: <4kjdld$224@bagan.srce.hr>
Source record: 9726

Hi everybody!

I definitely NEED a tiny program which would, used as an accessory,
force the Atari ST to change the STEP RATE FOR THE FLOPPY DISK b: from
3 ms (default) to 6 ms.
I builded an interface to connect a HD floppy to an ordinary ST with
TOS 1.02 and it works fine, but I have to do this re-setting every time
when I need to work. I do it with FastCopy. But many programs, when
started (e.g Cubase) seem to re-set the whole machine, thus disabling
my little tricks. So it definitely should be an accessory.
Please, help. I believe there's an easy way using Xbios function(s)
from GFA, but I don't have any time to study this better.
This program would, along with the description of this interface,
probably be posted to all newsgroups interested (if any).

Tomislav Djigas

tomo@fly.cc.fer.hr

2435. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: Jim Fouch <jfouch@ns.moran.com>
Message-ID: <316DB688.3795@ns.moran.com>
Source record: 9727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

James D. Murray wrote:
>
> Can someone give me an explaination of the graphics (not text) modes available
> on the Atari ST? I'm reading through some file format specs for the Atari ST
> (NEO, PI, PC, TNY, etc.) and I see mention of low, medium, and high resolutions,
> but nothing on the size and pixel depth of these resolutions. The standard
> screenshot size seems to be 320x200, but the Atari FAQ lists 320x192 as a
> standard graphics resolution. The FAQ also does not explain "overscanned" and
> "underscanned" modes. I assume this is how Atari achieves 640x200x4 resolution?
>
> Somebody care to enlighten me? Thanks much.
>
> --
>
> James D. Murray POB 70 Tel: 714.288.0141
> jdm@netcom.com Orange, CA 92666 USA Fax: 714.832.9924
>
> Maintainer of the Graphics File Formats FAQ on comp.graphics and
> coauthor of the O'Reilly book "Encyclopedia of Graphics File Formats".
>
> "I'm not only an INTJ, I'm smug about it!"James,

Here's some info on Atari ST Graphics Modes

X Y Colors Bit-planes

ST Low 320 200 16 4 32,000 bytes

ST Med 640 200 4 2 32,000 bytes

ST High 640 400 2 1 32,000 bytes

TT Low 320 200 256 8 153,600 bytes

TT Med 640 480 16 4 153,600 bytes

TT High 1280 960 2 1 153,600 bytes

I don't think The ST or the TT use any king of overscan, but I'm not sure.

I have a text file that lists all the known Atari Graphics file formats.

Hope this helps,

Jim Fouch

2436. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-11 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960411220315.3361A-100000@ns1.ptd.net>
Source record: 9728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 11 Apr 1996, Eric March wrote:

> Overscanning is achieved in one of two ways. One is a hardware hack which
> removes the borders. The other is through software, which removes the
> top, bottom and/or side borders. Removing all four borders is processor
> intensive, however, so there aren't many CPU cycles left over for other
> things. Overscanning achieves somewhere in the neighbourhood or 360x240
> or so, with all four borders removed. It's usually necessary to scrunch
> the monitor's horizontal screen size to see a fully overscanned screen.

How much overhead is just removing the top and bottom boarders?

I have a source code for this demo that can do this in 50Hz mode and
I want to put this in a game I'm writting so it'll automatically do
overscan on European machines. I appears that I have to keep
accessing the routine with each vbl. The game is in STOS, but I can
use assembly rountines with no problem. Is there anyone who can tell
me more about it? Thanx

Eric Noss
a.k.a
Mr. Maddog

2437. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-12 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4kknjqbcb2@mhade.production.compuserve.com>
Source record: 9729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Just in case it wasn't fully clear from the other replies... the Atari ST has only *3* graphics modes:Low, Medium and High, with the pixel resolutions given in the other replies.

The other "modes" are hardware or software hacks to achieve non-standard pseudo-resolutions.

As was mentioned, not all STs can use all of the non-standard resolutions.

For complete compatibility, you have to stick with the standard three.

BobR

2438. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829386490_OASIS_@swampdog.demon.co.uk>
Source record: 9730
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <jdmDpnsrG.DAK@netcom.com>
jdm@netcom.com (James D. Murray) said:-

>Can someone give me an explaination of the graphics (not text) modes
>available on the Atari ST? I'm reading through some file format specs
>for the Atari ST (NEO, PI, PC, TNY, etc.) and I see mention of low,
>medium, and high resolutions, but nothing on the size and pixel depth
>of these resolutions. The standard screenshot size seems to be
>320x200, but the Atari FAQ lists 320x192 as a standard graphics
>resolution. The FAQ also does not explain "overscanned" and
>"underscanned" modes. I assume this is how Atari achieves 640x200x4
>resolution?

The standard ST and STE modes are 320x200 4 planes, 640x200 2 planes,
and 640x400 1 plane. The ST has a 512 colour palette, the STE 4096.

If it's just the hardware modes you are after then that's it, but if
you want to know what resolutions the machine can do then the answer
is any because the OS is resolution independant. Software solutions
either slow the machine down or require you to scroll round a larger
virtual screen. Hardware solutions are obviously the best and depend
on the spec of the card - which are damned expensive because they are
hard to fit - shame really. As you have probably guessed by now,
overscan can be done by software or hardware, or both.

--

Guy Harrison

guy@swampdog.demon.co.uk

2439. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829386140_OASIS_@swampdog.demon.co.uk>
Source record: 9731
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <4kknjqbcb2@mhade.production.compuserve.com>
BobR <76702.1466@CompuServe.COM> said:-

>Just in case it wasn't fully clear from the other replies... the Atari
>ST has only *3* graphics modes:Low, Medium and High, with the pixel
>resolutions given in the other replies.
>
>The other "modes" are hardware or software hacks to achieve non-standard
>pseudo-resolutions.
>
>As was mentioned, not all STs can use all of the non-standard resolutions.
>
>For complete compatibility, you have to stick with the standard three.

Gem is resolution independant so I assume you mean the software has to
be also be capable of running in one of the three standard modes?
(sorry to be pedantic but I missed the original question). :-)

No I didn't, I've found it (after the replies *again*) ...

He asked about graphics modes in general, not hardware modes, so it
seems best to let him choose if he wants to be bothered with the
information?

--

Guy Harrison

guy@swampdog.demon.co.uk

2440. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-12 00:00:00 UTC
From: diehl@io.org
Message-ID: <4kmkm6$quv@news1.io.org>
Source record: 9732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Mr. Maddog (mrmaddog@prolog.net) wrote:

: How much overhead is just removing the top and bottom boarders?

The top and bottom borders don't take much time. It's the side borders
that really eat processor time because they use the HBL, not the VBL; the
HBL is a 200Hz interrupt.

: I have a source code for this demo that can do this in 50Hz mode and
: I want to put this in a game I'm writting so it'll automatically do
: overscan on European machines. I appears that I have to keep
: accessing the routine with each vbl. The game is in STOS, but I can
: use assembly rountines with no problem. Is there anyone who can tell
: me more about it? Thanx

You could modify the overscan routine to run itself, rather than run every
time it's accessed. That would produce more stable results, and would
also be easier to use from within STOS. I don't program in STOS so I
don't know what's involved in accessing assembler routines from STOS
programs, but if it's anything like GFA then it should be a doodle.

: Eric Noss
: a.k.a
: Mr. Maddog

--
dMMMMMP dMMMMMb dMMMMMP <{[T]}> WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP <{[O]}> Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP <{[C]}> http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet/Current Notes/Perceptions: diehl@io.org

2441. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-12 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960412235057.9260G-100000@ns1.ptd.net>
Source record: 9733
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 12 Apr 1996, Guy Harrison wrote:

> If it's just the hardware modes you are after then that's it, but if
> you want to know what resolutions the machine can do then the answer
> is any because the OS is resolution independant. Software solutions
> either slow the machine down or require you to scroll round a larger
> virtual screen. Hardware solutions are obviously the best and depend
> on the spec of the card - which are damned expensive because they are
> hard to fit - shame really. As you have probably guessed by now,
> overscan can be done by software or hardware, or both.

In the XBIOS function I think, you can not only read the resolution mode number but actually can change it. On the ST, it's 0 for low, 1 for medium, and 2 for high. And I can switch between low and medium resolution for TOS programs, it messes up the GEM display which thinks it's on the old resolution but use a VT52 clear command and it works. This is what I'm going to do with the text file reader I'm written(after my game's done) and what Darek did with QuickView.

But there are the "extra" modes for higher machines like TT, Falcon, and even for Gemulator. If anyone can give me a good idea what these numbers are, that will be helpful. However, the program will switch to either ST Low or ST Med except when it's on those 'true' modes, not the extra ones on the Falcon. And yes, it won't do switching on a high rez monitor.

Eric Noss
a.k.a
Mr. Maddog

2442. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GDMVBAFHUP@cabal.shnet.org>
Source record: 9734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In <4kknjqbcb2@mhade.production.compuserve.com> BobR wrote:
>Just in case it wasn't fully clear from the other replies... the Atari ST
>has only *3* graphics modes:Low, Medium and High, with the pixel resolutions
>given in the other replies.
>
>The other "modes" are hardware or software hacks to achieve non-standard
>pseudo-resolutions.
>
>As was mentioned, not all STs can use all of the non-standard resolutions.
>
>For complete compatibility, you have to stick with the standard three.

Utter bullshit. All GEM programs are resolution independent.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2443. Pexec & CTRL-C surpressing

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-14 00:00:00 UTC
From: bert@caiw.nl
Message-ID: <4kqodm$nab@vixc.voyager.net>
Source record: 9735

Hello, world!

I'm currently writing a command shell, and got a few questions.

First: How does Pexec work? In my header file (I use Alcyon C,
OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap
1) function 0x4B.

Second: How do I surpress CTRL-C? I don't want my program to stop
after pressed CTRL-C, but do other things.

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE ROTTERDAM, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert@caiw.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

2444. STOS programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-14 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4krsqg$cb1@neon.airtime.co.uk>
Source record: 9736

If you program in STOS BASIC you may like to obtain the latest version
of the EXTRA extension.

I suggest you dive into the WWW page
http://www.airtime/co/uk/users/sinbad/download.htm
and get yourself the latest version of this shareware title.

Currently at version 3.26

Message ends.

2445. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-14 00:00:00 UTC
From: dferran@cts.com
Message-ID: <4ks223$2a8@news3.cts.com>
Source record: 9737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Philippe CASTELLA (pcastell@ifhamy.insa-lyon.fr) wrote:
: There is no text mode on ataris...

Maybe he was thinking of the v_enter_cur() and v_exit_cur() VDI calls,
which *would* cause one to enter text mode on other (non-TOS) machines.

Just guessing --

-- George

2446. Re: STOS programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-14 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <4ks247$98u@dns.plano.net>
Source record: 9738

sinbad@airtime.co.uk (Martin Cubitt) wrote:
>If you program in STOS BASIC you may like to obtain the latest version
>of the EXTRA extension.
>
>I suggest you dive into the WWW page
>http://www.airtime/co/uk/users/sinbad/download.htm
>and get yourself the latest version of this shareware title.
>
I tried this URL and could *not* get a connection. The server could find
no DNS entry for www.airtime. Could this be an incorrect URL? Please
post or email me with the correct URL. The original STOS BASIC I have is
very buggy. I am very interested in getting the latest on STOS BASIC.

2447. Re: STOS programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: diehl@io.org
Message-ID: <4ktgd4$f7r@news1.io.org>
Source record: 9739

```
Charles Richmond (richmond@plano.net) wrote:
: sinbad@airtime.co.uk (Martin Cubitt) wrote:
: >If you program in STOS BASIC you may like to obtain the latest version
: >of the EXTRA extension.
: >
: >I suggest you dive into the WWW page
: >http://www.airtime/co/uk/users/sinbad/download.htm
: >and get yourself the latest version of this shareware title.
: >
: I tried this URL and could *not* get a connection. The server could find
: *no* DNS entry for www.airtime. Could this be an incorrect URL? Please
: post or email me with the correct URL. The original STOS BASIC I have is
: very buggy. I am very interested in getting the latest on STOS BASIC.

Try www.airtime.co.uk...

--
dMMMMMP dMMMMMb dMMMMMP <{[T]}> WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP <{[O]}> Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP <{[C]}> http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet/Current Notes/Perceptions: diehl@io.org
```

2448. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4ktoa3$n0f@sargas.omicron.se>
Source record: 9740

```
>ST-Low: 320x200x16
>ST-Med: 640x200x4
>ST-Hi : 640x400x2 (Monochrome)
>
>Overscanning is achieved in one of two ways. One is a hardware hack which
>removes the borders. The other is through software, which removes the
>top, bottom and/or side borders. Removing all four borders is processor
>intensive, however, so there aren't many CPU cycles left over for other
>things. Overscanning achieves somewhere in the neighbourhood or 360x240
>or so, with all four borders removed. It's usually necessary to scrunch
>the monitor's horizontal screen size to see a fully overscanned screen.

Perhaps you should have mentioned that over- and underscanning
can be acieved through hardware on the Falcon. And that is propably
what was discussed in the FAQ?
```

2449. Re: Wanted: C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: elias@omicron.se
Message-ID: <4ktobd$n0f@sargas.omicron.se>
Source record: 9741

```
>Does anybody have a freeware C(++) compiler, or does anybody know
>where to find it on the net?

You should be able to find GCC at any good atari FTP site, for example
ftp.uni-kl.de:/pub/atari
```

2450. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: setup@swampdog.demon.co.uk
Message-ID: <829627442_OASIS_@swampdog.demon.co.uk>
Source record: 9742

In article <Pine.SOL.3.91.960412235057.9260G-100000@ns1.ptd.net>
"Mr. Maddog" <mrmaddog@prolog.net> said:-

>On Fri, 12 Apr 1996, Guy Harrison wrote:
>
>> If it's just the hardware modes you are after then that's it, but if
>> you want to know what resolutions the machine can do then the answer
>> is any because the OS is resolution independant. Software solutions
>> either slow the machine down or require you to scroll round a larger
>> virtual screen. Hardware solutions are obviously the best and depend
>> on the spec of the card - which are damned expensive because they are
>> hard to fit - shame really. As you have probably guessed by now,
>> overscan can be done by software or hardware, or both.
>
>In the XBIOS function I think, you can not only read the resolution
>mode number but actually can change it. On the ST, it's 0 for low, 1
>for medium, and 2 for high.

Yep, Getrez(). It has an inherent problem - it doesn't know about
generic resolutions, like graphics cards or ones you make up yourself.
The VDI will know. You can ask it the width, height and number of
planes etc.

>And I can switch between low and medium
>resolution for TOS programs, it messes up the GEM display which
>thinks it's on the old resolution but use a VT52 clear command and it
>works. This is what I'm going to do with the text file reader I'm
>written(after my game's done) and what Darek did with QuickView.

This is fine as long as you do not want to use Gem whilst not in the
"old mode". TOS knows about resolution changes 'cos it's fairly simple
to make the machine do. Gem isn't told because it's too difficult to
expect it and programs running to adapt on the fly. Even multitos
requires applications to terminate I'm told.

>But there are the "extra" modes for higher machines like TT, Falcon,
>and even for Gemulator. If anyone can give me a good idea what these
>numbers are, that will be helpful. However, the program will switch
>to either ST Low or ST Med except when it's on those 'true' modes,
>not the extra ones on the Falcon. And yes, it won't do switching on
>a high rez monitor.

I'm afraid I don't know the non ST ones but you are right in the
assumption that Getrez() values will change when the resolution does
unlike the VDI.

--

Guy Harrison

guy@swampdog.demon.co.uk

2451. Re: Pexec & CTRL-C surpressing

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829672630_OASIS_@swampdog.demon.co.uk>
Source record: 9743

In article <4kqodm$nab@vixc.voyager.net>
bert@caiw.nl (Bert Greevenbosch) said:-

>Hello, world!
>
>I'm currently writing a command shell, and got a few questions.
>
>First: How does Pexec work? In my header file (I use Alcyon C,
>OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap
>1) function 0x4B.

There's a Pexec() cookbook doc out there somewhere. If you track it down can you let me have a copy. In the meantime here's what I know about it ...

mode
----

0 Load and go.
3 Just Load.
4 Just Execute.
5 Create Basepage.

0,3 take the same args ...

prog=executable file.

tail=PC type command tail or NULL.

env=environment string or NULL to inherit current environment.

prog should ideally be fully specified.

tail[0] is the length of the command tail. tail[1 ..] is the actual command tail. iirc, the ARGV extended argument format originally introduced by MWC exists if tail[0]=127.

Mode 0 returns a gemdos error code, mode 3 returns a basepage pointer and all details appear to be filled in correctly as per mode 0 except p_hitpa points to the top of ram and p_parent is NULL.

Mode 4 just takes the basepage pointer returned from Mode 3 and executes - thus Mode 0 is Pexec(3),Pexec(4);

Note that under MagiC you need to use shel_write() in most cases. The only need for Pexec() I have found is for TSR's and for overlays.

>Second: How do I surpress CTRL-C? I don't want my program to stop
>after pressed CTRL-C, but do other things.

etv_term (longword at system memory address 0x408) is the process terminate handler. Default points to an RTS instruction. If you want to regain control install relevent code here.

iirc, MagiC maintains a copy of this for each running process which is dead handy if you plan to hook into the system. So if the user kills the process off then the code here can unhook itself to prevent a system crash.

--

Guy Harrison

guy@swampdog.demon.co.uk

2452. STOS programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4ku70q$rr5@neon.airtime.co.uk>
Source record: 9744

If you program in STOS BASIC you may like to obtain the latest version
of the EXTRA extension.

I suggest you dive into the WWW page
http://www.airtime.co.uk/users/sinbad/download.htm
and get yourself the latest version of this shareware title.

Currently at version 3.26

(sorry for incorrect url previously!)

Message ends.

2453. Re: Pexec & CTRL-C surpressing

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: bhauer@stdntmail.lmu.edu
Message-ID: <4ks8v5$5r6@ux1.lmu.edu>
Source record: 9745

bert@caiw.nl (Bert Greevenbosch) wrote:

>First: How does Pexec work? In my header file (I use Alcyon C,
>OSBIND.H) says it is Pexec(mode, prog, tail, env), using Gemdos(trap
>1) function 0x4B.

Mode is most commonly 0, prog is the pathname of the program, tail is
the command line to pass, and env is any environment you want to pass
(generally, an empty string).

>Second: How do I surpress CTRL-C? I don't want my program to stop
>after pressed CTRL-C, but do other things.

Good question. I'd like to know the same thing--especially with
regard to Gemdos trap 9 (text to screen).

http://157.242.97.98/t10/brian/fs.html -- Foresight, a new
donation-ware BBS program for the ST and STE.

2454. STiK Programmers Reference

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-15 00:00:00 UTC
From: bhauer@stdntmail.lmu.edu
Message-ID: <4ku4tg$ile@ux1.lmu.edu>
Source record: 9746

Hello:

I am interested in getting a hold of any reference material for programming with STiK. The two programs I wish to develop will be used by my BBS software and therefore would be designed to be run unattended. As such, they need to be able to invoke STiK without user interaction -and- close STiK afterward in order to restore normal modem access. So far as I have seen (I do not yet use STiK since I have a PC at school--I will use STiK during the summer), STiK is an accessory so invoking it unattended -may- require changes in STiK itself.

The two unattended-mode tasks I want to look into are ftp and NNTP clients. I have read the RFCs for these and really just need to know how to open a connection/port, send/receive data through that port, and close the connection via STiK. Just tell me where to dump the bytes and what "exception to throw" and I'll be happy. Of course if there are already available detailed STiK reference docs, that would be nice, too.

-Brian Hauer
bhauer@stdntmail.lmu.edu

http://157.242.97.98/t10/brian/fs.html

2455. Are there any programmers out there that can hear me?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-16 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4kvgll$d5o@lucy.swin.edu.au>
Source record: 9747

```
Hi There.

Just wondering if anyone receives this post, as the questions I posted
about a month ago received absolutely 0 replies ...

Thanks,

Karl.
```

2456. Re: Are there any programmers out there that can hear me?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4kvppa$pjs@m1.cs.man.ac.uk>
Source record: 9748

In article <4kvgll$d5o@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:
>
>Hi There.

Hi, yes, I can hear you... :-)

>Just wondering if anyone receives this post, as the questions I posted
>about a month ago received absolutely 0 replies ...

What were they about?

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2457. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <4l0keh$j67$6@mhadg.production.compuserve.com>
Source record: 9749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

>Utter bullshit. All GEM programs are resolution independent.

How nice, Thorsten.. does your mother know how you talk on the net..?

Who cares about GEM programs..? Who's talking about GEM programs..?

The Atari ST HARDWARE <-- (Thorsten.. try real hard to read that word, OK?)
has three native resolutions... low, medium and high.

Try to keep up next time, OK..?

BobR

2458. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-16 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960416225335.13037B-100000@ns1.ptd.net>
Source record: 9750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 16 Apr 1996, BobR wrote:

> Who cares about GEM programs..? Who's talking about GEM programs..?
>
> The Atari ST HARDWARE <-- (Thorsten.. try real hard to read that word, OK?)
> has three native resolutions... low, medium and high.
>
> Try to keep up next time, OK..

Were you refering to XBIOS calls where you read and set the
resolution modes for mainly TOS programs? I only know 0 to 2. The
ST can switch them and use them for the VT52. GEM itself doesn't
even know about the toggle.

My concern is with does the Falcon, TT, or Gemulator have any extra
XBIOS modes other than the three for the ST?

Eric Noss
a.k.a
Mr. Maddog

2459. Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4l1i3k$r70@lucy.swin.edu.au>
Source record: 9751

Hi.

I made this posting a while ago, but received 0 replies. So I'm
trying again, hoping that someone will listen this time.

I'm trying to write a function to plot a pixel in 320x200 TC mode.
Got the code, but one instruction the GCC compiler doesn't like.

Can you lot help me fix it!?

Many Thanks, Karl.

Here's another attempt I've made, but I get the following warning.

```
******
trial1.c: In function `tc_pixel':
trial1.c:56: invalid `asm': operand number out of range
trial1.c: In function `main':
trial1.c:87: warning: value computed is not used
******
```

This is on the line that reads

```
******
movew %3,0(a0,a0.l*2)"
******
```

obviously this is a problem with the way the instruction is structured,
but it's beyond me to make it simpler or acceptable to gcc-as...

Any tips/ideas/hints/code?

My code follows.

Many Thanks,

Karl.

9227466@bud.cc.swin.edu.au

****

```
--------------- 8< --------------
/*
Falcon 030 Video Mode Library.
Written in GNU C v2.5.8
(c) 1996, Karl Meyland.
```

```
---------------------------------

This baby was written 'coz no-one
had the balls to release a free
'c' library to program the Falcon
with.

Not bad for a lamer, eh? ;^)

---------------------------------
Tabs set to 3, Line length 74.
---------------------------------
*/

#include <stdio.h>
#include "k_falcon.h"

int orig_mode;

int sum( int x, int y, int z )
{
register long retvalue __asm__("d0");

asm("
movel %1, d0
addl %2, d0
addl %3, d0"
: "=r"(retvalue)
: "g"(x), "g"(y), "g"(z)
: "d0"
);
return(retvalue);
}

void tc_pixel( int x, int y, int tccol )
{
asm(" moveq #0,d0
movew %2,d0
lslw #6,d0
movel d0,d1
lsll #2,d0
addl d1,d0
addl %1,d0
movew %3,0(a0,a0.l*2)"
:
: "g"(x), "g"(y), "g"(tccol)
: "a0", "d0", "d1"
);
}

void set_newmode( void )
{
if( (mon_type() == M_COLOR) || (mon_type() == M_TELE) )
orig_mode = Vsetmode( OVERSCAN|BPS16 );
```

```
else if( mon_type() == M_VGA )
orig_mode = Vsetmode( BPS16 );
else
{
printf("No known monitor (or a bug in the detect code ;^) )");
exit(-1);
}
}

void fill_screen( void )
{
int i, j;
for( i=0; i<320; i++ )
for( j=0; j<200; j++ )
tc_pixel( i, j, i+j*2 );
}

void main( void )
{
set_newmode();
fill_screen();
Vsetmode( orig_mode );
printf(" sum of 1, 2, 3 is %d", sum(1,2,3) );
}
```

2460. Re: Pexec & CTRL-C surpressing

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: Jens M Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960417092403.18352A-100000@lindor>
Source record: 9752

On Mon, 15 Apr 1996, Brian Hauer wrote:

> >Second: How do I surpress CTRL-C? I don't want my program to stop
> >after pressed CTRL-C, but do other things.
>
> Good question. I'd like to know the same thing--especially with
> regard to Gemdos trap 9 (text to screen).

Hmm ... I'll just pass on this reflection and let others verify it's sanity ;-)

In C, Ctrl-C won't happen unless you call the OS in some way (printf, gets etc). A possible solution could be to peek into the stdin buffer before doing any OS calls (and then discard the Ctrl-C char if any)

// Jens M Andreasen

2461. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4l2gae$mh7@inca01.inca.co.nz>
Source record: 9753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Jim Fouch (jfouch@ns.moran.com) wrote:
> X Y Colors Bit-planes

> TT Low 320 200 256 8 153,600 bytes

Actually it's 480 pixels deep.

(I own a TT)

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

2462. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4l2t2i$okk@m1.cs.man.ac.uk>
Source record: 9754

Hmm, after leaving my disk on top of my TV for the past few weeks, I come to do some coding and find everything's gone all funny. My files are not what they once were. My 3d routs have been trashed along with some mfp code, and a load of crap gfx I did. Sorta reminds me of the need to keep a backup from now on... Fortunately, my line-drawing routine is still around. I'd printed it out to have a look at to see if I could see any ways of speeding it up. I finally figured a way out and went to code it and well, lots of rubbish filled my editing window. I'm almost finished re-typing that lot and will post that tomorrow. Currently it's about as fast as I can think of making it - though any help would be appreciated on it. If the rout was just run over and over again without any time left to call it, set up regs, etc. you could draw approx 122 full scanlines per vbl. I figure even with calling code and setting regs up and other rubbish you could still get away with 100 scanlines per vbl. Pretty fast eh?

Anyway, that erasure of my source gives me the opportunity to re-code my full polygon routine. About time too really as well I think. I'm still not sure about the best way of drawing a polygon. I've seen the edge-list fill algorithm and must reject it on the grounds that it'll be far too slow: non-integer numbers required, lots of divisions, etc. seem to make it unsuitable for high-speed, but I'll have another look at it and see about changing it a bit for speed. I should be able to get rid of non-integers by left-shifting everything and then adding/subbing as normal then right-shifting the result back, but I'm still not sure about the rest of the rout - looks slow to me.

The only other way I know of is to calculate the outline, storing the x-coords in a table. ie, a table of 200 long-words, each long representing the start and end co-ord of that scanline. However, this forces me to use convex polygons. For speed though I think convex has to be the way to go.

Anyone got any other suggestions for drawing a polygon (filled)? The table method means that it's easy to clip the polygon, and with some juggling it may be possible to remove the clip routine entirely anyway and bung it in with the polygon drawing rout. I've had some thoughts on this line and like the way things look. But then I thought some more and found that this might not be too good. Anyway, I'll get a simple polygon filler working and worry about clipping the damn thing later. For simple demos where you know the polygon won't be larger than the screen everything's cool.

gaz

2463. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Message-ID: <NEWTNews.829772459.3612.rzb20@rzb20.amdahl.com>
Source record: 9755

```
In article <4l1i3k$r70@lucy.swin.edu.au>, <922746@bud.swin.edu.au> writes:
>
> I made this posting a while ago, but received 0 replies. So I'm
> trying again, hoping that someone will listen this time.
>
> I'm trying to write a function to plot a pixel in 320x200 TC mode.
> Got the code, but one instruction the GCC compiler doesn't like.
>
> Can you lot help me fix it!?
>
> Many Thanks, Karl.
>
> ----------------------
>
> Here's another attempt I've made, but I get the following warning.
>
> ******
> trial1.c: In function `tc_pixel':
> trial1.c:56: invalid `asm': operand number out of range
> trial1.c: In function `main':
> trial1.c:87: warning: value computed is not used
> ******
>
> This is on the line that reads
>
> ******
> movew %3,0(a0,a0.l*2)"
> ******
>

I don't know the GCC assembler syntax, but I think what you're trying
to do is an acceptable 68030 instruction, but (for sure) isn't valid
68000 code. Perhaps you need to tell GCC it's for a 68030.

Roger
```

2464. Re: Are there any programmers out there that can hear me?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829833846_OASIS_@swampdog.demon.co.uk>
Source record: 9756

In article <4kvgll$d5o@lucy.swin.edu.au>
922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

>
>Hi There.
>
>Just wondering if anyone receives this post, as the questions I posted
>about a month ago received absolutely 0 replies ...

We're here. What were the posts?

--

Guy Harrison

guy@swampdog.demon.co.uk

2465. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <829854400_OASIS_@swampdog.demon.co.uk>
Source record: 9757

In article <4l1i3k$r70@lucy.swin.edu.au>
922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

>Hi.
>
>I made this posting a while ago, but received 0 replies. So I'm
>trying again, hoping that someone will listen this time.

```
>void tc_pixel( int x, int y, int tccol )
>{
> asm(" moveq #0,d0
> movew %2,d0
> lslw #6,d0
> movel d0,d1
> lsll #2,d0
> addl d1,d0
> addl %1,d0
> movew %3,0(a0,a0.l*2)"
> :
> : "g"(x), "g"(y), "g"(tccol)
> : "a0", "d0", "d1"
> );
>}
```

I haven't a clue about GCC or its assembler so please bear with me but
how does a0 get initialized? and what is the relevence of manipulating
d0 and d1 if they are not used?

Also, my assembler would not accept a0.l*2 - it would have to be
something like this ...

```
move.l a0,dn
lsl.l $1,dn
move.w %3,0(a0,dn.l)
```

--

Guy Harrison

guy@swampdog.demon.co.uk

2466. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4l43f1$ri8@newsy.ifm.liu.se>
Source record: 9758

I've made a texture mapped polygon routine on my Falcon. It draws
approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
per pixel and 6 DSP instructions. I'm storing the x-outline in a
table and no divisions are required since I'm using a table
with inversed numbers.

Noring

2467. Re: Doom an Atari (Update?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4l4t3c$19a@orm.southern.co.nz>
Source record: 9759

Hi there...

Gary Ingram (Gary@gingram.demon.co.uk) wrote:
: Last time I had access to this newgroup, (long time ago) there was a never
: ending thread running regarding the possibility of a Doom alike on an Atari
: machine.
:
: Anything ever come of this?

Yup!. There are several projects around to port Doom (1 or 2) to the
Falcon or maybe even STe. The best known of these is called Bad Mood. Bad
Mood runs only on the Falcon and the latest version (v2.06?) uses the
original IWAD files that come with Doom 1/2 and Heretic. Currently it is
just a viewer ie..you just run around the 3d world looking at things.
There aren't opening doors but you can walk through the walls, and there
are no enemies or weapons etc...yet!! The graphics look very good, with
Falcon 16-bit colour mode being used to enhance depth shading and so on.
The graphics are in fact far better looking than the original on the PC!!
Soon (we hope) some things like solid walls, opening doors, and life
(other than you) will be used in the coming versions...

Hope this helps...

Chris W.
/|\

2468. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <4l52mt$eqn@due.unit.no>
Source record: 9760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

"Mr. Maddog" (mrmaddog@prolog.net) wrote:

: How much overhead is just removing the top and bottom boarders?
:
: I have a source code for this demo that can do this in 50Hz mode and
: I want to put this in a game I'm writting so it'll automatically do
: overscan on European machines. I appears that I have to keep
: accessing the routine with each vbl. The game is in STOS, but I can
: use assembly rountines with no problem. Is there anyone who can tell
: me more about it? Thanx

I did some overscan on my STE five or six years ago, and it was actually very easy to remove the lower border.

The way I did it was to install a HBL-routine that just incremented a counter, it counted scanlines. And when the counter reached 199 (The second last scanline), I changed the HBL-vector to point to a new routine that did the actual overscanning.

It just waited a specific number of NOPs (9?), changed from low to high resolution, then waited 4 or 5 more NOPs before it changed back to low. That was enough to confuse the shifter, and it ignored the DE-signal.

I can't remember how I removed the upper border, but it was a bit more difficult. It also used more CPU-time.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

2469. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4l5bit$er8@studs.sci.kun.nl>
Source record: 9761

In <4l43f1$ri8@newsy.ifm.liu.se> noring@lysator.liu.se (Fredrik Noring) writes:

>I've made a texture mapped polygon routine on my Falcon. It draws
>approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
>per pixel and 6 DSP instructions. I'm storing the x-outline in a

Sounds impressive. Why don't you upload it?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2470. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4l5m5h$5tf@moacs11.moacs.indiv.nl.net>
Source record: 9762

Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
> Also, my assembler would not accept a0.l*2

This is called "index scaling", not supported by the 68000 and
68010. The scale factor (0..3) is the number of bits to shift
the index register.

In MOT syntax this is written as "reg[.size][*scale]". If
omitted, scale defaults to 1 (scale factor 0, aka unscaled).

Regards,
Waldi
--
Never let your schooling interfere with your education.

2471. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4l6fvf$2eg@nyheter.chalmers.se>
Source record: 9763

In article <829854400_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> In article <4l1i3k$r70@lucy.swin.edu.au>
> 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-
>
>>I made this posting a while ago, but received 0 replies. So I'm

Hmm, I'm sure I saw a few replies to that article.

>> movew %3,0(a0,a0.l*2)"

Surely you mean (a0,d0.l*2)?
^^
I think it should be written as: movew %3,a0@(0,d0:l:2)
At least that's the way the GNU assembler usually wants it.

>how does a0 get initialized? and what is the relevence of manipulating

That's what the ': "g"(x)...' part handles.

>d0 and d1 if they are not used?

Probably an error as I described above.

>Also, my assembler would not accept a0.l*2 - it would have to be

That instruction is only available on the '020 and up.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2472. Re: Need poop on Atari ST graphics modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4l7pje$8k0@inca01.inca.co.nz>
Source record: 9764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> Utter bullshit. All GEM programs are resolution independent.

... only if they are properly written.

I could whip up a ten line program in a couple of minutes which is "GEM compliant", but is most definitely resolution dependent.

And I bet 90% of the people reading this comp.sys.atari.programmer could do likewise.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

2473. initmous(type, param, vptr)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-19 00:00:00 UTC
From: bert@caiw.nl
Message-ID: <4l7br7$a9f@sun.uakom.sk>
Source record: 9765

Hello, world.

I need to turn on and off the mouse cursor. I guess I should use the
initmous(type, param, vptr) (XBIOS, trap 14, function 0) function.
Does anybody know how to use this function?

Also, does anybody know where to get reference about GEM, BIOS and
XBIOS functions on the net?

Thanks!

With kind regards,
Bert Greevenbosch.

She said: 'I don't believe in fairy tales', and flew off her broomstick.
+---+
-#######---#######- | MAGIC SOFTWARE ROTTERDAM, the Netherlands |
-###---###---###- | Bert Greevenbosch |
-###---------###- | E-mail: bert@caiw.nl |
-###-A-G-I-C-###- | WWW: http://www.caiw.nl/~bert |
S O F T W A R E +---+
You want something to be programmed? Write me: maybe I'll do it.

2474. File size under MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-19 00:00:00 UTC
From: ajalkane@lk-hp-8.hut.fi
Message-ID: <4l7vqe$1gc@nntp.hut.fi>
Source record: 9766

What is the fastest way of getting the size of a file
under MiNT? Please note that Fsfirst can't be used
because it doesn't work with long filenames.
So I need to know how to get the filesize using MiNT
functions.
And no MiNTlib functions please, as I don't use MiNTlibs.

Thank you,
Arto Jalkanen
ajalkane@cc.hut.fi

2475. Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-19 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <37446307_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 9767
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

Does anyone know the value of the WM_ICONIFY variable given in the
Magic 4 hyper text documents.

I understand how to add the Icon gadget to the window title/move bar,
the GEM event message that signifies this item being selected and the GEM
event message recieved when a window is returned to full size. All I need to
know is HOW to iconify the window!

Rarther helpfully the docs gives the following example:-

```
wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)
```

I believe this call both shrinks and expands the window, but what is
the value of WM_ICONIFY!!!!

Thanks in advance for any help.

--


```
==========================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

=========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========
```

2476. Re: initmous(type, param, vptr)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <830026544_OASIS_@swampdog.demon.co.uk>
Source record: 9768

In article <4l7br7$a9f@sun.uakom.sk>
bert@caiw.nl (Bert Greevenbosch) said:-

>Hello, world.
>
>I need to turn on and off the mouse cursor. I guess I should use the
>initmous(type, param, vptr) (XBIOS, trap 14, function 0) function.
>Does anybody know how to use this function?

What sort of program are you writing because this is a very low level call. If it were any lower you would be dealing with the hardware itself!

Gem programs use either the AES or VDI, both have functions to deal with the mouse such as graf_mouse() and various VDI functions. Use either AES functions or VDI. Mixing them can confuse the system unless you are very careful.

Tos programs do not have any mouse functions as such. However, the LineA interface can be used to control it quite effectively.

>Also, does anybody know where to get reference about GEM, BIOS and
>XBIOS functions on the net?

There are docs around but offhand, I can't think of anywhere. :-(

--

Guy Harrison

guy@swampdog.demon.co.uk

2477. Re: WANTED: Filled Polygon drawing routines

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-20 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4l9juc$99d@newsy.ifm.liu.se>
Source record: 9769

sanders@sci.kun.nl (Sander Stoks) writes:

>>I've made a texture mapped polygon routine on my Falcon. It draws
>>approx. 1.3 million pixels/sec (a cube). That is, one 030 instruction
>>per pixel and 6 DSP instructions. I'm storing the x-outline in a

>Sounds impressive. Why don't you upload it?

No, it's ment to be included in a demo (which probably won't be
finished anyway :( ).

/Noring

2478. Re: File size under MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <317b44eabd5941@xs4all.nl>
Source record: 9770

Arto Jalkanen wrote on Fri 19-04-96 12:09:

>What is the fastest way of getting the size of a file
>under MiNT? Please note that Fsfirst can't be used
>because it doesn't work with long filenames.
>So I need to know how to get the filesize using MiNT
>functions.
>And no MiNTlib functions please, as I don't use MiNTlibs.

Try stat() and struct stat.

--

```
_____________________________________________________________________
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|-----------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
---------------------------------------------------------------------
```

2479. Questionnaire about Distributed Software Development (YAQ :)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: jungr@uni-muenster.de
Message-ID: <4lf9fo$fd2@majestix.uni-muenster.de>
Source record: 9771
Cross-posted to: comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.unix.sco.programmer,comp.sys.atari.programmer,comp.sys.next.programmer,z-netz.rechner.apple.programmieren
Body handling: HTML body converted to readable text

Dear Internet participant,

IMPORTANT NOTE: Although this subject might seem to be out of place
in this newsgroup, I don't want to annoy its members!

I'm interested in your opinion concerning worldwide-distributed
software development and in your readiness to take part in such
projects. The questionnaire is designed to investigate the
opportunities only. It is part of a research project at the University
of Muenster (Germany). There are no real projects or commercial goals!

In order to save bandwidth, this post only contains the announcement
of the questionnaire. Interested persons are kindly asked to visit our
WWW form at the following address.

If you use a WWW browser for reading netnews you can simply click
here:
Questionnaire

If not, please use the following address to locate the form:
http://www.uni-muenster.de/WiWi/quest.html

Greetings from Germany,

Reinhard Jung, University of Muenster, Institute of Business
Informatics, Grevener Strasse 91, 48159 Muenster (GERMANY)
Tel. +49 251 927551, Fax +49 251 839754,
email: jungr@uni-muenster.de

2480. Re: Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <4lflg4$p5e@sjsun1.cc.ic.ac.uk>
Source record: 9772
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

in article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>,
Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:

> Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.

Hypertext? I haven't seen those, only the flat-text docs. Are the HT
versions in English? Where can I get them?

> I understand how to add the Icon gadget to the window title/move bar,
>the GEM event message that signifies this item being selected and the GEM
>event message recieved when a window is returned to full size. All I need to
>know is HOW to iconify the window!

> Rarther helpfully the docs gives the following example:-

> wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)

> I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!

(I think that should be WF_... etc. in the wind_set call, not WM_...)

Nope, it just shrinks the window. You use WF_UNICONIFY to bring it back
again.

Anyway, from the MAGX.H header file that comes with the programming docs:

#define WM_ICONIFY 34
#define WM_UNICONIFY 35
#define WM_ALLICONIFY 36

These are sent to you by the window manager (i.e. through evnt_multi()).
You then respond with wind_set() using the values:

#define WF_ICONIFY 26
#define WF_UNICONIFY 27

I believe I obtained the (German) programming documents from
ftp.uni-paderborn.de - look for mgx4doc.lzh

-- Robert Mellish (YSFC) rm03@ic.ac.uk
`Dogs are so useful I'm surprised they're not widely sold in vending
machines. ("You got any change? I need a dog").' - Dave Barry

2481. Re: Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4lflfq$rca@m1.cs.man.ac.uk>
Source record: 9773
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

In article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk (Phil Yeadon) writes:

> Rarther helpfully the docs gives the following example:-
>
> wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)
>
> I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!

Well, wind_set() does both expand/shrink the window, but you also need WM_UNICONIFY and WM_ALLICONIFY [not sure about the lasts name].

I believe that WM_ICONIFY=25, WM_UNICONIFY=26 and WM_ALLICONIFY=27. I could very well be wrong, so I'm sure someone will correct me. (Try checking the GCC include files - I expect that these constants are defined there...)

The above info is for AES 4.1, but I believe that Magic handles it in the same way...

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2482. Re: File size under MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: ajalkane@lk-hp-17.hut.fi
Message-ID: <4lfn8n$uev@nntp.hut.fi>
Source record: 9774

In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
>Arto Jalkanen wrote on Fri 19-04-96 12:09:
>>So I need to know how to get the filesize using MiNT
>>functions.
>>And no MiNTlib functions please, as I don't use MiNTlibs.
>Try stat() and struct stat.

Stat() isn't a standard (MiNT) OS function is it? I haven't seen
that one at least.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

2483. Re: File size under MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzhgucwgv5.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9775

In article <4lfn8n$uev@nntp.hut.fi>, ajalkane@lk-hp-17.hut.fi (Arto Jalkanen) writes:

|> In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
|>> Arto Jalkanen wrote on Fri 19-04-96 12:09:
|>>> So I need to know how to get the filesize using MiNT
|>>> functions.
|>>> And no MiNTlib functions please, as I don't use MiNTlibs.
|>> Try stat() and struct stat.

|> Stat() isn't a standard (MiNT) OS function is it? I haven't seen
|> that one at least.

But Fcntl(fd, FSTAT, &st) is standard, and the library uses it to
implement stat().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2484. Re: File size under MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: Panayiotis Andriopoulos <paa@eagle.patra.hol.gr>
Message-ID: <Pine.LNX.3.91.960422170647.2483C-100000@eagle.patra.hol.gr>
Source record: 9776

On 22 Apr 1996, Andreas Schwab wrote:

> In article <4lfn8n$uev@nntp.hut.fi>, ajalkane@lk-hp-17.hut.fi (Arto Jalkanen) writes:
>
> |> In article <317b44eabd5941@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
> |>> Arto Jalkanen wrote on Fri 19-04-96 12:09:
> |>>> So I need to know how to get the filesize using MiNT
> |>>> functions.
> |>>> And no MiNTlib functions please, as I don't use MiNTlibs.
> |>> Try stat() and struct stat.
>
> |> Stat() isn't a standard (MiNT) OS function is it? I haven't seen
> |> that one at least.
>
> But Fcntl(fd, FSTAT, &st) is standard, and the library uses it to
> implement stat().

Also you can you use the function long Fxattr(int flag, char *name, XATTR
*xattr)

2485. DOC: Scanline filling routine

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4lg4co$4ug@m1.cs.man.ac.uk>
Source record: 9777

Scanline drawing routine documentation

By G. Jones (email: gjones@cs.man.ac.uk)
22nd April 1996

By the time you read this, you'll probably have already had a peek through the code, so you'll have a better idea of what I'm talking about. You might want to print out the source so you can look at it whilst reading this. (Or the reverse if you're like that). This was meant to be used in a polygon filling routine, but after leaving my disk on top of the tv it got pretty garbaged. Fortunately, I'd got a printout of the scanline routine (I'd been using it to see where I could make any improvements) and so here it is. This is a very fast scanline filling routine, hope you like it.

The routine is designed for ST low-res (320x200) and can draw in any of the sixteen colours. The routine takes in the start and end co-ordinates of a line and fills it in at the scanline chosen. Thus, by having a table of the start and end x co-ordinates for every scanline, a polygon can be drawn. This is the heart of any polygon rendering system. Note that the routine does not cater for lines with holes in them - for speed purposes it was necessary to impose this restriction.

For those who want true speed, sixteen separate routines should be developed, which draw a scanline in one colour only, thus the low-res 16-colour palette is catered for at the best speed possible. A simple left-shift of the colour value will produce the offset for the routine to be used (providing of course that each routine is put on the correct boundary). Though this would result in a better speed, it would result in an excessively long post. Besides, I wanted a working line routine first, before attempting pure speed, so I leave that up to you.

To understand this routine, a knowledge of the ST's low-res screen format is needed. For those who do not have this, here's a quick guide:

The screen is made up in an interleaved format. This will become clearer in a moment. Since we can only use 16 colours, we need 4 bits to store this information, eg 15 is 1111, 0 is 0000, etc. Note that although the palette has 512 colours we can only use 16 of these at once. So, how is each pixel stored? Well, the natural way would be 1 byte = 2 pixels, but that's not what Atari did. The first word (2 bytes) contains the first bit of the first sixteen pixels. The second word contains the second bit of the first sixteen pixels. The third contains the third bit of the first sixteen pixels. And the fourth word contains the fourth bit of the first sixteen pixels. Sounds complicated at first, but you'll get the idea in a minute:

```
0......70......70......70......70......70......70......70......7
\--------------/\--------------/\--------------/\--------------/
1st word 2nd word 3rd word 4th word
plane 1 plane 2 plane 3 plane 4
```

So, if we wanted to make the first pixel colour 16 (%1111 in binary), we'd set bit 0 of plane 1, bit 0 of plane 2, bit 0 of plane 3 and bit 0 of plane 4. Now get the idea?

Ok, that's it for the screen. Understand that and everything's cool.

Right, onto the routine itself.

The idea is simple - to fill part of a scanline in one colour we should realise the following:
That since the line can start from any pixel, most likely it won't be the start of a word, ie the first word we have to do will not be a full word.

Most of the line will be whole words.

The end of the line might not be a whole word too.

Thus, our routine simply draws the first word, fills the bulk of the line, then draws the final word. The trick lies in getting the most speed out of drawing the bulk of the line.

And that's it, but, time to go through the source in detail now that you understand the principle.

First off, into supervisor, save the stack, screen address, put in a new stack, and set up a screen for us to use. Into low-res and display the screen. Now make some tables for the routine to use.

First thing to do is make a lookup table of the addresses of each scanline for our screen. This saves working it out later. Of course, for more speed when drawing a polygon, going from the top of the polygon to the bottom, it would be better to setup the starting scanline address and simply increment that by 160 each time you've called the routine. This'd save a movea.l d(an, ix) each time you call do_line. The table would then only be used at the start of drawing the polygon.

Ok, next we make a mask table. This is for when we draw part of a word. We need to be able to cope with all permutations - ie, from bit 0 to bit 15 to bit 3 to bit 7 all the way to bit 15 to bit 15. This is done by each entry being 32 bytes
long. (An easy multiply factor as well). Thus entry 0 does bit 0 to bit 0, bit 0 to bit 1....bit 0 to bit 15. Which is 2 bytes * 16 = 32 bytes. This is done for each entry. As with almost all assembler programmes, the use of tables helps speed, so long as you've got the memory.

Next, we make a simple table to hold the start and end co-ords of each scanline that makes up a simple polygon - in this case a diamond. This is just one way of storing the information, and a simple one. There are others.

The main loop then sets up the registers, then draws the polygon, and loops until space is pressed, when it restore the screen, user mode and quits.

Now, the line routine itself.

There's lots of comments in the routine so that should help a lot, but I'll include any extras I think appropriate here.

To start with, we get the scanline address from the table, and then must find at which word the line starts from. This is done by anding $fff0 with the start x co-ord. The result then gives the nearest 16-pixel boundary. Of course, for the screen this is divided by 2 since 1 byte=2 pixels.
Then we see whether the line fits in 1 word, if so we can just get the mask, draw it and exit. Otherwise, we draw the first word then draw the rest of the line.

As with other parts of the routine the next bit (do_line_1_word) crops up a few times, with slight changes. The intent is still there though - basically, get the mask, go through colour planes to see whether to set or not that plane and do it.

Again for the first word and then onto drawing the bulk of the line. This is quite well explained in the code so I won't bother here. Again, a familiar lsr-ing of the colour is done to see which planes to set. And then for the last word it's basically do_line_1st_word again.

Note that in the special case of 19 words being drawn we don't need to see if there are any more words to do since there can't be so we exit.

Well, that's about it. Fairly fast, though it can get faster as I've explained here. This'll be my next task, and I can see it speeding up things quite a bit.

Have fun with the code, hope you like it. Again, if you've got any questions, comments, whatever then email me at gjones@cs.man.ac.uk

gaz - 22nd April 1996

2486. SOURCE: Scanline filling routine

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4lg4b6$4rp@m1.cs.man.ac.uk>
Source record: 9778

```
; Scanline drawing routine
;
; by G. Jones (email: gjones@cs.man.ac.uk)
; 22nd April 1996
;
; This is the fastest scanline drawing routine I can come up with, it's
; easily as fast as many commercial products and on an 8.14 Mhz ST you
; can draw ~122 full scanlines, assuming no time is needed for calling the
; routine or stuff like that. (ie the routine running over and over again,
; with no time for anything else).
;
; If you've got any comments or questions feel free to email me, especially
; if you can make any improvements on its speed!
;
; Set your tab size to 4 or it'll look silly!
;
SECTION TEXT
opt o+
clr.l -(sp) ; into supervisor
move.w #32,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_ssp ; save old stack
move.l $ffff8200.w,old_screen ; save screen address
lea.l stack,a7 ; new stack
move.l #physical,d0 ; new screen
andi.l #$ffffff00,d0 ; must be on a 512 byte boundary
move.l d0,phy_screen ; physical screen address
lsr.w #8,d0 ; shift for hardware
move.l d0,phy_screen2
move.b #0,$ffff8260.w ; low-res
move.l phy_screen2,$ffff8200.w ; display physical screen
move.l phy_screen,d0
lea.l y_table_phy,a0 ; make lookup table of scanline addresses
move.w #199,d1 ; 200 scanlines to do
y_table_loop
move.l d0,(a0)+ ; store address
add.l #160,d0 ; 160 bytes=1 scanline
dbra d1,y_table_loop
lea.l x_table,a0 ; make lookup table of masks for lines
move.w #15,d2 ; 16 different bits to start from
x_table_loop1
clr.w d0 ; empty word
move.w #15,d3 ; up to 16 different line lengths
```

```
bset d2,d0 ; set the starting bit
x_table_loop2
move.w d0,(a0)+ ; store it
move.w d0,d1 ; make a copy
lsr.w #1,d1 ; shift 1 bit
or.w d1,d0 ; make 1 bit bigger line
dbra d3,x_table_loop2 ; do all 16 possible line lengths
dbra d2,x_table_loop1 ; do all 16 possible starting points
;
lea.l x_list,a0 ; list of start/end coords for scanlines
move.w #160,d0 ; start at 160
move.w #161,d1 ; end at 161
move.w #49,d2 ; 50 scanlines
x_list_loop1
move.w d0,(a0)+ ; store
move.w d1,(a0)+
; Change the subq and addq to #2 for a nice pentagon
subq.w #1,d0 ; starting x coord goes left 1 pixel
addq.w #1,d1 ; end one goes right 1 pixel
dbra d2,x_list_loop1
move.w #49,d2 ; same but coords converging
x_list_loop2
move.w d0,(a0)+
move.w d1,(a0)+
addq.w #1,d0
subq.w #1,d1
dbra d2,x_list_loop2
main_loop
lea.l y_table_phy,a0 ; table of scanline addresses
lea.l x_table,a1 ; mask table for drawing <=16 pixels
lea.l x_list,a4 ; coord list
move.w #20,d1 ; start at scanline 20
move.w #5,d3 ; colour
move.w #99,d7 ; 100 scanlines to do
main_loop2
move.w (a4)+,d0 ; start x coord
move.w (a4)+,d2 ; end x coord
sub.w d0,d2 ; now length of line
addq.w #1,d2 ; +1 for correct mask table entry
move.w d1,-(sp)
move.w d7,-(sp)
bsr do_line
move.w (sp)+,d7
move.w (sp)+,d1
addq.w #1,d1 ; next scanline
dbra d7,main_loop2 ; do all scanlines of the diamond
;
; De-comment the next line to see how fast things are going!
; addq.w #1,d3 ; next colour
;
```

```
cmp.b #$39,$fffffc02.w ; space?
bne.s main_loop
move.l old_screen,$ffff8200.w ; old screen
move.l old_ssp,-(sp) ; back to user
move.w #32,-(sp)
trap #1
addq.l #6,sp
clr.w -(sp) ; exit
trap #1
*****************************************************************************
*
; This routine is very fast! To draw one scanline takes ~1340 cycles. This
; means that if the cycles needed to set up registers, etc and call the
; routine is ignored, and this routine was just run again and again, you
; could draw ~121 scanlines in 1 vbl. Pretty neat.
;
; Drawing a horizontal line-
; 1. Line length is (16 - (start x position AND $000f)) or less
; 1a. Draw the word from mask table
; 2. Line length is longer:
; 2a. Draw starting word from mask table
; 2b. Fill in (if any) whole words along line
; 2c. Draw final word (if one) from mask table
;
; d0=start x position, d1=scanline, d2=length of line (ie number of pixels)
; d3=colour (ie 0-15), a0->scanline table, a1->mask table
; Uses d4-d7,a2-a3
; Preserves d3,a0,a1
do_line
lsl.w #2,d1 ; *4 (4 bytes/table entry)
movea.l 0(a0,d1.w),a2 ; get address of scanline
move.w d0,d1 ; x
andi.w #$fff0,d1 ; find starting word in scanline
lsr.w #1,d1 ; /2 (8 bytes/16 pixels)
adda.w d1,a2 ; word offset into scanline
andi.w #$000f,d0 ; d0=starting pixel
move.w d0,d1 ; see if length is 1 word or less
subi.w #16,d1 ; d1-16, then make it positive
neg.w d1 ; --> d1=number of bits left in word
cmp.w d2,d1 ; more pixels in word than to draw?
bmi do_line_1st_word ; no, so draw 1st word
do_line_1_word
lsl.w #5,d0 ; start pixel offset(32 bytes/mask entry)
subq.w #1,d2 ; number of pixels to do-1
lsl.w #1,d2 ; *2
add.w d2,d0 ; final offset
move.w 0(a1,d0.w),d0 ; get mask
move.w d0,d1 ; and inverse
not.w d1
move.w d3,d4 ; 4 cycles faster using a move & 4 lsr's
```

```
lsr.w #1,d4 ; rather than btst's
bcc.s dl1w_not_set1 ; no
or.w d0,(a2)+ ; yes, set bits
lsr.w #1,d4 ; next plane
bcc.s dl1w_not_set2 ; etc.
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set4
or.w d0,(a2)+
rts
dl1w_not_set1
and.w d1,(a2)+ ; clear bits
lsr.w #1,d4 ; next plane
bcc.s dl1w_not_set2 ; etc.
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set4
or.w d0,(a2)+
rts
dl1w_not_set2
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set4
or.w d0,(a2)+
rts
dl1w_not_set3
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dl1w_not_set4
or.w d0,(a2)+
rts
dl1w_not_set4
and.w d1,(a2)+
rts
do_line_1st_word
sub.w d1,d2 ; update number of pixels to draw
lsl.w #5,d0 ; draw first word (case 2a)
; 118 cycles
subq.w #1,d1 ; the same as do_line_1_word, but slight
lsl.w #1,d1 ; changes in the register usage:
add.w d1,d0 ; d0.w is still the starting pixel
```

```
move.w 0(a1,d0.w),d0 ; d1.w is used as the number of pixels
move.w d0,d1 ; to draw since we've just worked it out
not.w d1
move.w d3,d4
lsr.w #1,d4
bcc.s dl_not_set1
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set2
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set4
or.w d0,(a2)+
bra.s do_line_words
dl_not_set1
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dl_not_set2
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set4
or.w d0,(a2)+
bra.s do_line_words
dl_not_set2
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dl_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dl_not_set4
or.w d0,(a2)+
bra.s do_line_words
dl_not_set3
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dl_not_set4
or.w d0,(a2)+
bra.s do_line_words
dl_not_set4
and.w d1,(a2)+
do_line_words
; This next bit uses a bit of self-modifying code. This is to make the
; routine as fast as possible and is the only way of getting the sort of
; speed I've got out of the scanline drawing routine. Basically, there is
```

```
; a part which moves d4,d5,d6,d7 into (a2)+, ie draws on the screen. d4 is
; plane 1, d5 plane 2, etc. Since we're filling whole words, d4-d7 are
; either going to be $ffff or $0000 depending on whether that bitplane
; requires setting or not. The routine beforehand simply sets up d4-d7 to
; hold the right value. This is really the same as what has gone before,
; but we are setting registers not the screen directly.
;
; There is a little more to it of course - if we did this as it stands the
; routine would always draw 19-word lines (ie 19*16 pixel length lines). So,
; the routine at do_line_words_run (which is what draws the line from d4-d7)
; must be changed somehow so that it ends at the right point and then goes
; onto the final word. This is done by pointing a3 to the address of the
; end of the routine (dlwr_restore) and placing a jmp (a3) at the right
; point in the do_line_words_run routine. This is the code modifying itself
; and the hate of professional programmers. It's nothing special, and
; should be thought of in the same way you set up registers, etc for a
; routine, except in this case we're setting the code up instead. Same
; principle, just got to be a bit more careful.
;
; That would be it, except that we need to restore the code we've changed
; afterwards so it's back to normal for the next run of the routine. This
; is achieved by saving the offset into the do_line_words_run where we
; placed the jmp (a3) and putting a move.w d4,(a2)+ there instead.
; Registers are running short so the stack gets used for once. That's about
; it, just make sure we leave a 2-byte space after the do_line_words_run in
; case 19 words need to be filled (then we'd overwrite dlwr_restore which
; is different to move.w d4,(a2)+) and a check put in to see if 19 words
; have been filled, in which case we need to restore a nop instead of a
; move. (A nop is 2-bytes long).
;
; And that's it. Result? A more complex, longer routine but one which is
; about as fast as it'll get. The first routine I did took ~2200 cycles. I
; re-coded it self-modifyingly to get it to 1300 and then realised how I
; could use the self-modifying bit far more efficiently and got it to this
; speed. Almost three times as fast for worst case in a crucial routine.
; Well worth the effort since this is the core of any polygon routine.
;
; There's probably a few cycles that can be saved here and there, but I
; don't think any major savings can be made. Any saving is worth it though,
; even if it's only a couple of cycles - 100 calls to the routine is then
; say 400 cycles, enough to draw an 80 pixel line, or raster a bit of the
; screen, or do some calculations, or...you get the idea. Remember the big
; picture and don't think oh it's only a few cycles. In this sort of thing
; you need all the cycles you can get!
;
lea.l do_line_words_run,a3
move.w d2,d0 ; number of pixels to do
lsr.w #4,d0 ; divide by 16 to get number of words
beq do_line_last_word ; none, so do last word - case 2c
lsl.w #3,d0 ; *8 (8 bytes per plane setting/clearing)
```

```
move.w #$4ed3,0(a3,d0.w) ; $4ed3=jmp (a3)
move.w d0,-(sp) ; save for later
lea.l dlwr_restore,a3 ; where to jump to
move.w #$ffff,d1 ; plane all set
move.w d3,d0 ; set/clear registers for planes
lsr.w #1,d0 ; d4=plane 1, d5=plane 2
bcc.s dlws_not_set1 ; d6=plane 3, d7=plane 4
move.w d1,d4
lsr.w #1,d0
bcc.s dlws_not_set2
move.w d1,d5
lsr.w #1,d0
bcc.s dlws_not_set3
move.w d1,d6
lsr.w #1,d0
bcc.s dlws_not_set4
move.w d1,d7
bra.s do_line_words_run
dlws_not_set1
clr.w d4
lsr.w #1,d0
bcc.s dlws_not_set2
move.w d1,d5
lsr.w #1,d0
bcc.s dlws_not_set3
move.w d1,d6
lsr.w #1,d0
bcc.s dlws_not_set4
move.w d1,d7
bra.s do_line_words_run
dlws_not_set2
clr.w d5
lsr.w #1,d0
bcc.s dlws_not_set3
move.w d1,d6
lsr.w #1,d0
bcc.s dlws_not_set4
move.w d1,d7
bra.s do_line_words_run
dlws_not_set3
clr.w d6
lsr.w #1,d0
bcc.s dlws_not_set4
move.w d1,d7
bra.s do_line_words_run
dlws_not_set4
clr.w d7
do_line_words_run
rept 19 ; 19 words to do at most
move.w d4,(a2)+ ; set/clear plane 1
```

```
move.w d5,(a2)+ ; 2
move.w d6,(a2)+ ; 3
move.w d7,(a2)+ ; 4
endr
nop ; need a 2-byte space for the jmp (a3)
dlwr_restore
move.w (sp)+,d0 ; restore saved offset
lea.l do_line_words_run,a3
cmp.w #19,d0 ; special case of 19 words
bne.s dlwr_not19
move.w #$4e71,0(a3,d0.w) ; restore code ($4e71=nop)
rts ; no more words to do so finish
;878 after rts-ing
dlwr_not19
move.w #$34c4,0(a3,d0.w) ; restore code ($34c4=move.w d4,(a2)+)
;864
do_line_last_word
andi.w #$000f,d2 ; case 2c - last word
tst.w d2 ; any pixels left to do?
beq.s do_line_end ; no, so finish
subq.w #1,d2 ; number of pixels to do-1
lsl.w #1,d2 ; *2
move.w 0(a1,d2.w),d0 ; get mask
move.w d0,d1 ; and inverse
not.w d1
move.w d3,d4
lsr.w #1,d4 ; draw this plane?
bcc.s dllw_not_set1 ; no
or.w d0,(a2)+ ; yes, set bits
lsr.w #1,d4 ; next plane
bcc.s dllw_not_set2 ; etc.
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set4
or.w d0,(a2)+
rts ; 194
dllw_not_set1
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set2
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set4
or.w d0,(a2)+
```

```
rts
dllw_not_set2
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set3
or.w d0,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set4
or.w d0,(a2)+
rts
dllw_not_set3
and.w d1,(a2)+
lsr.w #1,d4
bcc.s dllw_not_set4
or.w d0,(a2)+
rts
dllw_not_set4
and.w d1,(a2)+
do_line_end
rts
SECTION DATA
SECTION BSS
ds.l 200 ; stack space
stack
old_ssp ds.l 1 ; old stack
old_screen ds.l 1 ; old screen
phy_screen ds.l 1 ; screen address
phy_screen2 ds.l 1 ; again, but shifted for hardware
y_table_phy ds.l 200 ; address of each scanline on screen
x_table ds.l 128 ; 16*16 2-byte masks
x_list ds.l 400 ; list of start & end coordinates for
; each scanline, used to draw polygon
physical ds.b 32256 ; space for the screen
```

2487. Re: Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Dq9ysE.JEJ@cix.compulink.co.uk>
Source record: 9779
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

```
> Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.
In PROFILE 2 I use the following code which works under MTOS but not tested
under Magic 4:

#define WM_ICONIFY34
#define WM_UNICONIFY35
#define WM_ALLICONIFY36

When handling your event messages:

short xc, yc, wc, hc;

case WM_ICONIFY:
wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_shrinkbox(msg[4], msg[5], msg[6], msg[7], xc, yc, wc, hc);
wind_set(msg[3], WF_ICONIFY, msg[4], msg[5], msg[6], msg[7]);
wptr->iconified = OPEN; /* set a flag to show state of window */
break;
case WM_UNICONIFY:
wind_get(msg[3], WF_CURRXYWH, &xc, &yc, &wc, &hc);
graf_growbox(xc, yc, wc, hc, msg[4], msg[5], msg[6], msg[7]);
wind_set(msg[3], WF_UNICONIFY, msg[4], msg[5], msg[6], msg[7]);
wptr->iconified = CLOSED; /* set a flag to show state of window */
break;

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

2488. Re: Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-22 00:00:00 UTC
From: sysop@nest.demon.co.uk
Message-ID: <95322560_OASIS_NEWS@nest.demon.co.uk>
Source record: 9780

>In PROFILE 2 I use the following code which works under MTOS but not tested
>under Magic 4:

It still works Mark.

--

---
sysop@nest.demon.co.uk

2489. Fax class 1 software

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-23 00:00:00 UTC
From: pegrbin@jagor.srce.hr
Message-ID: <4lhe6b$6aq@bagan.srce.hr>
Source record: 9781

I need some ST fax software
My modem supports FAX Class 1 specifications.
All I could find was Class 2 software, so I would be very happy if someone
could send me something usefull (encoded).
Thanks in advance!!!
pegrbin@jagor.srce.hr

2490. Re: initmous(type, param, vptr)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-23 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DqBtwJ.Jzy@cix.compulink.co.uk>
Source record: 9782

```
>I need to turn on and off the mouse cursor. I guess I should use the
>initmous(type, param, vptr) (XBIOS, trap 14, function 0) function.
>Does anybody know how to use this function?
One possible way is to use these 2 functions to turn the mouse cursor on and
off. They keep tabs on the cursor state and prevent you making a mistake (ie
turning it off when it's already off etc).

short no_mouse;

void hide_mouse(void) /* universal hide mouse */
{
if (!no_mouse)
{
graf_mouse(M_OFF, 0);
no_mouse = !no_mouse;
}
}

void show_mouse(void) /* universal show mouse */
{
if (no_mouse)
{
graf_mouse(M_ON, 0);
no_mouse = !no_mouse;
}
}

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

2491. Re: STiK Programmers Reference

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-23 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <4liq4q$lq7@ratty.wolfe.net>
Source record: 9783

bhauer@stdntmail.lmu.edu (Brian Hauer) wrote:

>Hello:
>
>I am interested in getting a hold of any reference material for
>programming with STiK. The two programs I wish to develop will be
>used by my BBS software and therefore would be designed to be run
>unattended. As such, they need to be able to invoke STiK without user
>interaction -and- close STiK afterward in order to restore normal
>modem access. So far as I have seen (I do not yet use STiK since I
>have a PC at school--I will use STiK during the summer), STiK is an
>accessory so invoking it unattended -may- require changes in STiK
>itself.
>
>The two unattended-mode tasks I want to look into are ftp and NNTP
>clients. I have read the RFCs for these and really just need to know
>how to open a connection/port, send/receive data through that port,
>and close the connection via STiK. Just tell me where to dump the
>bytes and what "exception to throw" and I'll be happy. Of course if
>there are already available detailed STiK reference docs, that would
>be nice, too.
>
>-Brian Hauer

Brian, unless you have some compelling reason to use STiK, I'd
recommend NOS instead for unattended operation on a single-tasking
system. It's capable of exiting after a predetermined idle time, thus
automatically creating a "dynamic" event - and I'm in the process of
writing a complete FIST replacement package. FTP may remain
difficult, however. If you can figure that one out, let me know!

2492. Plotting Pixels in TC Modes ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-24 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4lk3ol$c07@lucy.swin.edu.au>
Source record: 9784

Firstly, many thanks to all the helpful ideas people had about my
pixel rout. Unfortunately, I still can't get it to work. ;^(

So I put out the challenge - can someone show me how to plot a pixel
in TC mode?

I'm setting the TC mode via Vsetmode(), so that isn't a problem.

I know how to do this in vga - it's basically (on a poc that is)
you get the offset of the VGA card ($a000), then the 320x200
screen is a linear array after that, and by setting the individual
bytes to a value, you set the corresponding pixel to that color.

Is this similar to the way you do it in TC mode on a Falcon?

And how do you retrieve the base address of the video mode.

I think I'm on the right track...

PLease reply both here and e-mail if possible, as my newsfeed
is about 4 weeks slow...

Many Thanks,

Karl Meyland.

2493. portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-24 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Apr24.161543.46340@yogi.urz.unibas.ch>
Source record: 9785

Hello, I have a small question.

I'm writing a low-level Graphics Library for the Atari-ST version of
the ETH Oberon System (an Operating System). Since the System should run as
an Application under GEM and on every ST-Hardware that was ever made, I based
it completely on VDI at first. But since VDI is too slow, I want to support
at least the ST-Hi resolution directly by writing to the Display memory.

What I need to know is, what is the most portable way of finding out,
if the machine runs in Hi resolution or not?

It would be possible to check for the width & height & number of colors
of the Display through the VDI. But what if there is a graphics Card out there,
which supports a 640x400 monochrome mode? I just wondered if there is any
safer way to do this?

Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS can't
be aware of graphic cards.

thanx, Simi

2494. Re: portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-24 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <4llpvj$mss@ssbunews.ih.att.com>
Source record: 9786

In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>Hello, I have a small question.
>
>I'm writing a low-level Graphics Library for the Atari-ST version of
>the ETH Oberon System (an Operating System). Since the System should run as
>an Application under GEM and on every ST-Hardware that was ever made, I based
>it completely on VDI at first. But since VDI is too slow, I want to support
>at least the ST-Hi resolution directly by writing to the Display memory.

Why not rely on what people might already have in their machines to
speed video output - like Warp 9 or NVDI etc? Wayne

2495. MPEG2 44.1kHz Audio Decoder for Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-24 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4lm2iu$b02@newsy.ifm.liu.se>
Source record: 9787

I've written an MPEG2 Layer2 Audio decoder for the Falcon.
The program is released under GPL and the current version is 0.4alpha.
Anybody who wants to test it can mail me (noring@lysator.liu.se)
or get it from my homepage (http://www.lysator.liu.se/~noring/DSP.html).

This alpha version of mp2 replays (in realtime) almost every
standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).

There are two versions of the program. (the Falcon do not support
44.1kHz sound without an (22.5792MHz) external clock)

* mp2e.ttp is the external clock version with high sound quality.
* mp2li.ttp uses linear interpolation for 44.1kHz to 49.17kHz
conversion (no external clock is needed). This reduces sound
quality significantly.

To be done:
* mono
* 32kHz and 48kHz
* more bitrates (only 128kbit/sec and 192kbit/sec are tested,
others might work)
* CRC check

Music can be found at IUMA (the Internet Underground Music Archive)
http://www.iuma.com

Fredrik Noring
noring@lysator.liu.se
http://www.lysator.liu.se/~noring

2496. Help: Key press detection

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-25 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-2504961330480001@144.173.2.228>
Source record: 9642

Hi, I am a GFA programmer, and I'm trying to detect a keypress without using the keyboard buffer. I am sure that I have done it before (years ago) but I can't seem to get it to work now. All I want to do is be able to detect if a key is up or down at any time! Is there a BIOS command that can do this or something? Anyhelp would be much appreciated. Thanks .


```
_____________________________________________________________________
\\ \_\_ \_\_ \_ \_ \
\\ \_ \_ \_ \_ \_\_ \_ \ Web site:
\\ \_ \_ \_\_\_ \_ \_\_ \ http://newton.ex.ac.uk/general/ug/jones/
\\ \_\_ \_ \_ \_ \_ \
=====================================================================
```

2497. Re: portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-25 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Apr25.080102.46347@yogi.urz.unibas.ch>
Source record: 9788

In article <4llpvj$mss@ssbunews.ih.att.com>, trek@ihgp114r.ih.att.com (-Booth,W.A.)
writes:
> In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
> Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>>Hello, I have a small question.
>>
>>I'm writing a low-level Graphics Library for the Atari-ST version of
>>the ETH Oberon System (an Operating System). Since the System should run as
>>an Application under GEM and on every ST-Hardware that was ever made, I based
>>it completely on VDI at first. But since VDI is too slow, I want to support
>>at least the ST-Hi resolution directly by writing to the Display memory.
>
> Why not rely on what people might already have in their machines to
> speed video output - like Warp 9 or NVDI etc? Wayne

Thats exactly what I did up to now. But you need to know that the Oberon
low level Graphics library was of course not designed with the slow VDI in mind.
For example there is no routine to draw a string, only a pattern copy routine,
and every character on the sreen has to be drawn by this routine. So normal
VDI (maybe not NVDI or Warp 9) is just a bit slow for the job on a 8 Mhz ST.
Because I can't expect everyone to have NVDI this doesn't solve the problem.
And also NVDI can never beat directly writing to Display Memory (if one lets
the Blitter aside), because a Trap takes at about 40 cycles or the like
(not including the trap dispatcher).

But anyway, my program would remain perfectly portable on any ST, if I
could properly decide when to use VDI and when not.

Simon

2498. Re: portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-25 00:00:00 UTC
From: curis@chaland.ens.fr
Message-ID: <4lngcj$sr9@nef.ens.fr>
Source record: 9789

In article <1996Apr24.161543.46340@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>
>What I need to know is, what is the most portable way of finding out,
>if the machine runs in Hi resolution or not?
>
>It would be possible to check for the width & height & number of colors
>of the Display through the VDI. But what if there is a graphics Card out there,
>which supports a 640x400 monochrome mode? I just wondered if there is any
>safer way to do this?
>
>Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS can't
>be aware of graphic cards.
>
>thanx, Simi

-- English version at the end

Si je me rappelle bien, il existe dans les param�tres du tableau work_out une valeur indiquant si on est sur un �cran couleur ou monochrome (ce doit �tre work_out[13], je crois) - en fait, donnant le nombre de couleurs disponibles (� ne pas confondre avec celle donnant le nombre de couleurs simultan�ment ututilisables). Si on a � la fois work_out[0]=639, work_out[1]=399 et work_out[13?]=1 (monochrome), je pense que l'on peut raisonablement supposer que l'on est en ST haute: une carte graphique �mulant le
mode monochrome devrait donner plut�t work_out[13?]=256 ou 32767... un peu comme le mode 640*400 du TT.

--

IIRC, work_out[13] gives the number of colours in which one can choose the colors on the screen (not to be confused with the number of colours you can use in the same time on the screen, which is given by another work_out - for instance, on ST-low: work_out[13]=512 on STF, 4096 on STE but work_out[??]=16 - may be the contrary); if this number is 1, you're in real monochrome - that is ST high on STE/STF, TT-high on TT. I think a graphic card should give another value, like ST-high on TT (not real monochrom
e but duochrome).

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

2499. Re: MPEG2 44.1kHz Audio Decoder for Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-25 00:00:00 UTC
From: Paul Coene <Paul.Coene@esat.kuleuven.ac.be>
Message-ID: <317F550B.46A2@esat.kuleuven.ac.be>
Source record: 9790

Fredrik Noring wrote:
> This alpha version of mp2 replays (in realtime) almost every
> standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).
>
> There are two versions of the program. (the Falcon do not support
> 44.1kHz sound without an (22.5792MHz) external clock)

Very very nice!! How about writing an encoder as well? I know
this would free up some space on my HD (lots of samples on it).
I have always wondered if this would be possible on a Falcon,
i guess it is:)

2500. Re: Iconify Under Magic 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: bbrysh@oanet.com
Message-ID: <4lps7f$444@hermes.oanet.com>
Source record: 9643
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

In article <37446307_OASIS_NEWS@yeadontt.demon.co.uk>, phil@yeadontt.demon.co.uk (Phil Yeadon) says:
>
>
> Does anyone know the value of the WM_ICONIFY variable given in the
>Magic 4 hyper text documents.
>
> I understand how to add the Icon gadget to the window title/move bar,
>the GEM event message that signifies this item being selected and the GEM
>event message recieved when a window is returned to full size. All I need to
>know is HOW to iconify the window!
>
> Rarther helpfully the docs gives the following example:-
>
> wind_set(wind_handle, WM_ICONIFY, -1, -1, -1, -1)
>
> I believe this call both shrinks and expands the window, but what is
>the value of WM_ICONIFY!!!!
>
#define WM_ICONIFY 26
#define WM_UNICONIFY 27

These values are the values for iconifying and uniconifying a window.
The rest of the parameters passed are the size of the window to make when
iconifying or uniconifying.

eg.: wind_set (wind_handle,WM_UNICONIFY,x,y,w,h)

x,y,w,h = dimensions of the uniconified window.

Hope this helps.

Blaine Brysh

2501. SozobonX C problem!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: D.G.Williamson@shef.ac.uk
Message-ID: <4lq30a$9hi@bignews.shef.ac.uk>
Source record: 9644

Right, I have a program that I know works on the p.c's and on the st will compile perfectly fine. The problem comes when the object code is being linked using the pml floating point math library.
While it is linking I get the messages as follows.
Double def of _infinity def: in _normdf.o libc.a
Type T, in xerror.o libm.a Type T
undef _raise from xerror.o libm.a

Does anybody have any ideas? If it's of any help I'm using the make utility make.ttp because there are 9 files to link together.

Oh well. If anybody can help me I'd be most greatfull.
Daniel.

2502. Re: portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4lq0a5$hd5@moacs11.moacs.indiv.nl.net>
Source record: 9645

```
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
> What I need to know is, what is the most portable way of finding out,
> if the machine runs in Hi resolution or not?

Combining the value of the _VDO cookie and the return value of Getrez():

_VDO Getrez
0/1/2 2 => Hi res. 640*480
2 6 => Hi res. 1280*960

> Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS
> can't be aware of graphic cards.

No problem, if you check the _VDO cookie first.

Regards,
Waldi
--
Never let your schooling interfere with your education.
```

2503. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.96Apr26144503@ext221.sra.co.jp>
Source record: 9646

In article <4l1i3k$r70@lucy.swin.edu.au> 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:

> movew %3,0(a0,a0.l*2)"

GAS syntax is different from the standard one (Motorola's).
Try:
movew %3,a0(0,a0:l:2)

hoshi

2504. Re: portable way to get resolution?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DqHCut.MIM@cix.compulink.co.uk>
Source record: 9647

```
>It would be possible to check for the width & height & number of colors
>of the Display through the VDI. But what if there is a graphics Card out there,
>which supports a 640x400 monochrome mode? I just wondered if there is any
>safer way to do this?
Here are some useful parameters provided by the VDI:

short handle;
static short work_in[11] = {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 2};
/* v_opnvwk input array */
static short work_out[57]; /* v_opnvwk output array */
static short screen_lines, aspect_ratio, font_ratio;
long screen_width, screen_height;
short planes, colours, palette_size;
short rows, columns, table, backgroundcolours;
static short wchar, hchar, wbox, hbox; /* graf_handle parameters */

handle = (short)graf_handle(&wchar, &hchar, &wbox, &hbox);
/* find VDI handle */
v_opnvwk(work_in, &handle, work_out); /* open workstation */
screen_lines = (work_out[1] + 1) / hchar;
screen_width = (long)work_out[0] + 1;
screen_height = (long)work_out[1] + 1;
aspect_ratio = work_out[4] / work_out[3];
font_ratio = hchar / wchar;
colours = work_out[13];
palette_size = work_out[39];
vq_chcells(handle, &rows, &columns);
vq_extnd(handle, 1, work_out);
backgroundcolours = work_out[1];
planes = work_out[4];
table = work_out[5];

>Also I don't think that XBIOS.Getrez() is of any help, because the XBIOS
>can't be aware of graphic cards.
Do not use GetRez, it isn't compatible and the result doesn't mean anything
on machines with graphic cards, overscan etc.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

2505. Portfolio serial port info?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: del@jan
Message-ID: <4lr9k8$501@ruby.ucc.nau.edu>
Source record: 9648

I recently acquired an Atari Portfolio and thought I might write some software
for it. From the Portfolio FAQ I learned that this nifty little palm-top
computer is mostly MS-DOS 2.1 compatible except for some differences in the
serial port address & IRQ mechanism. However, the FAQ doesn't really explain
what exactly those differences are. The only information it gives is a
reference to a $60 book from Atari that I'm sure is long out of print....

Does anyone have a pointer to some Portfolio serial port programming info?
Specifically, I'm interested in what is different about the port itself
and the interrupt mechanism for writing interrupt-driven communication
applications.

Thanks!

Dave
--
Dave Laplander "In the old days, being crazy meant something.
Support Analyst Nowadays, everybody's crazy."
Computing Technology Services -- Charles Manson
Northern Arizona University
David.Laplander@nau.edu Phone: (520) 523-5007
http://dana.ucc.nau.edu/~del

2506. Anyone ? interested by a new project?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-26 00:00:00 UTC
From: Katherine L Ellis <kellis@mtholyoke.edu>
Message-ID: <Pine.ULT.3.91.960426030630.28091A-100000-100000@mhc.mtholyoke.edu>
Source record: 9649

Hi, I started a program in GFA one month ago.
The program is a drawing program, but not like the others.
Actually, it would be a new way to draw with the mouse, I did the first step, just to see if it would be worthy, and I think it is.
The program would be a simple program, just like you draw with a pen.
And the second step of the drawing is the colour. I think the user could use an other program for the colours, because there is a lot of good program for the colour.
I think the important thing in a picture is, in first, the lines, the way they are together, and after you add the colour.
So, in short. I have a very preliminary prg, and I would like , if someone interested, share that, and my ideas about this Prg.
Bye...

2507. FIDO door code ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-27 00:00:00 UTC
From: ross@ra
Message-ID: <4lu6ko$lja@thoth.nilenet.com>
Source record: 9650

Would anyone have any starter code for FIDO door BBS games in either GFA Basic or Hi-Soft Basic ???

I run a Ratsoft BBS and am using a USR Courier in Modem Port 2 and currently can not find any BBS games that will recognize that port.

So my solution is to right my own. Or modify current games to use all ports available. I have no clue as to how I could modify the port code so unless I get help..... well ....

Thanks in Advance for any help.

2508. Lattice C object code (bug?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4lt1p0$51d@inca01.inca.co.nz>
Source record: 9651

I have just come across a most unusual bug in the object code that
Lattice C 5.6 produces.

In one of my header files I have a prototype defined as

```
__stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
```

Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a
structure defined earlier in the header file. __stdargs tells Lattice to
put all args on the stack, as opposed to registerising the first two.

When calling the function,

```
rv1 = TSRLibInfo( 0, &li1 ); /* li1 is of type "LibInfo" */
rv2 = TSRLibInfo( 6, &li2 ); /* li2 is another "LibInfo" */
```

Lattice C produces the following code:

```
pea li1(a6)
clr.l -(a7)
jsr _TSRLibInfo
move.w d0,rv1(a6)
pea li2(a6)
pea 6.w
jsr _TSRLibInfo
move.w d0,rv2(a6)
lea $10(a7),a7
```

This has clearly increased the size of the first arg "num" from 16 to 32
bits. hence the function call (an assembler interface to an already
resident app) is called with an incorrect pointer to "li1" and "li2".

The correct code should have had a "clr.w" instead of "clr.l", and
"move.w" instead of the "pea"

Casting the first parameter to "uint16" does not help.

The normal compiler opts I use are 32-bit integers, stack passing, '030
code.

The "Long Align Stack" option was not at fault, as I have never used that.

--

Quote For The Month:

"If she's a lady, I'm a Pernicious Knid"

2509. Re: MPEG2 44.1kHz Audio Decoder for Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-28 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4luibq$gu6@orm.southern.co.nz>
Source record: 9652

Fredrik Noring (noring@lysator.liu.se) wrote:
: I've written an MPEG2 Layer2 Audio decoder for the Falcon.
: The program is released under GPL and the current version is 0.4alpha.
: Anybody who wants to test it can mail me (noring@lysator.liu.se)
: or get it from my homepage (http://www.lysator.liu.se/~noring/DSP.html).

Sounds good!! I wonder how much bandwidth would be left on the Falcon bus to write a video decoder, to work alongside the audio decoder. MPEG 2 movies with sound here we come!!!... :-)

Chris W.
/|\

2510. Re: Lattice C object code (bug?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: matthew@peckham.compulink.co.uk
Message-ID: <ADA9B94F9668149D7@peckham.compulink.co.uk>
Source record: 9653

```
In article <4lt1p0$51d@inca01.inca.co.nz>,
gmiller@inca.co.nz (Gaven Miller) wrote:

>I have just come across a most unusual bug in the object code that
>Lattice C 5.6 produces.
>
>In one of my header files I have a prototype defined as
>
> __stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
>
>Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a
>structure defined earlier in the header file. __stdargs tells Lattice to
>put all args on the stack, as opposed to registerising the first two.
>
>When calling the function,
> rv1 = TSRLibInfo( 0, &li1 ); /* li1 is of type "LibInfo" */
> rv2 = TSRLibInfo( 6, &li2 ); /* li2 is another "LibInfo" */
>
>Lattice C produces the following code:
>
> pea li1(a6)
> clr.l -(a7)
> jsr _TSRLibInfo
> move.w d0,rv1(a6)
> pea li2(a6)
> pea 6.w
> jsr _TSRLibInfo
> move.w d0,rv2(a6)
> lea $10(a7),a7
>
>This has clearly increased the size of the first arg "num" from 16 to 32
>bits. hence the function call (an assembler interface to an already
>resident app) is called with an incorrect pointer to "li1" and "li2".
>
>The correct code should have had a "clr.w" instead of "clr.l", and
>"move.w" instead of the "pea"
>
>Casting the first parameter to "uint16" does not help.
>
>The normal compiler opts I use are 32-bit integers, stack passing, '030
>code.
>
>The "Long Align Stack" option was not at fault, as I have never used that.
>
```

Surely if you use long ints (ie not the -w flag) then all parameters passed to functions get converted to at least 32 bits before being passed. If you want to pass 16 bit variables don't you have to specify short integers.

Page 196 of the 5.5 Lattice User Manual says
"The compiler generates code to extend each of the parameters to the size of int if it is smaller and then push the parameters on the stack in reverse order."

I rest my case.

Matthew Carey
http://www.compulink.co.uk/~peckham/

2511. Re: SozobonX C problem!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4m1ms9$4ts@tempo.univ-lyon1.fr>
Source record: 9654

D.G.Williamson@shef.ac.uk (Daniel Williamson) wrote:

>Right, I have a program that I know works on the p.c's and on the st will
>compile perfectly fine. The problem comes when the object code is being linked
>using the pml floating point math library.
>While it is linking I get the messages as follows.
>Double def of _infinity def: in _normdf.o libc.a

It just means that the var (or the function) called infinity has been
defined twice (once in libc, and once in normdf.o)

If you didn't write normdf.o check this two files using HAR3.PRG to
look the defined symbol in them and you'll see if infinity is really
defined twice.

A question :

If you are using pml lib, why do you have libm.a ? in the latest
version of sozobonX, this lib has bin replaced by pml.a
(chek in ftp.fu-berlin.de/programming/sozobon for the latest version
october 1995).
With it you normally didn't need libm.a anymore.

libm was called using -lm in makefile
pml is called using -f .... -lpml in makefile

>Type T, in xerror.o libm.a Type T
>undef _raise from xerror.o libm.a
raise is a function used by xerror.o (which is in libm.a)
I don't know about it. Try to see in which lib this function is
defined.
Maybe it is in libm but before xerror.o !!

The problem is that the linker normally check the libs once when
linking. And if a function is defined before another which use it, the
linker fail to solve its external call.
The solution : force the linker to make multiple pass (check ld
documentation to know how).

>Does anybody have any ideas? If it's of any help I'm using the make utility
>make.ttp because there are 9 files to link together.

>Oh well. If anybody can help me I'd be most greatfull.
>Daniel.

Philippe CASTELLA

mail : pcastell@ifhamy.insa-lyon.fr
http : HTTP://www.insa-lyon.fr/People/AEDI/pcastell

Falcon030 4/60+270 - SVGA
1040 Stf 1 Mo - RGB

2512. Re: Hullo, a simple problem for all you 'real' programmers

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzafzvtetm.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9655

In article <HOSHI.96Apr26144503@ext221.sra.co.jp>, hoshi@sra.co.jp (Hoshi Takanori) writes:

|> In article <4l1i3k$r70@lucy.swin.edu.au> 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:
|>> movew %3,0(a0,a0.l*2)"

|> GAS syntax is different from the standard one (Motorola's).
|> Try:
|> movew %3,a0(0,a0:l:2)

Try this:

movew %3,a0@(a0:l:2)

Btw, newer version of GAS can also parse motorola syntax.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2513. PORTFOLIO quale futuro??

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: fcamana <fcamana@194.184.87.2>
Message-ID: <4m2d30$f6@server-b.cs.interbusiness.it>
Source record: 9656

```
Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto
```

2514. PORTFOLIO quale futuro??

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: fcamana <fcamana@194.184.87.2>
Message-ID: <4m2d36$g3@server-b.cs.interbusiness.it>
Source record: 9657

```
Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto
```

2515. PORTFOLIO quale futuro??

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: fcamana <fcamana@194.184.87.2>
Message-ID: <4m2d3b$g2@server-b.cs.interbusiness.it>
Source record: 9658

```
Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto
```

2516. PORTFOLIO quale futuro??

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: fcamana <fcamana@194.184.87.2>
Message-ID: <4m2d3e$g4@server-b.cs.interbusiness.it>
Source record: 9659

```
Quale futuro per il piccolo pcfolio , cerco amici italiani per gestire
il prodotto
```

2517. Double buffered playback

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-29 00:00:00 UTC
From: d91-ber@svartur.nada.kth.se
Message-ID: <4m2k78$a75@news.kth.se>
Source record: 9660

Hello, I'm working on a small soundproject for my
Falcon. I would like to playback sound using two
buffers so that I can process one while the other
one is playing. The problem is that I can't get
the interruptcall at 'end-of-buffer' to work.

Is there anyone who has some useful tips (or know
where to get example code) please email me.

Thanx in advance

Bjï¿½rn Eriksson
Email: d91-ber@nada.kth.se

2518. Lattice C object code (bug?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-30 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4m4b28oso1@mhade.production.compuserve.com>
Source record: 9661

gmiller@inca.co.nz (Gaven Miller) wrote:

```
>I have just come across a most unusual bug in the object code that
>Lattice C 5.6 produces.
>
>In one of my header files I have a prototype defined as
>
> __stdargs uint16 TSRLibInfo( uint16 num, LibInfo *liptr );
>
>Where "uint16" means "unsigned integer of 16-bit size", and LibInfo is a
>structure defined earlier in the header file. __stdargs tells Lattice to
>put all args on the stack, as opposed to registerising the first two.
>
>
a work around is something like this
__stdargs short TSRLibInfo(short,void *);
#pragma inline d0=TSRLibInfo((short),) {;}

int main(void)
{
int rv1,rv2;
long li1,li2;

rv1 = TSRLibInfo(0u,&li1);
rv2 = TSRLibInfo(6u,&li2);
return 0;
}
```

2519. 68030 > 68000 ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-30 00:00:00 UTC
From: jansen@informatik.tu-muenchen.de
Message-ID: <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>
Source record: 9662

hallo leute,

zur abwechslung hier mal eine wirklich saubloede frage:

worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu finden ist) gegenueber dem 68000.

ich hab null unterlagen ueber den 68030 prozessor und hab mir deshalb ein programm geschrieben, dass die taktzyklen pro befehl misst. auf dem 68000 misst es genau die in der literatur angegben werte, woraus ich folgere dass das prg korrekt arbeitet. dumm ist halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030 brauchen als auf dem 68000. DAS KANN DOCH WOHL NICHT SEIN. (die anderen hab ich dann gar nicht mehr getestet.)
ein atari st mit 16 mhz wuerde schneller "moven" als ein falcon (ohne cache).
ICH FASSE ES NICHT !!!
ist das jetzt die traurige wahrheit, oder hab ich doch irgendwo mist gebaut.
was gibt's denn ueberhaupt noch fuer neuerungen (gibt's da welche ?)

(falls jemand antwortet) danke im vorraus !!!

Ciao Jens

--

_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
jansen@informatik.tu-muenchen.de |

2520. Re: MPEG2 44.1kHz Audio Decoder for Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-30 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4m5in4$jms@newsy.ifm.liu.se>
Source record: 9663

Paul Coene <Paul.Coene@esat.kuleuven.ac.be> writes:

>> This alpha version of mp2 replays (in realtime) almost every
>> standard MPEG2 Layer2 44.1kHz Stereo Audio frame (no CRC).

>Very very nice!! How about writing an encoder as well? I know
>this would free up some space on my HD (lots of samples on it).
>I have always wondered if this would be possible on a Falcon,
>i guess it is:)

Encoding is many times more complex than decoding, so I haven't got any
plans for that atm. There's an encoder available (CCETT's ISO compliant
reference implementation) written i C, but it's very slow.
The DSP56k implementation of the decoder is about 30 times faster than
CCETT's implementation on the Falcon, and I wouldn't be surprised if
the encoder can be alot faster too :)

Fredrik Noring

2521. Re: MPEG2 44.1kHz Audio Decoder for Falcon!

Newsgroup: comp.sys.atari.programmer
Date: 1996-04-30 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4m5jd1$k0e@newsy.ifm.liu.se>
Source record: 9664

chriswil@southern.co.nz (Chris Wilkinson) writes:

>Fredrik Noring (noring@lysator.liu.se) wrote:
>: I've written an MPEG2 Layer2 Audio decoder for the Falcon.
>: The program is released under GPL and the current version is 0.4alpha.

>Sounds good!! I wonder how much bandwidth would be left on the Falcon bus
>to write a video decoder, to work alongside the audio decoder. MPEG 2
>movies with sound here we come!!!... :-)

About 16kbit/sec are transferred to the DSP via the host port (depends
on the bitrate used) and about 90% DSP time is used, I guess the CPU
has to do the video decoding :)

Fredrik Noring

2522. damaged UNIT.HLP file

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-01 00:00:00 UTC
From: pero@imola.jump.org
Message-ID: <1996May1.001415.1504@rcum>
Source record: 9665

Hi, i'm using Pure Pascal and i have a damaged UNIT.HLP file.

Anybody can send me a copy of it (UNIT.HLP), please?

THANX!

Peter CAJA
Peter.Caja@uni-mb.si

2523. Re: SozobonX C problem!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-01 00:00:00 UTC
From: Andrew Thackrah <at@roe.ac.uk>
Message-ID: <Pine.SOL.3.91.960501171828.16117A-100000@resun11.roe.ac.uk>
Source record: 9666

On 26 Apr 1996, Daniel Williamson wrote:

> Right, I have a program that I know works on the p.c's and on the st will
> compile perfectly fine. The problem comes when the object code is being linked
> using the pml floating point math library.
> While it is linking I get the messages as follows.
> Double def of _infinity def: in _normdf.o libc.a
> Type T, in xerror.o libm.a Type T
> undef _raise from xerror.o libm.a
>
> Does anybody have any ideas? If it's of any help I'm using the make utility
> make.ttp because there are 9 files to link together.

Daniel,
I've had a fair bit of trouble using the pml with sozobonX. I get the
impression that it hasn't properly been integrated with the rest of the sozX
stuff.

I think that the library was taken from the GCC version and that some of
the declarations in the routines are different to the ones in the sozX
headers. I got hold of the pml source code and changed the offending
declarations, then ammended the sozX pml.a with the new code (using ar)
and copied the new version to a file called libm.a, which I link in the
usual way.

The definition of infinity - basically a very large number, must be altered
in the header to be consistent with the library routines (or vice versa).
I think the errorno needs hacking too, and as for the actual routines..
my version has real problems with pow()...it requires log() and exp(), and
unless these are called first in the code, they are not linked and pow()
crashes..and even if it does work it fails on ln(10)...
The order in which the library routines are accessed can, I think be
changed using the libsort program? not sure...anyone?

maybe I have an older version of sozX - if anyone has a version with a well-
behaved mathlib, please point me too it!

Andrew.

2524. Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: Jakov Pavic <jpavic@public.srce.hr>
Message-ID: <3187E036.39DE@public.srce.hr>
Source record: 9667

Hallo , I am Jakov (Jack) from Zagreb, Croatia . I have Falcon 030 , but unfortunately left audio chanel is not OK. Please, if anybody know where I can send Falcon on service - close to Croatia, if it is possible, send me e-mail.
Regards from Zagreb, Jack

2525. Re: Lattice C object code (bug?)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <4m90m1$cr1@moacs11.moacs.indiv.nl.net>
Source record: 9668

Gaven Miller <gmiller@inca.co.nz> wrote:
> I have just come across a most unusual bug in the object code that
> Lattice C 5.6 produces.

Not a bug. An ANSI C implementation is permitted to perform the usual conversions (char to int, short to int, etc.) before passing the arguments.

Waldi

2526. Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: aq004@torfree.net
Message-ID: <DqrHw8.GsC.0.sheppard@torfree.net>
Source record: 9669
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,franscomm.programmati

on,fras.text.programmieren,mcnc.programmers,maus.sys.mac.*,no.slekt.programmer,relcom.comp.lang.*,pl.comp.programming.umn.cs.lang.*,ucd.cs.programming,uw.mac-users,york.comp.*,z-netz.rechner.amiga.programmieren,z-netz.rechner.ibm.programmieren,z-netz.rechner.apple.programmieren,z-netz.rechner.promgrammieren,york.cs.*,uw.cs.*,a.bsu.programming,adass.iraf.programming,comp.programming.*,zer.lanex.programmieren
X-Newsreader: TIN [version 1.2 PL2]

[Article crossposted from comp.programming]
[Author was Steve Guidi]
[Posted on Thu, 2 May 1996 03:58:56 GMT]

Please, please somebody help me with this... I am working on a school project which basically asks a user to enter a mathematical formula and then the program will give the solution to that formula.

For example: if the formula is (R*S)/(R+S) where R and S are predefined values, the comptuer will calculate that using the values and give a solution.

The problem I have encountered is that the USER has to define this formula via an input/output routine. From my knowledge of datatypes, there is no type that will allow the computer to simply use the input as if it were a mathematical formula in the source code itself.

Taking the above formula used, the computer has to realize that R and S are variables in the formula and that the brackets and operateors are operators and not text.

Also, I have to develop this algorithm to use predefined functions such as SIN, SQRT, ABS, LOG, etc..

The formula can take any level of complexity also (there could be hundreds of brackets in there!)

I have consulted with a teacher at my school and he mentioned that the trick must lie with the way spreadsheet programs work. Say I were to enter a formula = A3 * A5 / ABS (SUM E2:E7), the spreadsheet program would work with that forumala with the values in the respective cells. This is VERY similar to what I have to do except I am lost and don't know how to do it!

I plan to use Think Pascal for Macintosh as I am pretty familiar with the software.

Any help on the matter would be greatly appreciated. My deadline is coming up real soon so please email me with some advice ASAP! Thanks for all your help in advance..

Email me ... aq004@torfree.net

PS: I know they teach this stuff in University.. I'm still a highschool student =)

--

| hacker@wbb.com aq004@torfree.net steve.guidi@canada.tor250.org |
| Steve Guidi - 1:250/620 (Fido) 1/Steve Guidi (PCPN) |

--

| hacker@wbb.com aq004@torfree.net steve.guidi@canada.tor250.org |
| Steve Guidi - 1:250/620 (Fido) 1/Steve Guidi (PCPN) |

2527. MAlloc(-1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996May2.073436.46385@yogi.urz.unibas.ch>
Source record: 9670

Hello, maybe this question is trivial, so please forgive me to ask it here:

Recently I found out that GEMDOS.MAlloc(-1) does not return the free amount
of memory but rather the largest free Block. Am I correct? And if so,
how can I find out the amount of free memory?

tanx Simi.

2528. Re: 68030 > 68000 ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996May2.073922.46386@yogi.urz.unibas.ch>
Source record: 9671

In article <4m5e4i$809@sunsystem5.informatik.tu-muenchen.de>,
jansen@informatik.tu-muenchen.de (Jens Jansen) writes:
> hallo leute,
>
> zur abwechslung hier mal eine wirklich saubloede frage:
>
> worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt
> eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu
> finden ist) gegenueber dem 68000.
>
> ich hab null unterlagen ueber den 68030 prozessor und hab mir deshalb ein programm
> geschrieben, dass die taktzyklen pro befehl misst. auf dem 68000 misst es genau die in
> der literatur angegben werte, woraus ich folgere dass das prg korrekt arbeitet. dumm ist
> halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030 brauchen
> als auf dem 68000. DAS KANN DOCH WOHL NICHT SEIN. (die anderen hab ich dann gar nicht
> mehr getestet.)
> ein atari st mit 16 mhz wuerde schneller "moven" als ein falcon (ohne cache).
> ICH FASSE ES NICHT !!!
> ist das jetzt die traurige wahrheit, oder hab ich doch irgendwo mist gebaut.
> was gibt's denn ueberhaupt noch fuer neuerungen (gibt's da welche ?)
>
> (falls jemand antwortet) danke im vorraus !!!
>
> Ciao Jens
>
> --
> --
> ______The Keyboard-Cowboys
> (____ __ _ __ __
> ______) (|_ (|) |-) (-_
> jansen@informatik.tu-muenchen.de |

Ev. ist's der Speicher, der bei deinem 68030 nicht mehr mitkommt.
(70 ns Zugriffszeit -> 15 Mhz Zugriffsrate)

2529. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: barnhoorn@nlev00
Message-ID: <4m9plm$s6a@btmpjg.god.bel.alcatel.be>
Source record: 9672
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc omm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>, aq004@torfree.net (Steve Guidi) writes:
>
>Please, please somebody help me with this... I am working on a school
>project which basically asks a user to enter a mathematical formula and
>then the program will give the solution to that formula.
>
>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>values, the comptuer will calculate that using the values and give a
>solution.
>
Don't know anything about the way spreadsheets work, but your problem
is easy to solve when you are going to use a recursive function.
Scan from left to right - as soon as an opening bracket pops up,
call your function recursively. I guess that is enough information
for you to solve this tiny little problem.
>
>Email me ... aq004@torfree.net
>
>PS: I know they teach this stuff in University.. I'm still a highschool
>student =)
>
yeah, sure. You don't need a university degree to solve your
problem!!

--
Jaco Barnhoorn barnie@xs4all.nl
Software Test Engineer barnhoorn%nlev00@btmv56.se.bel.alcatel.be
Alcatel Telecom Systems
Rijswijk, The Netherlands

2530. DSP-Programmierung

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: hitm@troubadix.rz.tu-clausthal.de
Message-ID: <4m9t1g$nqo@ikarus.rz.tu-clausthal.de>
Source record: 9673

Hallo,
ich habe folgendes Programmierproblem:
Ich will vom DSP im Falcon eine FFT
durchfuehren lassen. Das ist eigentlich
ein Standardproblem, dafuer sollte es also
Loesungen geben, kann mir jemand sagen, wo
ich sowas herbekomme, hat da jemand Tips ?
Genial waere es, wenn da jemand schon eine
Loesung hat und sie mir zur Verfuegung
stellt, aber ein paar Tips sollten es
auch tun.

torsten.mohr@tu-clausthal.de

2531. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4m9vbm$3cn@lyra.csx.cam.ac.uk>
Source record: 9674
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc
omm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>,
aq004@torfree.net (Steve Guidi) writes:

>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>values, the comptuer will calculate that using the values and give a
>solution.
>
>The problem I have encountered is that the USER has to define this
>formula via an input/output routine. From my knowledge of datatypes,
>there is no type that will allow the computer to simply use the input as
>if it were a mathematical formula in the source code itself.

No. In a compiled language, any expressions such as that in your source
code are read at compile time and converted into an assembly language
program to evaluate the expression. There is no expression parser in
the output of the compiler, so no simple way to pass a user entered
expression to it. You'll have to do the parsing yourself.

What you need to do is to scan the line looking for terms to add up.
Each term is then passed to a routine that scans through it looking
for terms to multiply or divide, then each term of that is passed to
a routine that scans through it looking for terms to raise to a power.
Each of those terms is then either a number, or a function such as
sin or cos, or an expression in brackets, in which case you pass the
contents of the brackets to the first routine.

It sounds complicated, but it's fairly easy, particularly if you've
got good string functions.

>I have consulted with a teacher at my school and he mentioned that the
>trick must lie with the way spreadsheet programs work. Say I were to
>enter a formula = A3 * A5 / ABS (SUM E2:E7), the spreadsheet program
>would work with that forumala with the values in the respective cells.
>This is VERY similar to what I have to do except I am lost and don't know
>how to do it!

Well yes, spreadsheets also have to have an expression evaluator of
course. But the difficult bits about writing a spreadsheet are storing
the data in an efficient way and doing natural order evaluation, neither
of which do you have to worry about.

2532. Re: 68030 > 68000 ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: Claus Brod <claus_brod@bbn.hp.com>
Message-ID: <31886750.1E8C@bbn.hp.com>
Source record: 9675

Jens Jansen wrote:
>
> hallo leute,
>
> zur abwechslung hier mal eine wirklich saubloede frage:
>
> worin (ausser im cache und den schnelleren div(u,s) und mul(u,s)-befehlen) liegt
> eigentlich die verbesserung des 68030 (der ja bekanntlich im Falcon 030 zu
> finden ist) gegenueber dem 68000.
>
> ich hab null unterlagen ueber den 68030 prozessor und hab mir deshalb ein programm
> geschrieben, dass die taktzyklen pro befehl misst. auf dem 68000 misst es genau die in
> der literatur angegben werte, woraus ich folgere dass das prg korrekt arbeitet. dumm ist
> halt nur, dass so ziemlich saemtliche move-befehle mehr taktzyklen auf dem 030 brauchen
> als auf dem 68000.

Was *genau* hast Du da getestet? Wie *genau* hast Du die Zyklen gemessen?

Ich nehme an, dass Du den 68030 in einem Falcon getestet hast. Bedenke bitte,
dass im Falcon mehr Zyklen fuer Video abgehen als bei einem einfachen ST.

Generell hat der 68030 eine riesige Menge von Verbesserungen gegenueber einem
einfachen 68000:

- Beschleunigungen bei einigen Befehlen
- Neue Befehle
- eingebaute MMU (sehr wichtig!)
- eingebauter kleiner Cache
- kann hoeher getaktet werden
- ...

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---------http://hpbmdd28.bbn.hp.com/~clausb --
Explicit permission required for distribution in Microsoft Network.

2533. DSP and sound synthesis

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: thierry@ief-paris-sud.fr
Message-ID: <4ma9fv$q6q@upsn6.u-psud.fr>
Source record: 9676

Hello,

Is there somebody on this news group that attempted to generate sounds with the DSP ?

As a basic program, I would like to implement a sine wave generator as described in Motorola's Application notes:

http://www2.motorola-dsp.com/dsp/engineering/tech_doc/app_note.html
(Acrobat Format).

Thierry Rochebois

http://www.ief.u-psud.fr/~thierry/welcomef.html

2534. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: eric@skatter.USask.Ca
Message-ID: <4maquu$40j@tribune.usask.ca>
Source record: 9677
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc omm.programmati

mnb20@cam.ac.uk (Mark Baker) wrote:
>In article <DqrHw8.GsC.0.sheppard@torfree.net>,
> aq004@torfree.net (Steve Guidi) writes:
>
>>For example: if the formula is (R*S)/(R+S) where R and S are predefined
>>values, the comptuer will calculate that using the values and give a
>>solution.
>>
>>The problem I have encountered is that the USER has to define this
>>formula via an input/output routine. From my knowledge of datatypes,
>>there is no type that will allow the computer to simply use the input as
>>if it were a mathematical formula in the source code itself.
>
>No. In a compiled language, any expressions such as that in your source
>code are read at compile time and converted into an assembly language
>program to evaluate the expression. There is no expression parser in
>the output of the compiler, so no simple way to pass a user entered
>expression to it. You'll have to do the parsing yourself.
>
>What you need to do is to scan the line looking for terms to add up.
>Each term is then passed to a routine that scans through it looking
>for terms to multiply or divide, then each term of that is passed to
>a routine that scans through it looking for terms to raise to a power.
>Each of those terms is then either a number, or a function such as
>sin or cos, or an expression in brackets, in which case you pass the
>contents of the brackets to the first routine.
>
>It sounds complicated, but it's fairly easy, particularly if you've
>got good string functions.

And even easier if you use LEX and YACC (or better, the more modern FLEX and BISON) to do the lexical analysis and parsing. Setting up a simple expression interpreter using these tools is very easy. The YACC manual even used to come with a little example that did just that.

--
Eric Norum eric@skatter.usask.ca
Saskatchewan Accelerator Laboratory Phone: (306) 966-6308
University of Saskatchewan FAX: (306) 966-6058
Saskatoon, Canada. NeXTMail accepted.

2535. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: Douglas Joshua Behnke <behnkedj@cs.rose-hulman.edu>
Message-ID: <318906ED.41C67EA6@cs.rose-hulman.edu>
Source record: 9678
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc comm.programmati

Mark Baker wrote:
>
> In article <DqrHw8.GsC.0.sheppard@torfree.net>,
> aq004@torfree.net (Steve Guidi) writes:
>
> >For example: if the formula is (R*S)/(R+S) where R and S are predefined
> >values, the comptuer will calculate that using the values and give a
> >solution.
> >
> >The problem I have encountered is that the USER has to define this
> >formula via an input/output routine. From my knowledge of datatypes,
> >there is no type that will allow the computer to simply use the input as
> >if it were a mathematical formula in the source code itself.
>
> No. In a compiled language, any expressions such as that in your source
> code are read at compile time and converted into an assembly language
> program to evaluate the expression. There is no expression parser in
> the output of the compiler, so no simple way to pass a user entered
> expression to it. You'll have to do the parsing yourself.
>

You could always write the function out to a text file, wrapped in a suitable
function declaration like:

```
double userExpression()
{
return <insert_user_function_here>;
}
```

Then all you have to do is run the compiler, dynamically link the object file
your executable, and call the function. It might be tricky to get the variables
passed in correctly, though. They may need to be globals.

;-)

Cheers,
-Josh Behnke
behnkedj@cs.rose-hulman.edu

2536. Re: DSP and sound synthesis

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: noring@lysator.liu.se
Message-ID: <4mb4h3$jb@newsy.ifm.liu.se>
Source record: 9679

thierry@ief-paris-sud.fr (Thierry Rochebois) writes:

>Is there somebody on this news group that attempted to
>generate sounds with the DSP ?
>As a basic program, I would like to implement a sine wave
>generator as described in Motorola's Application notes:

I've not implemented the sine wave generator, but some
DSP sound effects programs and an MPEG2 Audio decoder.
(I've got a simple DVS sample replayer written in C and DSP56k
assembler on my home page: http://www.lysator.liu.se/~noring/DSP.html)
Hope this helps.

Fredrik Noring

2537. Program for MagiCMac????????

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: zan660@usa.pipeline.com
Message-ID: <4m95fl$1k3@news2.h1.usa.pipeline.com>
Source record: 9680

I would love to program for MagiCMac, but I can't find any info on it.
Anyone got any ideas? I would love to make a pplication which uses teh 040
FPU, AT&T DSP, 48khz audio, Video in.out, that many Macs have.
Thanks
Zan

2538. Old Atari Stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: squonk@nb.net
Message-ID: <361.6696T1057T1578@nb.net>
Source record: 9681

Went through some old stuff and found 3 Atari computers. I din't know if they are really worth anything, but I hate to throw them away. If anyone is interested in these, I will be happy to send them for the cost of shipping..

Atari 130 XE
Atari 800 XL
and the good ole' Atari 400 ... my first personal computer. *sigh*

Let me know.

squonk@nb.net

Thanks!

2539. Ole Atari stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: squonk@nb.net
Message-ID: <361.6696T1058T269@nb.net>
Source record: 9682

Went through some old stuff and found 3 Atari computers. I din't know if they are really worth anything, but I hate to throw them away. If anyone is interested in these, I will be happy to send them for the cost of shipping..

Atari 130 XE
Atari 800 XL
and the good ole' Atari 400 ... my first personal computer. *sigh*

Let me know.

squonk@nb.net

Thanks!

2540. CyberChat // CyberChat // CyberChat // CyberChat // CyberChat

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-02 00:00:00 UTC
From: Jyakobi@visinet.ca
Message-ID: <4mbc85$ol@kenya.visinet.ca>
Source record: 9683
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be

Tired experiencing untimely delays when chatting on the Internet? Is your curiosty getting the
better of you?

Here's your chance to do something about it!

No Keyboards, No Monitors, and No Modems!

Call CyberChat your telephone connection to people you meet on the net!

1 - 809 - 474 - 4437

Only long distance charges apply for this call. Must be 18 years of age or older.

This service brought to you by Top Communications.

Call CyberChat now!

2541. damaged UNIT.HLP file

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: pero@imola.jump.org
Message-ID: <1996May3.030350.1509@rcum>
Source record: 9684

Hi, i'm using Pure Pascal and i have a damaged UNIT.HLP file.

So anyone can please send me a copy of this file?

Thanx
Peter Caja
Peter.Caja@uni-mb.si

2542. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: doucet@ripolin.laas.fr
Message-ID: <4mcgt0$7sa@news.cict.fr>
Source record: 9685

```
In article s6a@btmpjg.god.bel.alcatel.be, barnhoorn@nlev00 () writes:
|
| In article <DqrHw8.GsC.0.sheppard@torfree.net>, aq004@torfree.net (Steve Guidi) writes:
| >
| >Please, please somebody help me with this... I am working on a school
| >project which basically asks a user to enter a mathematical formula and
| >then the program will give the solution to that formula.
| >
| >For example: if the formula is (R*S)/(R+S) where R and S are predefined
| >values, the comptuer will calculate that using the values and give a
| >solution.
| >
| Don't know anything about the way spreadsheets work, but your problem
| is easy to solve when you are going to use a recursive function.
| Scan from left to right - as soon as an opening bracket pops up,
| call your function recursively. I guess that is enough information
| for you to solve this tiny little problem.
| >
| >Email me ... aq004@torfree.net
| >
| >PS: I know they teach this stuff in University.. I'm still a highschool
| >student =)
| >
| yeah, sure. You don't need a university degree to solve your
| problem!!
|
| --
| ------------------------------------------------------------------------
| Jaco Barnhoorn barnie@xs4all.nl
| Software Test Engineer barnhoorn%nlev00@btmv56.se.bel.alcatel.be
| Alcatel Telecom Systems
| Rijswijk, The Netherlands
| ------------------------------------------------------------------------

Here's how I'd deal with the problem:
(rough solution!)

function EVAL_EXPR return FLOAT is
RESULT: FLOAT;
OPERATOR: CHARACTER;
begin
RESULT := EVAL_TERM;
while CURRENT_INPUT_CHAR='+' or CURRENT_INPUT_CHAR='-' loop
OPERATOR := CURRENT_INPUT_CHAR;
GET_NEXT_INPUT_CHAR;
```

```
if OPERATOR='+' then
RESULT := RESULT + EVAL_TERM;
else -- OPERATOR='-'
RESULT := RESULT - EVAL_TERM;
end if;
end loop;
return RESULT;
end EVAL_EXPR;

function EVAL_TERM return FLOAT is
RESULT: FLOAT;
OPERATOR: CHARACTER;
begin
RESULT := EVAL_FACTOR;
while CURRENT_INPUT_CHAR='*' or CURRENT_INPUT_CHAR='/' loop
OPERATOR := CURRENT_INPUT_CHAR;
GET_NEXT_INPUT_CHAR;
if OPERATOR='*' then
RESULT := RESULT * EVAL_FACTOR;
else -- OPERATOR='/'
RESULT := RESULT / EVAL_FACTOR;
end if;
end loop;
return RESULT;
end EVAL_TERM;

function EVAL_FACTOR return FLOAT is
begin
case CURRENT_INPUT_CHAR is
when 'A'..'Z' =>
RESULT := VALUE_OF (CURRENT_INPUT_CHAR);
-- adapt this one if variable names are more than 1 char long
GET_NEXT_INPUT_CHAR;
return RESULT;
when '(' =>
GET_NEXT_INPUT_CHAR;
RESULT := EVAL_EXPR;
if CURRENT_INPUT_CHAR /= ')' then
raise SYNTAX_ERROR;
else
GET_NEXT_INPUT_CHAR;
return RESULT;
end if;
when others =>
raise SYNTAX_ERROR;
end case;
end EVAL_FACTOR;

-- all the construction launched as above:
```

```
GET_NEXT_INPUT_CHAR; -- actually the 1st char of the expression
FINAL := EVAL_EXPR;

-- depending on how you get the input chars,
-- you'll see how to deal with the last expression char.

Good luck.
```


```
+----------------------------+----------------------------+
| Jean-Etienne DOUCET | LAAS - CNRS |
| doucet@laas.fr | Toulouse FRANCE |
+----------------------------+----------------------------+
| (sig en chantier, comme la flute de Mozart...) |
+------------------------------------------------------------+
```

2543. NOW AVAILABLE - Enhanced Joystick Ports FAQ

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: mbge4mdc@meehpa.ee.man.ac.uk
Message-ID: <4mclhl$q54@yama.mcc.ac.uk>
Source record: 9686

After many hours of research, soldering, re-learning C and tapping in test code, then realising it was getting too damned close to my exams for me to finish this, my Enhanced Joystick Ports FAQ is now available from my web pages.

I would urge anyone who is programming for the Falcon/STe (especially, but not exclusively games programmers) to grab a copy of this. Just use the URL in my .sig and click on anything looking vaguely like an Atari link (HINT - It's got a Fuji logo, and the word ATARI on it).

It would probably also be of interest to owners of STes, Falcons and Jags (for the latter, it even icludes plans for a Tempest 2000 compatible rotary controller!). Please pass it on to other owners, too - there are some minor restrictions to this, but they are just to stop anyone making lots of money out of my research and not giving me any!

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

2544. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: nathan@cco.caltech.edu
Message-ID: <4mdf8r$4ti@gap.cco.caltech.edu>
Source record: 9687
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc omm.programmati

In article <DqrHw8.GsC.0.sheppard@torfree.net>,
>Please, please somebody help me with this... I am working on a school
>project which basically asks a user to enter a mathematical formula and
>then the program will give the solution to that formula.

Read a computer science book, but don't expect us to do your homework
for you. Find a good book on recursive parsing-- the source code for that
sort of thing is a page of code at most.

Nathan Mates
--
<*> Nathan Mates http://www.ugcs.caltech.edu/~nathan/ <*>
And he said to them, "To you has been given the secret of the
Kingdom of God, but for those outside, everything comes in
parables" Mark 4:11, NRSV

2545. Re: 68030 > 68000 ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: jansen@informatik.tu-muenchen.de
Message-ID: <4mdjld$p14@sunsystem5.informatik.tu-muenchen.de>
Source record: 9688

>Was *genau* hast Du da getestet? Wie *genau* hast Du die Zyklen gemessen?

>Ich nehme an, dass Du den 68030 in einem Falcon getestet hast. Bedenke bitte,
>dass im Falcon mehr Zyklen fuer Video abgehen als bei einem einfachen ST.

erstmal: richtig ich habe das auf einem falcon getestet.

weiterhin glaube ich, dass ich es ziemlich genau getestet habe.
ich hab einfach den zu testenden befehl 1000000 (!) mal ausfuehren lassen und hab das ganze dann 10 mal geloopt. die zeit habe ich gestoppt und dann auf eine einmalige ausfuehrung des befehls zurueckgerechnet.
noch dazu habe ich das ganze bei 640*200 *2 farben gemacht wodurch der videospeicher kleiner ist als auf dem st !

>Generell hat der 68030 eine riesige Menge von Verbesserungen gegenueber einem
>einfachen 68000:
>
>- Beschleunigungen bei einigen Befehlen
>- Neue Befehle
>- eingebaute MMU (sehr wichtig!)
>- eingebauter kleiner Cache
>- kann hoeher getaktet werden
>-

welche befehle sind denn beschleunigt, wie schnell sind die ?
welche neuen befehle gibt es denn ???

--

_____The Keyboard-Cowboys
(____ __ _ __ __
_____) (|_ (|) |-) (-_
jansen@informatik.tu-muenchen.de |

2546. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-03 00:00:00 UTC
From: Johan R=?iso-8859-1?Q?=F6nnblom <JRo0605@ba.ssdn.skellefte.se>
Message-ID: <318A7221.18BA@ba.ssdn.skellefte.se>
Source record: 9689
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransk comm.programmati

> > >For example: if the formula is (R*S)/(R+S) where R and S are =

> > >predefined
> > >values, the comptuer will calculate that using the values and give a
> > >solution.
> > >
> > >The problem I have encountered is that the USER has to define this
> > >formula via an input/output routine. From my knowledge of datatypes,
> > >there is no type that will allow the computer to simply use the =

> > >input as
> > >if it were a mathematical formula in the source code itself.
> You could always write the function out to a text file, wrapped in a =

> suitable
> function declaration like:
> double userExpression()
> {
> return <insert_user_function_here>;
> }
> =

> Then all you have to do is run the compiler, dynamically link the =

> object file
> your executable, and call the function. It might be tricky to get the =

> variables
> passed in correctly, though. They may need to be globals.

That's an interesting idea.. but a bit clumsy to start the compiler just =

for that. Or else you could write it as a scriptfile(batchfile) like =

this:
eval <userinputstring>
then you could simply execute this file, and then use the returned value =

as the aswer. Note that <eval> is the Amiga command for this kind of =

operation, replace this with whatever appropriate for your system. Could =

be a problem with a Mac though.. it must be possible in some way.
/Johan R=F6nnblom, Team Amiga

2547. Re: MAlloc(-1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <831321442_OASIS_@swampdog.demon.co.uk>
Source record: 9690

In article <1996May2.073436.46385@yogi.urz.unibas.ch>
eglis@ubaclu.unibas.ch (Simon Egli) said:-

>Hello, maybe this question is trivial, so please forgive me to ask it
>here:

The question may be, the answer is definately not trivial!

>Recently I found out that GEMDOS.MAlloc(-1) does not return the free
>amount of memory but rather the largest free Block. Am I correct?

You are.

>And if so, how can I find out the amount of free memory?

It depends on what you mean? I'll assume you want to add up all the
free blocks - but remember they are separate. There is no way *your*
program can (reasonably) join them together to make a larger block.

The most portable way to do this is to use only the tools you are
guaranteed to be provided with - Malloc() and Free(). Something along
the lines of ...

```
/*
blkptr = some array of longs
blkheadsiz = size used by header
*/

n = 0
total = 0
blksize = Malloc(-1L)
WHILE (blksize NOT ZERO)
blkptr[n] = Malloc(blksize - blkheadsiz)
n = n + 1
total = total + blksize
blksize = Malloc(-1L)
ENDWHILE

WHILE (n NOT ZERO)
SUBTRACT 1 FROM n GIVING n /* aggh cobol! (n = n - 1) */
Mfree(blkptr[n])
ENDWHILE

PRINT total
```

This solution begs the question of how big the blkptr[] array should
be and how to obtain the value of blkheadsiz. For a generic solution
blkptr[] must be obtained dynamically which complicates things. For

portability across operating systems, you can make no assumptions
about the size of blkheadsiz so this must be calculated also.

Under a multitasking operating system the above code would have to be
run in supervisor mode to block task switching ...

```
ENTER SUPERVISOR MODE
total = TOTAL_MEMORY() /* ie the something like the above code */
LEAVE SUPERVISOR MODE
```

The OS can now task switch again. It leaves our process (A) and hands
control over to process B. Process B then Malloc()'s (or Mfree()'s)
some memory. Another task switch back to A ...

All we've achieved is to find how much free memory there was at the
time we checked - pretty useless except to provide a real time display
of memory. There is *no* other purpose for doing it.
If we can guarantee the code will run on known systems then it would
be a trivial matter to follow the OS free memory chain adding up the
sizes of the blocks.

The only way to obtain extra space whilst a program is running is to
try and Malloc() it and provide code to recover if the allocation
fails but note the following pitfall when attempting to allocate the
largest block ...

```
char*
biggest_block()
{long n =Malloc(-1L);
char *p =Malloc(n);

return p;
}

/*
* WRONG
* possible task switch between Malloc(-1L) and Malloc(n) above
*/

main()
{char *p =biggest_block();
}

/*
* CORRECT
* task switcher blocked.
*/

main()
{char *p =Supexec(biggest_block);
}
```

--

Guy Harrison

guy@swampdog.demon.co.uk

2548. Re: Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-05 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GEFOAIANUP@data.rhein-main.de>
Source record: 9542

In <3187E036.39DE@public.srce.hr> Jakov Pavic wrote:

>Hallo , I am Jakov (Jack) from Zagreb, Croatia . I have Falcon 030 ,
>but unfortunately left audio chanel is not OK. Please, if anybody know
>where I can send Falcon on service - close to Croatia, if it is
>possible, send me e-mail.

Service? I don't no. Send your Falcon to C-LAB/Germany..!?

Take this Archive: DOITF030.LZH oder DOITF03H.ZIP
(ASCII-Release) (HTML-Release)

Eine Zusammenstellung vieler Tips & Tricks rund
um die Hardware des ATARI FALCON F030.

DOITF030.HTM ist -= FreeWare =-
Version 4.0 vom 30.04.96

Only a collection of Tips&Tricks around the Atari Falcon F030

Tips u. Tricks Table of contents

- Epromkarten - Desktop Survival
- div.Schaltbilder /.JPG und .GIF - F030 Userliste
- diverses zu Romport - Mï¿½use und Adapter
- Steckerbelegungen - Zip-Drive
- Reparaturhilfen - Umbau Desktopper
- Towerumbau - Barracuda
- SCSI CD-Rom am Falcon - Beschleunigung selbstgemacht
- MidiCom Romport - Afterburner040
- DSP-Port - ï¿½ber den ScreenEye-Digitizer
- Atariplatten am Mac - Custom ICs
- interner Erweiterungsport - Fehlermeldungen
- VGA Monitoradapter - PowerSupply
- RGB-Konverter - Soundsubsystem <<<<<<<<<<
- NVRAM - F030 IDE
- FX-Karte - Memoryport
- ClockPatch - F030-Register
- Wizztronics ClockPatch - VGA-System

Got it from:

http://www.rhein-main.de/people/robert/homepage.htm
ftp.rhein-main.de/pub/incoming/doitf030.*

That item "Soundsubsystem" is exact what do you need to Fix your Problem.

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITFo3o =-
_____
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

2549. Help/Ideas wanted to DM type of game

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-05 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <318cc25c3dddb05@sci.fi>
Source record: 9691

Hi !

I'm programming, as a hobby, game engine which
is Captive/DM type, 3D perspective rpg (NOT DOOM like).
I'm programming it with GFA Basic 3.5E and Falcon. I might
change to HBASIC if I start using non ST screen modes
or If I want to compile it, because I have not get my GFA-
compiler(3.5) work correctly in my Falcon.
My mouse routine works now as it should, with
pageflipping too. Also I have done routine to check all
visible 3d parts of screen to be seen (and drawn too).

My problem is memory taken by pictures.
I have drawn picture for each possible walls/floors/roofs
in 3d vision. There is only 2 type of texturetypes to these
but they allready take 3 NEO screens.

Is it better to draw only one wallpicture (ex. 160X100)
for each types and calculate all others from that ?
Is it better to use packed pictureformats (which)?

I've thinked about changing resolution to
640X400 16C/256C RGB or 640X480 16C/256C VGA, because it looks
much better that way. So I have to change the format of
pictures too. Maybe its GIF type if I can get some info
of that format and learn how to act with it.

Any comments are welcome !

Miquel
--
\ /
,-- \,O,/
(Snail Mail: Veikko Vanamo, Lahtomaenkatu 3 B 38,)^(
) 33580 Tampere, Finland (v)
(InterNet E-Mail: miqco@sci.fi \|/
'---'-

2550. help with tc-pixel stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-06 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4mjuur$946@lucy.swin.edu.au>
Source record: 9543

Hi Everyone, it's me again. ;^)

After all the messing about with the different assembler syntaxes, I decided to go back to good ol' C to do the work, and then mess about with optimisations later.

Now, I think I nearly have it all down hat, except I'm unsure of how I should use the (void *) returned by Physbase(), and I'm not sure that I'm POKEing the color into the memory correctly with my PutPixel() rout.

If someone could modify this so that it works, and/or explain what I'm doing wrong, I'd be most appreciative.

Replies here appreciated, and e-mail really appreciated!

Also, if anyone's got some C routs for the Joystick / Joypad, I'd be most appreciative.

Many Thanks,

Karl.

P.S. Crap code follows.

```
--------------- 8< ----------------------

/*
Falcon 030 Video Mode Library.
Written using GNU C v2.5.8
(c) 1996, Karl Meyland.

---------------------------------
Tabs set to 3, Line length 74.
---------------------------------
*/

#include <stdio.h>
#include <vt52.h>
#include <stdlib.h>
#include <osbind.h>
#include <falcon.h>

typedef unsigned char uchar; /* 1 byte */
typedef unsigned short ushort; /* 2 bytes */
typedef unsigned int uint; /* 4 bytes */

#define TRUE 0
#define FALSE 1
```

```
int orig_mode; /* orignal video mode */
void *vid_base; /* pointer to the video */
uint x_width=0, y_height=0, x_max, y_max;

void beep( void )
{
printf("\07");
}

void init_video( uint v_mode )
{
if( v_mode & NUMCOLS != BPS16 )
{
printf(CLEAR_HOME);
beep();
printf("\n Library only supports 64k colors.");
printf("\n Hit [enter] to exit.");
getchar();
exit(-1);
}

else if( (mon_type() != M_COLOR) && (mon_type() != M_TELE) && (mon_type() != M_VGA) )
{
printf(CLEAR_HOME);
beep();
printf("\n Library only supports RGB, VGA or TV's.");
printf("\n Hit [enter] to exit.");
getchar();
exit(-1);
}

else if( (mon_type() == M_VGA) && (v_mode & OVERSCAN) )
{
printf(CLEAR_HOME);
beep();
printf("\n Overscan doesn't work on VGA.");
printf("\n hit [enter] to exit.");
getchar();
exit(-1);
}

else
{
x_width = 320;
y_height = 200;

if(v_mode & OVERSCAN)
{
x_width *= 1.2;
y_height *= 1.2;
}
```

```
x_max = x_width - 1;
y_max = y_height - 1;
}
orig_mode = Vsetmode( v_mode );
}

void PutPixel( int x, int y, uchar col )
{
int offset;
ushort *vid_mem = vid_base;

offset = (y*x_width+x)*2;

*(vid_mem + offset) = col;
}

void do_circle(int x, int y, int rad, uchar col)
{
int balance, xoff, yoff;
xoff = 0;
yoff = rad;
balance = -rad;
do{
PutPixel(x+xoff, y+yoff, col);
PutPixel(x-xoff, y+yoff, col);
PutPixel(x-xoff, y-yoff, col);
PutPixel(x+xoff, y-yoff, col);
PutPixel(x+yoff, y+xoff, col);
PutPixel(x-yoff, y+xoff, col);
PutPixel(x-yoff, y-xoff, col);
PutPixel(x+yoff, y-xoff, col);

if ((balance += xoff++ + xoff) >= 0)
balance -= --yoff + yoff;
} while (xoff <= yoff);
}

uint rgb2col( uchar red, uchar grn, uchar blu )
{
return( red*64*32 + grn*64 + blu );
}

void fill_screen( void )
{
uchar x, y;
uint col;

for( y=0; y<y_height; y++ )
{
for( x=0; x<x_width; x++ )
for( col=40000; col<x_width; col++ )
PutPixel( x, y, col );
}
}
```

```
void meth1( void )
{
init_video( BPS16 );

vid_base = Physbase();

fill_screen();

Vsetmode( orig_mode );
}

void meth2( void )
{
void *old_screen;
uint old_mode;
void *screen_mem;

screen_mem = malloc(320*200*2);
old_screen = Physbase();
old_mode = Vsetmode(-1);
Setscreen(screen_mem,screen_mem,3,BPS16);

vid_base = Physbase();

fill_screen();

Setscreen(old_screen,old_screen,3,old_mode);
}

void main( void )
{
fflush(stdin);
printf("\npress a key to begin:");
Crawcin();
/* meth1(); */
meth2();
}

--------------- 8< -----------------
```

Karl Meyland, 9227466@bud.cc.swin.edu.au

2551. GFA BASIC for MAC

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-06 00:00:00 UTC
From: zeppelin.4@servicom.es
Message-ID: <zeppelin.4-0605961305270001@0.0.0.0>
Source record: 9544

Does any one know about GFA BASIC for Mac?

2552. Re: MAlloc(-1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-06 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Dqzw2o.8I6@cix.compulink.co.uk>
Source record: 9545

>Recently I found out that GEMDOS.MAlloc(-1) does not return the free amount
>of memory but rather the largest free Block. Am I correct?
Yes.

>And if so, how can I find out the amount of free memory?
Do a series of Malloc(-1) until there is no memory left. The routines below
get largest available blocks of ST RAM, TT RAM as well as total memory:

```
unsigned long free_STmem, lblockST, lblockTT, free_TTmem;

free_STmem = GetFreeSTMem(); /* get free ST memory using Malloc(-1) */
free_TTmem = (rom_ver >= 0x200) ? GetFreeTTMem() : 0;
/* get free TT memory using Mxalloc(-1) */

unsigned long GetFreeSTMem(void) /* calculate free ST TPA memory */
{
char *p[20];
long *mem = NULL;
char x = 0;
short first = 0;

free_STmem = lblockST = 0;
if (rom_ver >= 0x200) /* ROM version >= TOS 2.00 */
{
do /* make sure that get ST RAM only */
{
if (mem = Mxalloc(-1L, 0)); /* return largest block */
{
p[x++] = Mxalloc((size_t)mem, 0); /* Mxalloc it out of the way */
free_STmem += (unsigned long)mem; /* add to total and do again */
if (first == 0)
{
lblockST = free_STmem; /* largest free block global */
first = 1;
}
}
} while (mem != NULL); /* until no more blocks left */
}
else
{
do /* get ST RAM if Mxalloc not available */
{
if (mem = Malloc(-1)); /* return largest block */
{
p[x++] = Malloc((size_t)mem); /* Malloc it out of the way */
free_STmem += (unsigned long)mem; /* add to total and do again */
```

```
if (first == 0)
{
lblockST = free_STmem; /* largest free block global */
first = 1;
}
}
} while (mem != NULL); /* until no more blocks left */
}

while (x != 0) /* free the memory blocks */
{
Mfree(p[--x]);
};
return (free_STmem); /* return total */
}

unsigned long GetFreeTTMem(void) /* calculate free TT TPA memory */
{
char *p[20];
long *mem = NULL;
char x = 0;
short first = 0;

free_TTmem = lblockTT = 0;
mem = Mxalloc(16, 1); /* TT RAM is available? */
if (mem == NULL)
{
altram_avail = 0;
return (free_TTmem); /* return total which = 0 */
}
else
{
altram_avail = 1;
Mfree(mem);
mem = NULL;
do
{
if (mem = Mxalloc(-1L, 1)); /* return largest block */
{
p[x++] = Mxalloc((size_t)mem, 1); /* Malloc it out of the way */
free_TTmem += (unsigned long)mem; /* add to total and do again */
if (first == 0)
{
lblockTT = free_TTmem; /* largest free block global */
first = 1;
}
}
} while (mem != NULL); /* until no more blocks left */

while (x != 0) /* free the memory blocks */
{
```

```
Mfree(p[--x]);
};
}
return (free_TTmem); /* return total */
}
```

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2553. Re: Need Help!! Tricky problem involving user input!

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-06 00:00:00 UTC
From: mikew50@aol.com
Message-ID: <4mlt6g$378@newsbf02.news.aol.com>
Source record: 9546
Cross-posted to: alt.lang,alt.alt.lang.*,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.*,comp.sys.next.programmer,de.comp.lang.*,fjnet.programming,fj.sys.mac.programming,maus.lang.*,fransc omm.programmati

In article <4mdf8r$4ti@gap.cco.caltech.edu>, nathan@cco.caltech.edu
(Nathan Mates) writes:

> Find a good book on recursive parsing-- the source code for that
> sort of thing is a page of code at most.

Having written several programs like this, about all I can say, Nathan, is
your pages are too long. :)

One good book on parsing and recursive descent expression evaluation is
"Algorithms + Data Structures = Programs," Niklaus Wirth. It has two
advantages for you: It's probably in your local university library, and
it's written in Pascal. Since your using Pascal, that could help a lot!

Mike Westerfield

2554. Drag&Drop protocol wanted

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-06 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <831490100_OASIS_@bright.net>
Source record: 9547

Anyone know where I can find some info on the drag&drop protocol?

Some 'C' sources would be helpful. =)

It's for a friend with no net access, he has the Compendium but can't
seem to get it working from what the book says.

--

```
+--------------------------------------------------------------------+
| Atari Computer User: Lonny Pursell E-Mail: lpursell@bright.net |
|--------------------------------------------------------------------|
| If you understand or if you don't, If you believe or if you doubt, |
| There's a universal justice, And the eyes of truth, |
| Are always watching you. ENIGMA 2 - The CROSS Of Changes |
+--------------------------------------------------------------------+
```

2555. Re: help with tc-pixel stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <831525776_OASIS_@swampdog.demon.co.uk>
Source record: 9548

In article <4mjuur$946@lucy.swin.edu.au>
922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) said:-

>Now, I think I nearly have it all down hat, except I'm unsure of
>how I should use the (void *) returned by Physbase(), and I'm not
>sure that I'm POKEing the color into the memory correctly with my
>PutPixel() rout.

```
main()
{char *p =Physbase(), /* ie any 32 bit declaration */
*l =Logbase();

printf("Physical screen starts at 6\n",p);
printf("Logical screen starts at 6\n",l);
}
```

The whys and wherefors of writing directly to screen memory are best
decided by you but I would have thought you would be better off
writing to the logical screen. By default, it points to the physical
screen anyway but would make future enhancements easier?

--

Guy Harrison

guy@swampdog.demon.co.uk

2556. Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <318F5BA1.23C5@rd.eng.bbc.co.uk>
Source record: 9549

Hello all,
I want to be able to change my Falcon's screen resolution at
bootup. I am using the function Setscreen (VsetScreen in Lattice C for
the four variable version) and passing the pointer to the physical and
logical screens plus other parameters. It seems to work if I run it after
NVDI but not if run before or without NVDI. Any ideas?

-David White

//standard disclaimer

2557. Re: questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4mnhh3$q77@m1.cs.man.ac.uk>
Source record: 9550

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:
>I'm writting an ST emulator and have a few questions on the 68000.
>
>Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?

nope, lea (An),An moves the address pointed to by An into An.

>I know that LEA d16(An),An just copies the address An+d16 into An..

>Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Um, dont think so... could check though...

>Also, does a bus error occur when you only write to the first 2k of
>memory, or does it also occure when you read there too in user mode.

It does also occur on a user-mode read, IIRC.

>I'm asking these questions as i don't have an ST with me at the moment.

Yea, guessed so....

Anthony

--
------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+------------------------------

2558. 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: S94 <gearyp@cs.man.ac.uk>
Message-ID: <318F389A.41C67EA6@cs.man.ac.uk>
Source record: 9551

I'm writting an ST emulator and have a few questions on the 68000.

Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
I know that LEA d16(An),An just copies the address An+d16 into An..

Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Also, does a bus error occur when you only write to the first 2k of
memory, or does it also occure when you read there too in user mode.

I'm asking these questions as i don't have an ST with me at the moment.

Thanks.

2559. audiotracker

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: 101501.3216@compuserve.com
Message-ID: <4mnnnj$ru@hil-news-svc-3.compuserve.com>
Source record: 9552

I'm having troubles using audiotracker from soundopool
on my c-lab falcon 030 (4mb internal, 45 mb hd int., 850 mb scsi, sp-dif)
the systems crashes randomly when i'm recording.

can anybody help?

2560. audiotracker

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-07 00:00:00 UTC
From: 101501.3216@compuserve.com
Message-ID: <4mnno0$ru@hil-news-svc-3.compuserve.com>
Source record: 9553

I'm having troubles using audiotracker from soundopool
on my c-lab falcon 030 (4mb internal, 45 mb hd int., 850 mb scsi, sp-dif)
the systems crashes randomly when i'm recording.

can anybody help?

2561. How to switch off mouse cursor?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: 922746@bud.swin.edu.au
Message-ID: <4mp01o$6p7@lucy.swin.edu.au>
Source record: 9554

Hullo Again ;^)

Can anyone tell me how to turn the mouse cursor on/off? I seem to remember
a long time ago that it involved messing about with a variable
at $4004 or something like that?

C code would be nice, or a pointer to a gnu header ...

Many thanks,

Karl.

2562. Re: 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996May8.072013.46431@yogi.urz.unibas.ch>
Source record: 9555

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:
> I'm writting an ST emulator and have a few questions on the 68000.
>
> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
> I know that LEA d16(An),An just copies the address An+d16 into An..

I think so, but maybe the effect on the conditions codes is different.

>
> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

adda.w / suba.w do sign extensions on the source operand.

>
> Also, does a bus error occur when you only write to the first 2k of
> memory, or does it also occure when you read there too in user mode.

I've tested this recently on my ST (only reading).
Reading from the first 2k is invalid.

>
> I'm asking these questions as i don't have an ST with me at the moment.
>
> Thanks.

2563. Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <319054FE.FCD@stud.rma.ac.be>
Source record: 9556

hello,

I'm just a beginner, and tried to program in Lattice C. Simple C
programs that do not use GEM are no problem, but programming a window,
or connecting a rsc-file to a program written in C is something else.
Can somebody help me with this?

Greetings Saka

2564. Re: How to switch off mouse cursor?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyz68a7bceq.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9557

In article <4mp01o$6p7@lucy.swin.edu.au>, 922746@bud.swin.edu.au (Karl Nicholaas Henry Meyland) writes:

|> Hullo Again ;^)
|> Can anyone tell me how to turn the mouse cursor on/off?

graf_mouse(M_ON,0) and graf_mouse(M_OFF,0)
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2565. Re: 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyz7munbch1.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9558

In article <318F389A.41C67EA6@cs.man.ac.uk>, S94 <gearyp@cs.man.ac.uk> writes:

|> I'm writting an ST emulator and have a few questions on the 68000.
|> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?

Yes, both are nop's, without any change to the condition codes.

|> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

Yes, the lower 16 bits of Dn are sign-extended to 32 bits before
adding them to the 32 bits of An. But LEA (An,Dn.w),An is faster.

|> Also, does a bus error occur when you only write to the first 2k of
|> memory, or does it also occure when you read there too in user mode.

Both reading and writing.

Andreas.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2566. Re: 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4mqj7i$g52@news.nevada.edu>
Source record: 9559

S94 (gearyp@cs.man.ac.uk) wrote:
: Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
: I know that LEA d16(An),An just copies the address An+d16 into An..

I think that it is the same as MOVE, as far as the result is concerned.

:
: Also does ADD.W Dn,An etc. effect the top 16bits in An..?
'An' is always treated as a 32bit value when written to. So in your example,
ADD will add a 16bit Dn value to a 32bit An value.

:
: Also, does a bus error occur when you only write to the first 2k of
: memory, or does it also occure when you read there too in user mode.

When you read or write.

:
: I'm asking these questions as i don't have an ST with me at the moment.
:
: Thanks.

2567. URGENT: Require articles for STOSSER disczine

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <4mr2rv$pnv@neon.airtime.co.uk>
Source record: 9560

The STOS users' magazine desperately requires contributions in the shape of articles, letters, messages, suggestions, programs, etc. in order to survive. The editor, Deano, has informed me that he has very few articles for the next issue of STOSSER, let alone the long term future of the long running disczine.

Any contribution will be warmly received and DOES NOT NEED to be STOS-related. Any Atari article is welcome. Note, there is no payment made, the magazine is non-profitmaking and is avilable as PD. Your views and news, contributions and source code, etc can be sent to me:

sinbad@airtime.co.uk

and I will pass them on to an eager Deano. Come on, put something back into the Atari scene!

Thanks in advance for any contribution made.

To find out more about STOSSER check the WWW page at:

http://www.airtime.co.uk/users/stosser/

or visit my homepage at

http://www.airtime.co.uk/users/sinbad/

2568. Re: 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: setup@swampdog.demon.co.uk
Message-ID: <831614502_OASIS_@swampdog.demon.co.uk>
Source record: 9561

In article <318F389A.41C67EA6@cs.man.ac.uk>
S94 <gearyp@cs.man.ac.uk> said:-

>I'm writting an ST emulator and have a few questions on the 68000.

>Also, does a bus error occur when you only write to the first 2k of
>memory, or does it also occure when you read there too in user mode.

Any access to "supervisor" space whilst in "user" mode is trapped by
the MMU. Supervisor space also exists over the i/o area (offhand -
$ff8800 up?).

--

Guy Harrison

guy@swampdog.demon.co.uk

2569. Re: MAlloc(-1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-08 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <Dr3MJF.G4@zumdick.rhein-main.de>
Source record: 9562

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <1996May2.073436.46385@yogi.urz.unibas.ch>
: eglis@ubaclu.unibas.ch (Simon Egli) said:-

: >And if so, how can I find out the amount of free memory?
I think you'll save yourself some headaches, if you confine yourself
to finding out when and if you have not enough free memory...

: It depends on what you mean? I'll assume you want to add up all the
: free blocks - but remember they are separate. There is no way *your*
: program can (reasonably) join them together to make a larger block.

: The most portable way to do this is to use only the tools you are
: guaranteed to be provided with - Malloc() and Free(). Something along
: the lines of ...
I dunno what you mean by "portable", since Malloc and Free you usually
don't use for portability but rather malloc and free (lower case).
In application programs thats usually better anyway, because each Malloc
takes up a snippet of GEMDOS poolmemory, which AFAIK is pretty limited
(you extend it with FOLDR100.PRG) at least in older TOS versions.
And its really portable.
There is no malloc(-1L) or somesuch to discover how much free memory is
available on the other hand.

: All we've achieved is to find how much free memory there was at the
: time we checked - pretty useless except to provide a real time display
: of memory. There is *no* other purpose for doing it.
Hmm, thats a strong statement I wouldn't put my name under.

Nat!
--

Bang that bit that doesn't bang!

2570. Re: MAlloc(-1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <831708598_OASIS_@swampdog.demon.co.uk>
Source record: 9563

In article <Dr3MJF.G4@zumdick.rhein-main.de>
nat@zumdick.rhein-main.de (Nat!) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: In article <1996May2.073436.46385@yogi.urz.unibas.ch>
>: eglis@ubaclu.unibas.ch (Simon Egli) said:-
>
>: >And if so, how can I find out the amount of free memory?
>I think you'll save yourself some headaches, if you confine yourself
>to finding out when and if you have not enough free memory...

Very true.

>: It depends on what you mean? I'll assume you want to add up all the
>: free blocks - but remember they are separate. There is no way *your*
>: program can (reasonably) join them together to make a larger block.
>
>: The most portable way to do this is to use only the tools you are
>: guaranteed to be provided with - Malloc() and Free(). Something along
>: the lines of ...
>I dunno what you mean by "portable", since Malloc and Free you usually
>don't use for portability but rather malloc and free (lower case).

Portable in the sense they are documented system calls as opposed to
hacking into the system.

>In application programs thats usually better anyway, because each Malloc
>takes up a snippet of GEMDOS poolmemory, which AFAIK is pretty limited
>(you extend it with FOLDR100.PRG) at least in older TOS versions.

The MWC arena grabs something like 16Kb blocks and doles it out itself
to offset the TOS memory bug. Like you imply, this makes Malloc(-1L)
effectively useless as well.

>And its really portable.
>There is no malloc(-1L) or somesuch to discover how much free memory is
>available on the other hand.

It wouldn't be possible to provide a standard malloc(-1) because that
would imply the operating system is capable of "locking" the memory
management system between the n=malloc(-1) and malloc(n) calls. If the
OS could not do this then it would render the malloc(-1) useless in
the same way as Malloc(-1L) nearly is for user purposes.

>: All we've achieved is to find how much free memory there was at the
>: time we checked - pretty useless except to provide a real time display
>: of memory. There is *no* other purpose for doing it.

>Hmm, thats a strong statement I wouldn't put my name under.

I think I went a little over the top there, yes. In fact I have written a MagiC program which uses Malloc(-1L) for the sole purposes of grabbing all *but* a specified amount of memory. I use it in parallel with test programs to ensure they do not fail when memory is suddenly in short supply or non existent.

--

Guy Harrison

guy@swampdog.demon.co.uk

2571. Re: 68000 questions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4ms67b$aog@inca01.inca.co.nz>
Source record: 9564

S94 (gearyp@cs.man.ac.uk) wrote:
> I'm writting an ST emulator and have a few questions on the 68000.

> Does anybody know what LEA (An),An do ?? is it the same as MOVE.l An,An?
> I know that LEA d16(An),An just copies the address An+d16 into An..

"d16" gets sign extended to 32 bits, and then added to An.

> Also does ADD.W Dn,An etc. effect the top 16bits in An..?

The value in Dn is sign extended from 16- to 32-bits, and then added to
the 32-bits of An.

> Also, does a bus error occur when you only write to the first 2k of
> memory, or does it also occure when you read there too in user mode.

Both reads and writes are affected. But this is controlled by thr Atari
MMU chip, not the "in CPU" MMU in '030+ processrs

> I'm asking these questions as i don't have an ST with me at the moment.

> Thanks.

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can
argue... in an intelligent manner"

2572. Re: Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-09 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4msjn4$khh@infa.central.susx.ac.uk>
Source record: 9565

David White (david.white@rd.eng.bbc.co.uk) wrote:
: Hello all,
: I want to be able to change my Falcon's screen resolution at
: bootup. I am using the function Setscreen (VsetScreen in Lattice C for
: the four variable version) and passing the pointer to the physical and
: logical screens plus other parameters. It seems to work if I run it after
: NVDI but not if run before or without NVDI. Any ideas?

:-) I have written one of these as well - damned usefull when your machine boots up in bloody low res on a VGA monitor...

I have mine working fully - it's about 3rd in my AUTO folder (a program to turn the speaker off, then FPATCH or something like that before it). It definitely works without NVDI coz I haven't got NVDI.

You say you are passing the pointers to the logical and physical screens? I don't think you want to do that - just pass -1.L for those and let the OS sort it all out (it will reallocate the screen to be the correct size for the resolution you want and reinitialise the VDI).

I'll fish out my source code later on, so if you have any more problems, just let me know.

Cheers,

James Cox <jamesco@cogs.susx.ac.uk>
--

2573. Re: Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-09 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4mt440$467@m1.cs.man.ac.uk>
Source record: 9566

In article <4msjn4$khh@infa.central.susx.ac.uk>, jamesco@cogs.susx.ac.uk (James Cox)
writes:
>:-) I have written one of these as well - damned usefull when your machine
>boots up in bloody low res on a VGA monitor...

Hmm.. why not just change the video mode setting in your NVRam?

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2574. Re: Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-09 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <831760074_OASIS_@mbedford.demon.co.uk>
Source record: 9567

In article <4mt440$467@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
>Hmm.. why not just change the video mode setting in your NVRam?
>
>Anthony
>
How do you do that?

--

---
mike@mbedford.demon.co.uk

2575. GFA Basic crashes unexpectedly

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-10 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <319306B6.41C67EA6@kub.nl>
Source record: 9568

Hello all,

Recently I bought a GFA Basic version 3.6 (TT compatible).
Now I have had the unpleasant experience that the interpreter crashed
several times, with two bombs. there is no prior warning, nor does it
seem to occur at any specific point in the programs I'm trying to run.

Anyone had this same experience and knows what causes it ?

--

Leen Kievit L.A.Kievit@kub.nl

2576. FileSys library

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-10 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <319355B0.10AF@rd.eng.bbc.co.uk>
Source record: 9569

I'm trying to compile XaAES beta 5 using Lattice c5.6. It seem sto go
well, then runs into a problem because it can't find filesys.h. Is this a
MiNT library?

-David White
--
//
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//

2577. Looking for GEM-library

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-11 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <4n1pkp$n4m@due.unit.no>
Source record: 9570

I'm looking for a good GEM-library with english docs. Are there any english versions of E-Gem or SysGem? I have both and they look good, but reading the german docs takes *forever*...

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

2578. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-11 00:00:00 UTC
From: matthew@peckham.compulink.co.uk
Message-ID: <ADBA38F3966827DC@peckham.compulink.co.uk>
Source record: 9571

In article <319054FE.FCD@stud.rma.ac.be>,
Karl Samyn <saka@stud.rma.ac.be> wrote:

>hello,
>
>I'm just a beginner, and tried to program in Lattice C. Simple C
>programs that do not use GEM are no problem, but programming a window,
>or connecting a rsc-file to a program written in C is something else.
>Can somebody help me with this?
>
>Greetings Saka

You should be able to find some source code examples around. Sometimes people include the source code with their PD offerings, otherwise there are a few books that show how to use Gem more or less properly.

But chopping and changing someone elses code is a reasonable way to start.

I based the design of my font editor Fonty on the examples in Compute!'s ST Application Guide Programming in C, which is full of errors and ommissions, including being aimed at a compiler called Alycon C that I have never come across, but gave me a framework to build a proper fully functioning desirable program with. The breaking the different Gem tasks into different modules made the whole design of the program easy to maintain and adapt.

Tim Oren's Gem Class is available on most ST PD libraries and is not too bad.

Matthew

Matthew Carey
http://www.compulink.co.uk/~peckham/

2579. Re: GFA Basic crashes unexpectedly

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-11 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <831921628_OASIS_@bright.net>
Source record: 9572

I have that version of GFA-Basic (3.6 TT) and one thing you do _not_ want to do is set the fast load bit to on. The interpreter does not like that. I also had problems with it when ExtenDOS was loaded and that is easily solved by not booting up the ExtenDOS. Newer versions of ExtenDOS may not cause this.

Hope this helps...

--

+---+
Atari Computer User: Lonny Pursell E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

2580. Re: Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-13 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <3196F242.EBA@rd.eng.bbc.co.uk>
Source record: 9573

mike@mbedford.demon.co.uk wrote:
>
> In article <4mt440$467@m1.cs.man.ac.uk>
> jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
> >Hmm.. why not just change the video mode setting in your NVRam?
> >
> >Anthony
> >
> How do you do that?

Isn't that a little ... permanent? I just want to write a little auto folder program that can set the screen resolution properly prior to running (for instance) a shell program. the default resolution with a VGA monitor isn't suitable.

-David White
--
//
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//

2581. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-13 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4n6vpu$lo1@studs.sci.kun.nl>
Source record: 9574

In <831682428_OASIS_@swampdog.demon.co.uk> test@swampdog.demon.co.uk (Guy Harrison) writes:

> In article <319054FE.FCD@stud.rma.ac.be>
> Karl Samyn <saka@stud.rma.ac.be> said:-

>>I'm just a beginner, and tried to program in Lattice C. Simple C
>>programs that do not use GEM are no problem, but programming a window,
>>or connecting a rsc-file to a program written in C is something else.

>Second, I'd forget about windows to start with. Get to grips with
>designing and manipulating dialogue boxes and other resource objects.
>Once you are happy handling them then move onto windows which are a
>whole different ball game.

Hmmm. In my experience, windows are the easy part of GEM programming and dialogs come next. Programming a simple frame to handle window events will teach you the basics of event-based programming, then adding a menu looks like the next step, as this already involves creating a RSC file. Designing a menu with an RCS is quite simple, dialogs is a step further IMHO.

In any case, get `Profesional GEM' by Tim Oren. It's a public domain TeX book about GEM programming, and though a bit outdated by the advent of modern callback libraries and new options in the newer AESes, it's still a good start.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2582. Re: Changing Falcon screen resolutions

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-13 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4n7cku$fgb@m1.cs.man.ac.uk>
Source record: 9575

In article <831760074_OASIS_@mbedford.demon.co.uk>, mike@mbedford.demon.co.uk () writes:
> In article <4mt440$467@m1.cs.man.ac.uk>
> jacquesa@cs.man.ac.uk (Anthony Jacques) said:-
>>Hmm.. why not just change the video mode setting in your NVRam?

>How do you do that?

There are a number of little programs that allow you to set your NV-Ram.
eg. Bootconf (I think this is the one that I used...)

ftp://ftp.cnam.fr/pub/Atari/Falcon/Utilities/btcnf120.zip

You can say whether you want double-line on/off, number of columns, and
the number of colours, of the initial resolution.

Dont touch the HD stuff, unless you know what you are doing...

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2583. Re: GFA Basic crashes unexpectedly

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-13 00:00:00 UTC
From: curis@jonque.ens.fr
Message-ID: <4n7g72$6t@nef.ens.fr>
Source record: 9576

In article <319306B6.41C67EA6@kub.nl>, Leen Kievit <L.A.Kievit@kub.nl> wrote:
>Hello all,
>
>Recently I bought a GFA Basic version 3.6 (TT compatible).
>Now I have had the unpleasant experience that the interpreter crashed
>several times, with two bombs. there is no prior warning, nor does it
>seem to occur at any specific point in the programs I'm trying to run.
>
>Anyone had this same experience and knows what causes it ?
>

Not for 2 bombs, but sometimes (with v 3.5) it crashes - writes whatever he wants but not what i say - with long programs & many unused variables. May be the same thing?
I'm not using it for long programs since that, and i've no more problems (on a Falcon30)
Hope it helps,

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

2584. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <832090112_OASIS_@swampdog.demon.co.uk>
Source record: 9577

In article <4n6vpu$lo1@studs.sci.kun.nl>
sanders@sci.kun.nl (Sander Stoks) said:-

>In <831682428_OASIS_@swampdog.demon.co.uk> test@swampdog.demon.co.uk (Guy Harrison)
writes:
>
>> In article <319054FE.FCD@stud.rma.ac.be>
>> Karl Samyn <saka@stud.rma.ac.be> said:-
>
>>>I'm just a beginner, and tried to program in Lattice C. Simple C
>>>programs that do not use GEM are no problem, but programming a window,
>>>or connecting a rsc-file to a program written in C is something else.
>
>>Second, I'd forget about windows to start with. Get to grips with
>>designing and manipulating dialogue boxes and other resource objects.
>>Once you are happy handling them then move onto windows which are a
>>whole different ball game.
>
>Hmmm. In my experience, windows are the easy part of GEM programming
>and dialogs come next. Programming a simple frame to handle window
>events will teach you the basics of event-based programming, then
>adding a menu looks like the next step, as this already involves
>creating a RSC file. Designing a menu with an RCS is quite simple,
>dialogs is a step further IMHO.

hehe, we're proabably going to end up having to agree to differ on
this one 'cos your reason for starting with windows is my reason for
not doing so, namely events! :-)

Anything asynchronous is a nightmare to debug. Couple this with the
modern trend of putting dialogues into windows (and thus a form_do()
replacement) then a thorough understanding of the object tree is a
must.

>In any case, get `Profesional GEM' by Tim Oren. It's a public domain
>TeX book about GEM programming, and though a bit outdated by the advent
>of modern callback libraries and new options in the newer AESes, it's
>still a good start.

Very true.

--

Guy Harrison

guy@swampdog.demon.co.uk

2585. GCC questions...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4n9ou3$8gj@m1.cs.man.ac.uk>
Source record: 9578

Hi, I'm trying to write a fairly large program in GCC, and could do
with some answers to these questions... My GCC version is 2.6.? IIRC
and runs under MiNT/MultiTOS on my 4mb Falcon.

1) is it possible with GCC to have part of the code using an FPU
(on TT/Falcon), while another part uses software emulation?
2) How do you use inline assembler?
I have a short (20/30 lines) assembler routine which I want to
use, but cannot get it to use it.
3) Has anyone compiled EGEM for GCC?

Cheers

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2586. Re: GCC questions...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-14 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1405961247130001@47.85.0.99>
Source record: 9579

In article <4n9ou3$8gj@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:

> Hi, I'm trying to write a fairly large program in GCC, and could do
> with some answers to these questions... My GCC version is 2.6.? IIRC
> and runs under MiNT/MultiTOS on my 4mb Falcon.
>
> 1) is it possible with GCC to have part of the code using an FPU
> (on TT/Falcon), while another part uses software emulation?
> 2) How do you use inline assembler?
> I have a short (20/30 lines) assembler routine which I want to
> use, but cannot get it to use it.
> 3) Has anyone compiled EGEM for GCC?

Yes on 3, but I have not tested it fully.
Used an STFM (4 Mbyte) & GCC 2.5.8

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

2587. Help w/ BC-FORTRAN77

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-15 00:00:00 UTC
From: rob@nbnet.nb.ca
Message-ID: <832212538_OASIS_@nbnet.nb.ca>
Source record: 9580

Hi,

I'm trying to do some FORTRAN programming and find that source that happily compiles on WATFOR causes all sorts of syntax error reports when I try and compile it using BC-FORTRAN77. Things like "IMPLICIT NONE" don't seem to be recognized and generate an error. Maybe I'm missing something in the setup of BC-FORTRAN but I can't imagine what?

Does anyone have any experience successfully using BC-FORTRAN compiler 1.3c by Andre Kostli. Does it use a different standard than WATFOR or have some differences in syntax? Does anyone know of another FORTRAN for the ATARI, pd or commercial that might work better.

I'm not slamming BC-FOR at all and really appreciate the efforts of all involved in its' distribution but I'm really currious as to why I'm having problems compiling stuff on it, which don't occur with WATCOM.

Any help on this would be appreciated.

Thank's
Rob

--

2588. evnt_multi to get left & right button clicks- How?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-15 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GEPUFAUSUp@tos.ak.planet.gen.nz>
Source record: 9581

I have been trying, with no luck, to use evnt_multi for getting clicks
from either the left or the right button.

I want evnt_multi to return when the user clicks the left button, or when
the user clicks the right button, or when the user clicks both buttons.

I followed the method described in the compendium, but this did not seem
to work. Also, the compendium does not explain what value to pass
for state, it merely says that you must OR a value of 0x100 with the mask
parameter, making the mask parameter 0x103.

I tried a number of values for state, including 0x01, 0x02, 0x03 and all
of the above ORed with 0x100. These all worked in different ways, but
none of them had the desired effect. It would either respond to only the
left button, or only the right button, or in some cases none at all!

I am interested to hear from anyone who has got this working - explain
what you did.

I am using AES 4 with MiNT 1.12.

Thanks for any suggestions.

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

2589. Re: evnt_multi to get left & right button clicks- How?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-15 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4ncjk6$f1f@lyra.csx.cam.ac.uk>
Source record: 9582

In article <GEPUFAUSUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
>I have been trying, with no luck, to use evnt_multi for getting clicks
>from either the left or the right button.
>
>I want evnt_multi to return when the user clicks the left button, or when
>the user clicks the right button, or when the user clicks both buttons.
>
>I followed the method described in the compendium, but this did not seem
>to work. Also, the compendium does not explain what value to pass
>for state, it merely says that you must OR a value of 0x100 with the mask
>parameter, making the mask parameter 0x103.

What the 0x100 means is to negate the state requirement.

If you are waiting for either key, you are waiting for the state to
be anything other than zero, so it's 0x00 you want.

The explanation in the compendium was dreadfully unclear, even worse than
the Genie posting by someone in atari developer support that I assume it
was based on.

2590. Re: evnt_multi to get left & right button clicks- How?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-15 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4ncm3i$bmt@tempo.univ-lyon1.fr>
Source record: 9583

mnb20@cam.ac.uk (Mark Baker) wrote:

>In article <GEPUFAUSUp@tos.ak.planet.gen.nz>,
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
>>I have been trying, with no luck, to use evnt_multi for getting clicks
>>from either the left or the right button.
>>
>>I want evnt_multi to return when the user clicks the left button, or when
>>the user clicks the right button, or when the user clicks both buttons.
>>
>>I followed the method described in the compendium, but this did not seem
>>to work. Also, the compendium does not explain what value to pass
>>for state, it merely says that you must OR a value of 0x100 with the mask
>>parameter, making the mask parameter 0x103.

>What the 0x100 means is to negate the state requirement.

>If you are waiting for either key, you are waiting for the state to
>be anything other than zero, so it's 0x00 you want.

>The explanation in the compendium was dreadfully unclear, even worse than
>the Genie posting by someone in atari developer support that I assume it
>was based on.

There is a solution quite simple.

replace event_multi(MU..., x, x, x,....)
by event_multi(MU...,130, 3, 0,....)

- add 128 to ev_mbclicks
- set ev_mbmask to 3
- set ev_mbstate to 0

Then, you'll have an event for right clic OR left clic.
(check ev_mmbutton).

This method works with all tos versions exept 1.0.
It was originaly a bug, which has not been corrected to allow people
to keep on using it. It also works with Magic.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Mint 1.10 AES 4.1 - Magic 4
1040 Stf 1Mo - RGB

2591. Re: Help w/ BC-FORTRAN77

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-16 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <832349278_OASIS_@elis.demon.co.uk>
Source record: 9584

In article <832212538_OASIS_@nbnet.nb.ca>
rob@nbnet.nb.ca (Rob Watson) said:-

> Does anyone have any experience successfully using BC-FORTRAN compiler
>1.3c by Andre Kostli. Does it use a different standard than WATFOR or
>have some differences in syntax? Does anyone know of another FORTRAN
>for the ATARI, pd or commercial that might work better.
>
> I'm not slamming BC-FOR at all and really appreciate the efforts of all
>involved in its' distribution but I'm really currious as to why I'm
>having problems compiling stuff on it, which don't occur with WATCOM.
>

Prospero software will still flog you Prospero FORTRAN for GEM. You
won't get much by way of support though. Still, it comes with two huge manuals
on the A.E.S. and V.D.I. It took me through two physics degrees, analysed CERN
data, plotted solition waves, the lot. It only complained once when I tried to
do something really disgusting with EQUIVALANCE statements. Whad'ya wanna be
messing round with IMPLICIT NONE for anyway ? Seriously, I gave some PC-owning
"friends" a copy of BC-FOR, and so long as they kept it simple, they were able
to compile some simple numerical examples. Oh, the one thing PROFOR dosen't have
is a resource compiler. Bring a copy of WERCS. (Or better...)

Anyway, you can reach Prospero at:

Prospero Software,
190 castelnau,
London,
SW13 9DH,
England.

TEL - 0181 741 8531
FAX - 0181 748 9344

Enjoy theeself,
"Augeas"
--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !"

2592. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-16 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <319AF9F2.4876@sunderland.ac.uk>
Source record: 9585

Sander wrote -

>In any case, get `Profesional GEM' by Tim Oren. It's a public domain
>TeX book about GEM programming, and though a bit outdated by the advent
>of modern callback libraries and new options in the newer AESes, it's
>still a good start.

Well I'be been through most of Tim's tutorial and it is a good starting point. But where do you get the info on the modern callback libraries and the new AES stuff? BTW I have been using eXtended Sozobon C, if this makes a difference.

Michael

2593. Re: C++

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-17 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <319CB7E7.446B@in.tu-clausthal.de>
Source record: 9586

A Gaunt wrote:

> Just a quickie ... Is there any type of C++ compiler for the ST? (If so, from
> where?)

Shure: G++

try

ftp://ftp.tu-clausthal.de/pub/atari/gnu/gcc

there should be g++ in one of the dirs.

Christof

2594. C++

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-17 00:00:00 UTC
From: caxag@scs.leeds.ac.uk
Message-ID: <1996May17.150439.9934@leeds.ac.uk>
Source record: 9587

Hi All,

Just a quickie ... Is there any type of C++ compiler for the ST? (If so, from where?)

Cheers,

Andrew

2595. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <832437546_OASIS_@swampdog.demon.co.uk>
Source record: 9588

In article <319AF9F2.4876@sunderland.ac.uk>
Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk> said:-

>Sander wrote -
>
>>In any case, get `Profesional GEM' by Tim Oren. It's a public domain
>>TeX book about GEM programming, and though a bit outdated by the advent
>>of modern callback libraries and new options in the newer AESes, it's
>>still a good start.
>
>Well I'be been through most of Tim's tutorial and it is a good starting
>point. But where do you get the info on the modern callback libraries
>and the new AES stuff? BTW I have been using eXtended Sozobon C, if this
>makes a difference.

I suppose the compendium is the best place to start but you still need
to hunt round for the extras.

--

Guy Harrison

guy@swampdog.demon.co.uk

2596. Re: Help w/ BC-FORTRAN77

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-17 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <832442324_OASIS_@elis.demon.co.uk>
Source record: 9589

Out of interest, whatever happen to GNU FORTRAN ? I heard it was going
to be compatible with FORTRAN 90. I know f2c (turns FORTRAN into C) has been
around on the ST for quite a while, have there been any developments ?

Have fun,
"Augeas"
--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !"

2597. Re: evnt_multi to get left & right button clicks-

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-18 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GESOCGVJUp@tos.ak.planet.gen.nz>
Source record: 9590

In <4ncjk6$f1f@lyra.csx.cam.ac.uk> Mark Baker wrote :

[re. getting both mouse button clicks in event_multi]
>What the 0x100 means is to negate the state requirement.
>
>If you are waiting for either key, you are waiting for the state to
>be anything other than zero, so it's 0x00 you want.
>
>The explanation in the compendium was dreadfully unclear, even worse than
>the Genie posting by someone in atari developer support that I assume it
>was based on.

I could never have worked that out by reading the compendium!

So, I pass 0x103 for mask and 0 for state, I will try this out.

Also, does this work on all AES versions or only newer ones? If so, how new?

Thanks very much!

--
+--+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+--+

2598. Re: evnt_multi to get left & right button clicks-

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-18 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GESTADUQUp@tos.ak.planet.gen.nz>
Source record: 9591

In <4ncm3i$bmt@tempo.univ-lyon1.fr> Philippe CASTELLA wrote :

>mnb20@cam.ac.uk (Mark Baker) wrote:
>
>>In article <GEPUFAUSUp@tos.ak.planet.gen.nz>,
>> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
>>>I have been trying, with no luck, to use evnt_multi for getting clicks
>>>from either the left or the right button.
[...]
>
>>What the 0x100 means is to negate the state requirement.
[...]
>
>There is a solution quite simple.
>
> replace event_multi(MU..., x, x, x,....)
> by event_multi(MU...,130, 3, 0,....)
>
> - add 128 to ev_mbclicks
> - set ev_mbmask to 3
> - set ev_mbstate to 0

Well, I tried both methods suggested, and none of them worked!

However, I did get it working in the end, by using 0x102 , 0x03 , 0x00
for clicks, mask and state.

Thanks to everyone who replied.

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

2599. Re: evnt_multi to get left & right button clicks-

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-18 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4nkb6i$hcq@lyra.csx.cam.ac.uk>
Source record: 9592

In article <GESTADUQUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

>>>What the 0x100 means is to negate the state requirement.
>[...]
>>
>>There is a solution quite simple.
>>
>> replace event_multi(MU..., x, x, x,....)
>> by event_multi(MU...,130, 3, 0,....)
>>
>> - add 128 to ev_mbclicks
>> - set ev_mbmask to 3
>> - set ev_mbstate to 0
>
>Well, I tried both methods suggested, and none of them worked!
>
>However, I did get it working in the end, by using 0x102 , 0x03 , 0x00
>for clicks, mask and state.

Possibly neither of us explained it very clearly, but that's what both
Phillipe and I said.

2600. Re: evnt_multi to get left & right button clicks-

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-18 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4nkb96$hcq@lyra.csx.cam.ac.uk>
Source record: 9593

In article <GESOCGVJUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

>>What the 0x100 means is to negate the state requirement.
>>
>>If you are waiting for either key, you are waiting for the state to
>>be anything other than zero, so it's 0x00 you want.
>>
>>The explanation in the compendium was dreadfully unclear, even worse than
>>the Genie posting by someone in atari developer support that I assume it
>>was based on.
>
>I could never have worked that out by reading the compendium!
>
>So, I pass 0x103 for mask and 0 for state, I will try this out.

No, I couldn't remember which one you had to add 0x100 to so I deliberately
didn't say :) Phillipe said correctly that it's the number of clicks you
need to add it to.

2601. Re: evnt_multi to get left & right button clicks MEA CULPA

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-20 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4np1uk$ap6@tempo.univ-lyon1.fr>
Source record: 9594

mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:

>In <4ncjk6$f1f@lyra.csx.cam.ac.uk> Mark Baker wrote :

>[re. getting both mouse button clicks in event_multi]
>>What the 0x100 means is to negate the state requirement.
>>
>>If you are waiting for either key, you are waiting for the state to
>>be anything other than zero, so it's 0x00 you want.
>>
>>The explanation in the compendium was dreadfully unclear, even worse than
>>the Genie posting by someone in atari developer support that I assume it
>>was based on.

>I could never have worked that out by reading the compendium!

>So, I pass 0x103 for mask and 0 for state, I will try this out.

>Also, does this work on all AES versions or only newer ones? If so, how new?

>Thanks very much!

I made a TERRIBLE mistake when I wrote that las year.
it is not 128+number of waited clicks but 256+waited clicks.
It's when I looked at my routs at home that I find the problem and I
couldn't answer you before.

I beg your pardon for this.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Mint 1.10 AES 4.1 - Magic 4
1040 Stf 1Mo - RGB

2602. Re: Beginner in Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-20 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <31A0A2D2.7718@stud.rma.ac.be>
Source record: 9595

Sander Stoks wrote:

> In any case, get `Profesional GEM' by Tim Oren. It's a public domain
> TeX book about GEM programming,

Where can I find `Profesional GEM' by Tim Oren?
At the U-M Software Archives?
And what is it called?

Saka

2603. HAIR LOSS?....MINOXIDIL USERS?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-21 00:00:00 UTC
From: heinkel@xnet.com
Message-ID: <4nrkrk$mle@flood.xnet.com>
Source record: 9596

Now available in the U.S. PENTADECAN AND FA-BAO 101D.
Japan and West Germany's leading treatment for thinning hair.
2.5X more effective than minoxidil. Featured on CNN, NEWSWEEK,
NEW YORK TIMES. DOCTOR recommended. For FREE information,
please call 1-800-555-8655

*PLEASE NOTE THAT ANY CALLS NOT PERTAINING TO INFORMATION REQUESTS
WILL BE AUTO-BILLED TO ORIGINATING NUMBER UTILIZING
LONG DISTANCE SURCHARGES.

2604. Re: looking for hardcopy.prg for Cad3D.v2

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-21 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1543@kiwi.ukc.ac.uk>
Source record: 9597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi, I have a Copy of Tom Hudson's Cad3D.v2 for the Atari
but my copy of hardcopy.prg produces defective Gem files
- the files seem to be truncated, and the metafile extents are
not updated.

The original disk does not boot correctly, and all by backups
have the same problem, so the problem may have existed when
I got the original disk. At the time I used the printer driver,
but now I need Gem files so as I can covnvert to Postscript.

Do you have a version of hardcopy.prg, hardcopy.rsc that uou can
uuencode and send me ? I know this is commercial software, but
harcopy is useless if you don't already have Cad3D.

cheers
beau webber jbww@ukc.ac.uk

2605. GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <4nshjm$93f@m1.cs.man.ac.uk>
Source record: 9598

Hi

I'm currently writing a large GEM based program. One of the things
that I need to do is detect the user clicking and dragging an object.
The object is just a few lines (drawn with the VDI). How do I detect
this with evnt_multi()? I need to be able to distinguish a single
click from a click/drag ...

Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

Cheers

Anthony
(someone with no GEM-docs. Only bits of source, and tutorials...)
--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

2606. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <832873702_OASIS_@swampdog.demon.co.uk>
Source record: 9599

```
In article <4nshjm$93f@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hi
>
>I'm currently writing a large GEM based program. One of the things
>that I need to do is detect the user clicking and dragging an object.
>The object is just a few lines (drawn with the VDI). How do I detect
>this with evnt_multi()? I need to be able to distinguish a single
>click from a click/drag ...
>
>Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

You might like to use/adapt the following for evnt_multi(). Nothing
special but it makes it less prone to silly crashes and gives it some
reasonable defaults if you fail to set it up.

typedef struct {
int evm_event; /* required events */
int evm_clicks; /* required number of clicks (usually 1) */
int evm_button; /* required button (1==left,2==right) */
int evm_bstate; /* required state (0==up,1==down) */
int evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1; /* default, all set to 1 */
int evm_m2io; /* default outof */
Rect evm_m2; /* default, all set to 1 */
int *evm_msg;
ulong evm_time;
int evm_mousex;
int evm_mousey;
int evm_mbutton;
int evm_kstate;
int evm_keycode;
int evm_clicked;
} EVM;

int
Evnt_Multi(m,init_flg,msgbuf)
EVM *m;
bool init_flg;
int *msgbuf;
{
if (init_flg) {
m->evm_event = MU_MESAG;
```

```
m->evm_clicks = 2;
m->evm_button = 1;
m->evm_bstate = 3;
m->evm_m1io = 0;
m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;
m->evm_m2io = 1;
m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;
m->evm_msg = msgbuf;
m->evm_time = 0;

return 0;
}

if (m->evm_msg == NULL) {
form_alert(1,"[3][Evnt_Multi()|Not initialised][Fatal]");
return 0;
}

return evnt_multi(
m->evm_event,
m->evm_clicks, m->evm_button, m->evm_bstate,
m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
m->evm_msg,
(uint)(m->evm_time & 0xffff), (uint)(m->evm_time >> 16),
&m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
&m->evm_kstate, &m->evm_keycode,
&m->evm_clicked
)
;
}

to use simply ...

EVM evm;
int mas[8];

main()
{
/* initialise */
Evnt_Multi(&evm,TRUE,msg);

/* main loop */
for (;;) {
events = Evnt_Multi(&evm,FALSE);
if (events & MU_...) blah.
}
}

In your case you need to be looking for button events so mask in
MU_BUTTON events (evm.evm_event |= MU_BUTTON) - the rest of the
defaults set above will do the job as they are (and do double clicks -
change evm.evm_clicks to 1 if you dont want these). When you get the
MU_BUTTON event, evm.evm_mousex and evm.evm_mousey will contain the
```

mouse position when the event occurred, and evm.evm_mbutton holds the button state at that time. evm.evm_kstate is also valid in case you want to make use of shift etc.

At this point you obviously need to ascertain if the mouse was within your "object" and act accordingly. Assuming it is ...

If you were displaying an OBJECT tree things would be a little easier because you could use graf_dragbox(). You could of course generate a dummy OBJECT then call graf_dragbox(). Note that this and other similar aes routines terminate immediately if the left mouse button is not down when they are called.

You may want to drag the object in such a way as the object itself moves rather than having an outline. Try graf_mkstate() which tracks the mouse in real time and blit the object accordingly. As soon as your routine via graf_mkstate() detects the mouse button is up then the object should be dropped.

That's about it without some specifics! :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2607. Question about minix

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2305961007260001@47.85.0.99>
Source record: 9600

Hi

Does anybody know why copying folders from one minix partition to another (using 'CP') works differently when the commands are typed individually as opposed to using them in a batch file?

I recently had to copy several folders from one disk to another. I wanted to select the folders to be copied (about 35) from a disk with 90 folders total.

Because the desktop has problems with long filenames, I was resigned to typing CP -dvR (source) (dest) for each folder.

I tried to save time by creating a list of wanted folders & edited this to make a batch file with all of the filenames & parameters. This appeared to run ok, but after it was finished, none of the folders were present on the destination disk.

The destination disk was also full of errors (I used fsck).

When I 'CP'ed all the folders (typed in the names) everything was ok.

Is this a problem with mintshel or is it some problem with Minix.

Maybe the minix daemon was prevented from running by the amount af data being transfered (approx 90 Mbytes).

Also, I use Tapebios (magnetic tape driver) with Gtar (special version of tar which works with Tapebios) to backup files. Using Tapebios, I can do image backups or TAR backups with no problems on TOS partitions (up to 250 Mbyte no problem so far).

I can do image backups on Minix partitions also, but for some reason Gtar crashes when I try to tar more than 50-70 mbytes from a Minix partition.

I have an idea that MiNT is causing the crash, I am using freeMiNT 112.5. It also crashed under older MiNT versions.

Anybody seen this before.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

2608. pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: Nelson <menfond@hk.super.net>
Message-ID: <31A50949.6C5E@hk.super.net>
Source record: 9601

Hi, I have been surfing on the net for this question for a long time.
Who is the author and copyright owner of the orginal pacman? I need
to contact him/her. Does anybody know his/her address, phone number,
email address, or fax?

Please help me.

Victor
Menfond Electronic Art

2609. "new" TOS developments online reference?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996May23.142958.46522@yogi.urz.unibas.ch>
Source record: 9602

Hi all,
I would like to know, if there is online documentation available about changes
to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
I need this, because I've only got a very old "Atari-ST Profibuch"
as a reference and I want my Application also to run on TT's or MacigMac or
Multi GEM/TOS.

thanx Simi

2610. SUCHE PURE C

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: Marcel Donges <donges@informatik.tu-muenchen.de>
Message-ID: <31A44D23.62C6@informatik.tu-muenchen.de>
Source record: 9603

Hi

Ich suche eine Vollversion von ASH Pure C. Moeglichst "latest versin"
mit MiNT
Libarys.

Biete 50 DM ...

Bitte Mail an mich ...

+---------------+---+
| | Marcel Donges <><
|
| <>< | Veit-Stoss-Str 34
|
| | 82256 Fuerstenfeldbruck
|
| Geheimzeichen | Tel.: 08141 / 44818 von 18:00 bis 20:00 Uhr
|
| Fisch | E-Mail: donges@informatik.tu-muenchen.de
|
+---------------+---+

2611. Re: "new" TOS developments online reference?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <832967012_OASIS_@swampdog.demon.co.uk>
Source record: 9604

In article <1996May23.142958.46522@yogi.urz.unibas.ch>
eglis@ubaclu.unibas.ch (Simon Egli) said:-

>Hi all,
>I would like to know, if there is online documentation available about changes
>to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
>I need this, because I've only got a very old "Atari-ST Profibuch"
>as a reference and I want my Application also to run on TT's or MacigMac or
>Multi GEM/TOS.

I think MagiC docs can be obtained from one of the german ftp sites
though I don't know where. The Compendium would be a good source for
modern documentation - it is also available on cdrom now as well.

--

Guy Harrison

guy@swampdog.demon.co.uk

2612. Re: pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-23 00:00:00 UTC
From: Marcel Schoen <Marcel.Schoen@village.ch>
Message-ID: <31A4BD34.5C35@village.ch>
Source record: 9605

> Hi, I have been surfing on the net for this question for a long time.
> Who is the author and copyright owner of the orginal pacman? I need
> to contact him/her. Does anybody know his/her address, phone number,
> email address, or fax?

I believe Pacman was invented by the japanese company Namco first for
the arcades and later licensed by Atari for the VCS console.
So you will have to ask Namco about it... they should be on the web
somewhere.

Bye,

--

Marcel Schoen
Internet: Marcel.Schoen@village.ch
CompuServe: 100443,760

2613. Re: pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <4o3l2a$c80@due.unit.no>
Source record: 9606

Nelson (menfond@hk.super.net) wrote:
: Hi, I have been surfing on the net for this question for a long time.
: Who is the author and copyright owner of the orginal pacman? I need
: to contact him/her. Does anybody know his/her address, phone number,
: email address, or fax?

I'm not sure, probably Atari Games/Tengen/Warner.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

2614. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4o3kud$2sa@inca01.inca.co.nz>
Source record: 9607

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> I'm currently writing a large GEM based program. One of the things
> that I need to do is detect the user clicking and dragging an object.
> The object is just a few lines (drawn with the VDI). How do I detect
> this with evnt_multi()? I need to be able to distinguish a single
> click from a click/drag ...

> Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

haven't written draggable-item code in yonks, but here is a sample
algorithm that should work:

```
Call event_multi
if event is a click (MU_BUTTON)
if button is still down (vq_mouse)
change mouse to "drag" shape (graf_mouse)
wait for mouse button to be released (vq_mouse)
do appropriate "item has been dragged" processing
show "on-screen item has been dragged"
change mouse back to arrow (graf_mouse)
end if
end if
rest of processing ...
```

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can
argue... in an intelligent manner"

2615. RE: pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: Evan Samuel <esamuel@iamerica.net>
Message-ID: <01bb4945.9536fac0$4cfdadcd@esamuel.iamerica.net>
Source record: 9608

Pacman was first introduced by ATARI corporations game division.
Warner Brothers owned Atari at that time, and still owns the Atari
game division and all rights to the Pacman game.

The original game was the coin arcade machine (around 1979). Later,
Atari's computer
division sold the home version (around 1982). This was before the sale to
of
Atari computer division to Jack Trameil, who was CEO of Commodore
computers.

Hope this helps
Evan

On Thursday, May 23, 1996, Nelson wrote...
> Hi, I have been surfing on the net for this question for a long time.
> Who is the author and copyright owner of the orginal pacman? I need
> to contact him/her. Does anybody know his/her address, phone number,
> email address, or fax?
>
> Please help me.
>
> Victor
> Menfond Electronic Art
>

2616. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-2405962156340001@trh-ppp27.interlink.no>
Source record: 9609

In article <4o3kud$2sa@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:

> Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> > I'm currently writing a large GEM based program. One of the things
> > that I need to do is detect the user clicking and dragging an object.
> > The object is just a few lines (drawn with the VDI). How do I detect
> > this with evnt_multi()? I need to be able to distinguish a single
> > click from a click/drag ...
>
> > Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
>
> haven't written draggable-item code in yonks, but here is a sample
> algorithm that should work:
>
> Call event_multi
> if event is a click (MU_BUTTON)
> if button is still down (vq_mouse)
^^^^^^^^^^^
Is it really a good idea to mix AES & VDI calls like this? You could use graf_mkstate(), or even another evnt_multi() (with a short timer) instead...

> change mouse to "drag" shape (graf_mouse)
> wait for mouse button to be released (vq_mouse)
^^^^^^^^^^^
See above...

> do appropriate "item has been dragged" processing
> show "on-screen item has been dragged"
> change mouse back to arrow (graf_mouse)
> end if
> end if
> rest of processing ...

Also, a wind_update() would also be a good idea.

Vegard Hofsoy

2617. Re: looking for hardcopy.prg for Cad3D.v2 - thanks + file format ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1547@kiwi.ukc.ac.uk>
Source record: 9610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <1543@kiwi.ukc.ac.uk> J.B.W.Webber@ukc.ac.uk (jbww) writes:
>Hi, I have a Copy of Tom Hudson's Cad3D.v2 for the Atari
>but my copy of hardcopy.prg produces defective Gem files
>- the files seem to be truncated, and the metafile extents are
>not updated.
>
...
>
>Do you have a version of hardcopy.prg, hardcopy.rsc that uou can
...

Thanks for the offers of Hardcopy; I now have one that works better than
mine, though it still does not write in the Metafile extents.

When I put these in by hand, Timeworks publisher V2 is happy with the Gem files
and I can produce postscript from Timeworks - small thing print fine
large things take forever to print, though Ghostscript is quite quick
to produce images, even on the ST.

mfps still won't accept the Gem files - it starts to produce a
postscript file from the Gem, then crashes.

So, my next question is " does any one know the file formats for :

Cad3D.v2 .3d2 files,
Cad3d.v2 .SIF (sequential image) files
GEM header (first 20 or so integers)

In the Gem header I have deduced that integers [5,6,7,8]
(counting from 1) are the Metafile lower,upper limits.

For the output of Hardcopy I set (16 bit integers)[7,8] to be 20479 32767.
(or in bytes : [13 to 16] set to be 255 79 255 127).

This nicely fills the box in Timeworks when loading the image.

Thanks for the (4) offers,

cheers
beau webber

2618. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-24 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GEYWEDUQUp@tos.ak.planet.gen.nz>
Source record: 9611

In <4nshjm$93f@m1.cs.man.ac.uk> Anthony Jacques wrote :

>
>Hi
>
>I'm currently writing a large GEM based program. One of the things
>that I need to do is detect the user clicking and dragging an object.
>The object is just a few lines (drawn with the VDI). How do I detect
>this with evnt_multi()? I need to be able to distinguish a single
>click from a click/drag ...
>
>Oh, I'm writing in C on a Falcon (MultiTOS compatable)...

Just check if the button is still down after evnt_multi returns.
If it is, then you know the user is still holding the button down, and
therefore dragging.

--
+---+
| Mario Becroft <mbecroft@tos.ak.planet.gen.nz> |
| Tariland Computer Club, Auckland, New Zealand |
| *** Please note new email address. *** |
+---+

2619. GEM Libraries for the PC

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-25 00:00:00 UTC
From: grimus@cix.compulink.co.uk
Message-ID: <DryB8q.ECz@cix.compulink.co.uk>
Source record: 9612

After 9 years ownership of an ST at last I am trying to write a GEM application in C. Now all this effort would make more sense if I could convert GEM applications I write to the PC. But I have been unable to find ANY mention of GEM in any of the PC archives I have searched.

What I am looking for is a PD GEM library for the PC. Can anyone help please, I would be willing to buy a commercial version if someone has one for sale.

It's a pity Digital Research did so little with GEM, it had the main features of Windows without the 'bloat'. Windows 95 has just got the grow-boxes and folders of GEM some 10 years late. How did DR manage not to make a success of it ? :-(

Thanks
Mike

2620. Interface/Mydials

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-25 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <6568950_000001_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 9613
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am trying yo get in touch with Olaf Meisiek the author of the
excellent resource editor Interface.

I am using the Mydials resource extension routines in OASIS 2 and can't
use the 3D options because the GFA Basic version of the Mydials software was
compiled in such a way that I can't send the 3D on/off flag when Mydials is
initialised.

If yopu are reading this Olaf, or someone knows how I can get in
contact with him PLEASE e-mail me.

Thanks in advance.

--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/ _/_/
_/ _/ _/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/ _/_/
_/ _/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/ _/_/_/_/

========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

2621. Re: "new" TOS developments online reference?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-25 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4o7avv$fa5@infa.central.susx.ac.uk>
Source record: 9614

Simon Egli (eglis@ubaclu.unibas.ch) wrote:
: Hi all,
: I would like to know, if there is online documentation available about changes
: to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
: I need this, because I've only got a very old "Atari-ST Profibuch"
: as a reference and I want my Application also to run on TT's or MacigMac or
: Multi GEM/TOS.

I'm not sure about on-line documentation, but you might like to consider the book "The Atari Compendium". It's about 40 pounds sterling available from HiSoft (and loads of otherp laces I'm sure). It's very complete, covering MiNT, MultiTOS, etc all the way up to TOS 5 (although I haven't found any system calls etc that are TOS 5 only...)

Cheers,

James Cox

2622. For sale: Lattice 'C' 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-25 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <833143968_OASIS_@bright.net>
Source record: 9615
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have a complete Lattice 'C' 5.6 package I no longer need.
No reasonable offer will be refused.

US residents only please

Thanks.

--

+---+
Atari Computer User: Lonny Pursell E-Mail: lpursell@bright.net
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes
+---+

2623. Re: pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-26 00:00:00 UTC
From: diehl@io.org
Message-ID: <4o8s0m$h0v@news1.io.org>
Source record: 9616

Jo Even Skarstein (josk@stud.unit.no) wrote:
: Nelson (menfond@hk.super.net) wrote:
: : Hi, I have been surfing on the net for this question for a long time.
: : Who is the author and copyright owner of the orginal pacman? I need
: : to contact him/her. Does anybody know his/her address, phone number,
: : email address, or fax?

: I'm not sure, probably Atari Games/Tengen/Warner.

Atari Games, now owned by WMS Industries (Williams) hold the rights to
home versions of the game from what I understand. Originally however, Pac
Man was released by Bally/Midway.

: --

: Jo Even Skarstein
: josk@stud.unit.no
: URL: http://www.stud.unit.no/~josk/

--
dMMMMMP dMMMMb dMMMMP <{[T]}> "The most incomprehensible talk comes from
dMP dMP dMP dMP <{[O]}> people who have no other use for language
dMP dMMMMMP dMMMMP <{[C]}> but to make themselves understood."
Eric March @ TOC/Current Notes: http://www.io.org/~diehl

2624. ASM multiplication subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-26 00:00:00 UTC
From: cp32207@pinus.cc.etf.hr
Message-ID: <4o9cgq$79k@bagan.srce.hr>
Source record: 9617
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
Hi!
I need a assembler source for multiplying two 8 bit unsigned
numbers on a 6800 motorola, but any source for any 8-bit
processor would help. It has to work by shifting and adding,
not simply by adding. The result should be a 16-bit unsigned.
Tnx in advance,
Christian
```

2625. Re: "new" TOS developments online reference?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-26 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <GE1GEIAUUP@data.rhein-main.de>
Source record: 9618

In <1996May23.142958.46522@yogi.urz.unibas.ch> Simon Egli wrote:

>to TOS since TOS 1.4 inclusive Multi GEM/TOS etc.
>I need this, because I've only got a very old "Atari-ST Profibuch"

Buy a Compendium CD-ROM .. ;)
(www.toad.net)

>as a reference and I want my Application also to run on TT's or MacigMac or

Besorg' Dir doch das Atari Compendium als CD-ROM.
Fï¿½r MagiCMac ect. gibt es doch Hypertexte..

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITFo3o =-
_____
Robert Schaffner@OF2.maus.de Fo3o-52oST-Jaguar Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

2626. Re: pacman copyright

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-26 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <Ds0roA.At@zumdick.rhein-main.de>
Source record: 9619

Evan Samuel (esamuel@iamerica.net) wrote:
: Pacman was first introduced by ATARI corporations game division.
: Warner Brothers owned Atari at that time, and still owns the Atari
: game division and all rights to the Pacman game.

AFAIK Namco are the "owners" of Pacman.

Nat!
--

Bang that bit that doesn't bang!

2627. How to write MagiCMac compatible apps?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-26 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4ob6dj$11n@newsbf02.news.aol.com>
Source record: 9620

I am a MagiCMac user, I would like to write some software for MagiCmac
which works! Where can I get some info, ie books, etc?

Email me,
Zan

2628. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4oc5nk$2nn@inca01.inca.co.nz>
Source record: 9621

```
Vegard Hofsoy (vegard@interlink.no) wrote:
> gmiller@inca.co.nz (Gaven Miller) wrote:
> > Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
> > > I'm currently writing a large GEM based program. One of the things
> > > that I need to do is detect the user clicking and dragging an object.
> > > The object is just a few lines (drawn with the VDI). How do I detect
> > > this with evnt_multi()? I need to be able to distinguish a single
> > > click from a click/drag ...
> >
> > > Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
> >
> > haven't written draggable-item code in yonks, but here is a sample
> > algorithm that should work:
> >
> > Call event_multi
> > if event is a click (MU_BUTTON)
> > if button is still down (vq_mouse)
> ^^^^^^^^^^^
> Is it really a good idea to mix AES & VDI calls like this? You could use
> graf_mkstate(), or even another evnt_multi() (with a short timer)
> instead...

I'd shy away from the evnt library funcs, as they can cause a task switch
to occur. But in my experience, the time it takes from evnt_multi
returning, through to the above vq_mouse call is generally long enough so
that if the user has moved the mouse, or released the button, it'd be
apparent from the vq_mouse call.

To get the system VDI handle, one could call graf_handle early on, and use
it with vq_mouse and so forth.

If one needs to alter any system VDI attributes, one can always use
vq_extnd, change the attrib using vs?_xxxx, then do whatever, and restore
using vs?_xxxx.

> > change mouse to "drag" shape (graf_mouse)
> > wait for mouse button to be released (vq_mouse)
> ^^^^^^^^^^^
> See above...

> > do appropriate "item has been dragged" processing
> > show "on-screen item has been dragged"
> > change mouse back to arrow (graf_mouse)
> > end if
> > end if
> > rest of processing ...
```

> Also, a wind_update() would also be a good idea.

True. Most of my code has been dialogs in windows and so forth, so the windowing library I wrote aeons ago has been used - it already did wind_update and mouse positioning code etc. It's not bulletproof (nothing is, despite what the marketeers say), but it works, and I haven't had a "it killed my data" support call yet that could be traced to it.

(In my library, each window got a separate VDI handle of it's own as well, so I used that in the above algorithm).

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can argue... in an intelligent manner"

2629. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-27 00:00:00 UTC
From: dbryant@netcom.com
Message-ID: <dbryantDs1r97.GGJ@netcom.com>
Source record: 9622
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

> I need a assembler source for multiplying two 8 bit unsigned
> numbers on a 6800 motorola, but any source for any 8-bit
> processor would help. It has to work by shifting and adding,
> not simply by adding. The result should be a 16-bit unsigned.

FTP from 6800 User Group library at Motorola: freeware.aus.sps.mot.com

2630. JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <4oddr8$n4n@neon.airtime.co.uk>
Source record: 9623

Hi Peeps :)

Does anyone have any information regarding java, rather then send me to a web page, can anyone give me a quick easy to follow rundown on what it actualy is, and any realtive atari software?

Is html authoring classed as programming?

There are html newsgroups, but making html pasges for an ATARI browser is a little different :), would this be the place to discuss it? that's presuming we feel it comes under "programming" ???

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) Programming on the ATARI ST
stosser@airtime.co.uk irc #ATARI <stosser>
http://www.airtime.co.uk/users/stosser

2631. RE: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-28 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.960528134936.7244A-100000@student.canberra.edu.au>
Source record: 9624

stosser@airtime.co.uk (Tony Greenwood) wrote

> Does anyone have any information regarding java, rather then send me
> to a web page, can anyone give me a quick easy to follow rundown on
> what it actualy is, and any realtive atari software?

JAVA is a programming language that feels a bit like C.
It is primarily used for writing scripts into HTML code, but compilers
for it are appearing on the PC...

As yet, I do not know of any compilers available for the atari, or any
atari-browser that supports JAVA code.

Seeya,

__
( ) / .--.
/ / ' __ ,_ ,_ ' _ | u943409@student.canberra.edu.au | ||| |
(___/_,(_(_(_/ (_/ (_,(_/_) | tp943409@ise.canberra.edu.au | / | \ |
_.- / | Nuclear waste fades your genes! | F'030 |
(__./ `--'
URL --> http://student.canberra.edu.au/~u943409/

2632. TOS 5 (was "new" TOS developments)

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4oe836$eim@inca01.inca.co.nz>
Source record: 9625

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> I'm not sure about on-line documentation, but you might like to consider
> the book "The Atari Compendium". It's very complete, covering MiNT,
> MultiTOS, etc all the way up to TOS 5 (although I haven't found any
> system calls etc that are TOS 5 only...)

All one can assume is that "TOS 5" is essentially MultiTOS with AES 4.1.
Nothing newer than AES 4.1 seems to appear in the book.

I haven't seen any refs in the 1000-odd page Compendium (April 1994 ed.)
to TOS 5.0 explicitly

--

Quote For The Month:

"[Computer Advocacy groups] are intended to be a place where people can
argue... in an intelligent manner"

2633. Gnu C

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-28 00:00:00 UTC
From: Christoph Aschwanden <caschwan@stud.ee.ethz.ch>
Message-ID: <31AAE3E9.256C@stud.ee.ethz.ch>
Source record: 9626

I want to make a program in Gnu C/C++ on my Atari, which I can later
port easy to other operating systems. Can anybody tell me where I can
find documentation and sourcecodes of graphic function like finding
screen adress, screen size, draw lines, put boxes, make windows.
I have termcap and curses docs, but I must admit it looks a bit strange
for me!

E-mail to caschwan@stud.ee.ethz.ch, I don't have much time to look on
the newsgroups.

2634. Lynx programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-28 00:00:00 UTC
From: Fredrik Axtelius <frax@publ.ica.se>
Message-ID: <31AB2243.44AC@publ.ica.se>
Source record: 9627

```
Desperarly seeking Lynx programming info..
Can anyone help me??

I have successfully coded other Game consoles and would
like to code a Lynx emulator..

-->Fredrik Axtelius
```

2635. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-28 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <4odhtg$6ri@vidar.diku.dk>
Source record: 9628
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

cp32207@pinus.cc.etf.hr (christian pluym) writes:

> Hi!
> I need a assembler source for multiplying two 8 bit unsigned
> numbers on a 6800 motorola, but any source for any 8-bit
> processor would help. It has to work by shifting and adding,
> not simply by adding. The result should be a 16-bit unsigned.
> Tnx in advance,
> Christian

This sounds a lot like a job you have to do for school. I'll hint
you. This is ANSI C-code for a shift+add multiplication:

```
int mul(int x, int y)
{
int i, res; /* Reserve two variables */

res = 0; /* Temporary result */
for (i=0; i<8; i++) { /* Loop 8 times */
if (x & 128) /* Is bit 7 set? */
res = res + y; /* Yep, add */
res = res << 1; /* Shift left (multiply by 2) */
x = x << 1; /* Shift left */
}

return res; /* Here we have the result */
}
```

What remains is to convert this to assembly, and if you know anything
about that, it should be easy.

If you want the routine because you need a fast multiply, I can only
recommend doing a tablebased implementation. Some base themselves on
the fact that log(a*b)=log(a)+log(b), while others split the operands
into chunks of say 4 bits to reduce the size of the table.

Greets,

Asger Alstrup

2636. Re: Gnu C

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Message-ID: <31AC4D0B.F3@informatik.uni-koblenz.de>
Source record: 9629

Christoph Aschwanden wrote:
>
> I want to make a program in Gnu C/C++ on my Atari, which I can later
> port easy to other operating systems. Can anybody tell me where I can
> find documentation and sourcecodes of graphic function like finding
> screen adress, screen size, draw lines, put boxes, make windows.

The latter functions are _very_ machine dependent so it would be wise to group them into modules. For each machine you want to support, you need a new implementation of the module. The header file, however, should be the same for all machine dependent modules.

I programmed a graphics device interface (GDI) some years ago, which was solely responsible for the screen memory access. Thus toggling pixels on and off, querying pixels, etc., was managed by the machine-dependent GDI, while the drawing stuff (Bresenham lines/circles, Beziers) was left to machine-independent modules.

I'll have a look into my dusted disk boxes and see if I can recover the stuff for you.

> I have termcap and curses docs, but I must admit it looks a bit strange
> for me!

Termcap and curses are OK for character-oriented I/O; from the above I gather that you want to program pixel-based applications.

> E-mail to caschwan@stud.ee.ethz.ch, I don't have much time to look on
> the newsgroups.

2637. Re: Gnu C

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Message-ID: <31AC4D30.4D@informatik.uni-koblenz.de>
Source record: 9630

Christoph Aschwanden wrote:
>
> I want to make a program in Gnu C/C++ on my Atari, which I can later
> port easy to other operating systems. Can anybody tell me where I can
> find documentation and sourcecodes of graphic function like finding
> screen adress, screen size, draw lines, put boxes, make windows.

The latter functions are _very_ machine dependent so it would be wise to group them into modules. For each machine you want to support, you need a new implementation of the module. The header file, however, should be the same for all machine dependent modules.

I programmed a graphics device interface (GDI) some years ago, which was solely responsible for the screen memory access. Thus toggling pixels on and off, querying pixels, etc., was managed by the machine-dependent GDI, while the drawing stuff (Bresenham lines/circles, Beziers) was left to machine-independent modules.

I'll have a look into my dusted disk boxes and see if I can recover the stuff for you.

> I have termcap and curses docs, but I must admit it looks a bit strange
> for me!

Termcap and curses are OK for character-oriented I/O; from the above I gather that you want to program pixel-based applications.

> E-mail to caschwan@stud.ee.ethz.ch, I don't have much time to look on
> the newsgroups.

2638. Re: evnt_multi to get left & right button clicks-

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: Claus Brod <claus_brod@bbn.hp.com>
Message-ID: <31AC7F4A.4964@bbn.hp.com>
Source record: 9631

Mario Becroft wrote:
> >The explanation in the compendium was dreadfully unclear, even worse than
> >the Genie posting by someone in atari developer support that I assume it
> >was based on.
>
> I could never have worked that out by reading the compendium!
>
> So, I pass 0x103 for mask and 0 for state, I will try this out.
>
> Also, does this work on all AES versions or only newer ones? If so, how new?

It works on all AES versions I'm aware of (all TOS versions, MagiC,
MultiTOS).

--claus_brod@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---------http://hpbmdd28.bbn.hp.com/~clausb --
Explicit permission required for distribution in Microsoft Network.

2639. Problem with SpeedoGDOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: prajoux@chnou.laas.fr
Message-ID: <4oi1pq$8h6@laas.laas.fr>
Source record: 9632

I have just acquired and installed SpeedoGDOS 5.0c and I am trying to write a few small programs using it.
I am in trouble outputting to my Epson Stylus 820, for which I use a Speedo driver that Epson France is providing. The problem is as follows:
- I open correctly a printer workstation (returned parameters are OK).
- I load the fonts.
- I obtain the correct index 5043 for the font American Garamond (for example).
- Then, vst_font() refuses to select this font, returning a value of 32760.
- Of course no text output can be obtained after that.

Can anybody help me trace the problem? Thanks.

Roland Prajoux

PS: the same program works perfectly when outputting to the screen.

2640. Re: Cad3D - gem2ps converter

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1555@kiwi.ukc.ac.uk>
Source record: 9633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

If any one is interested, I have written a program to generate
postscript from the Gem files produced by hardcopy.prg for Cad3D
sequential image files.

You see the problem was that hardcopy produces shading by defining
a new fill pattern for each polygon - Ghostscript previews this
no problem - just a few minutes on the ST even for a 40KByte Gem file,
but an Apple Laserwriter was spending hours to produce a picture.

I have written a short Apl program that reads the Gem file and produces
a postscript file that uses greyscale half toning (it just counts the
dots in the fill pattern). The same picture prints in 30 seconds.

If you have an interest in the program, I will translate it to C.

cheers,
beau webber

2641. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-29 00:00:00 UTC
From: Victor Sperry <vsperry@eng.paradyne.com>
Message-ID: <31AC7C67.15FB7483@eng.paradyne.com>
Source record: 9634
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
Asger K. Alstrup Nielsen wrote:
>
> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> > Hi!
> > I need a assembler source for multiplying two 8 bit unsigned
> > numbers on a 6800 motorola, but any source for any 8-bit
> > processor would help. It has to work by shifting and adding,
> > not simply by adding. The result should be a 16-bit unsigned.
> > Tnx in advance,
> > Christian
>
> This sounds a lot like a job you have to do for school. I'll hint
> you. This is ANSI C-code for a shift+add multiplication:
>
> int mul(int x, int y)
> {
> int i, res; /* Reserve two variables */
>
> res = 0; /* Temporary result */
> for (i=0; i<8; i++) { /* Loop 8 times */
> if (x & 128) /* Is bit 7 set? */
> res = res + y; /* Yep, add */
> res = res << 1; /* Shift left (multiply by 2) */
> x = x << 1; /* Shift left */
> }
>
> return res; /* Here we have the result */

.................^^^ (res >> 1)

> }

(or move "res = res << 1" ahead of the if)

--
Vic Sperry (813) 530-2640
Firmware Engineer vsperry@eng.paradyne.com (W)
AT&T Paradyne vic@intnet.net (H)
Largo, FL
```

2642. Re: Problem with SpeedoGDOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960530115401.16241A-100000@juno.amp.uni-hannover.de>
Source record: 9635

On 29 May 1996 prajoux@chnou.laas.fr wrote:

> I have just acquired and installed SpeedoGDOS 5.0c and I am trying to write a few
> small programs using it.
> I am in trouble outputting to my Epson Stylus 820, for which I use a Speedo driver
> that Epson France is providing. The problem is as follows:
> - I open correctly a printer workstation (returned parameters are OK).
> - I load the fonts.
> - I obtain the correct index 5043 for the font American Garamond (for example).
> - Then, vst_font() refuses to select this font, returning a value of 32760.
> - Of course no text output can be obtained after that.
>
> Can anybody help me trace the problem? Thanks.
> [...]
> PS: the same program works perfectly when outputting to the screen.
>
Does the PS mean that you're getting the proper value (the font index
5043) from the vst_font call in the case of a screen workstation ? That
almost certainly points the finger on the printer driver, as the
vst_call is redirected by GDOS directly to the printer driver. Maybe the
driver provides some not by Atari or DR specified error code, or perhaps
it`s just buggy. Try a different font as well, maybe the printer driver
looks for some specific stuff in the font the screen driver is not
interested in. If it's the same for all fonts blame EPSON. Since they're
eager to provide a printer driver for Ataris (which is rather astonishing
for the computer world nowadays) they might even allow you to speak to
the people who developed the driver.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2643. Lightweight processes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-30 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <4okjn0$c3i@infa.central.susx.ac.uk>
Source record: 9636

What is a lightweight process? I was looking at a SunOS manual today and saw this term crop up and wondered what they were on about.

2644. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-31 00:00:00 UTC
From: torhovl@stud.unit.no
Message-ID: <4omhkp$c8u@due.unit.no>
Source record: 9637

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: Does anyone have any information regarding java, rather then send me
: to a web page, can anyone give me a quick easy to follow rundown on
: what it actualy is, and any realtive atari software?

As has already been said, Java is a programming language intended for making programs that can run on any web page. The Java Developer Kit can be obtained free of charge from Sun Microsystems, but it does currently only exist for Windows NT/95, MAC and Solaris.

I don't think anybody is working on a porting to the ST. There is also no web browser for the Atari that supports Java applets.

____
\ / Tor
\/ http://www.stud.unit.no/~torhov

2645. Re: Lightweight processes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-31 00:00:00 UTC
From: Fredrik Hugosson <fredrik.hugosson@draco.se.astra.com>
Message-ID: <4omipr$ul0@mailgate.astra.com>
Source record: 9638

jamesco@cogs.susx.ac.uk (James Cox) wondered about lightweight processes:
>What is a lightweight process? I was looking at a SunOS manual today and saw
>this term crop up and wondered what they were on about.

OK, I'll take a shot at this.....

You can think of lightweight processes as 'subprocesses'. Imagine
that you implement your own threads package, each thread will then
be a lightweight process inside the common OS process assigned to the
package.

Hope this helps.

/HUGO.

2646. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-31 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <4on07b$hjo@neon.airtime.co.uk>
Source record: 9639

On 31 May 1996 10:28:41 GMT, torhovl@stud.unit.no (Tor-Egil Hovland)
wrote:

>: Does anyone have any information regarding java, rather then send me

>As has already been said, Java is a programming language intended for
>making programs that can run on any web page. The Java Developer Kit
>can be obtained free of charge from Sun Microsystems, but it does
>currently only exist for Windows NT/95, MAC and Solaris.
>
>I don't think anybody is working on a porting to the ST. There is
>also no web browser for the Atari that supports Java applets.

ok cheers, I presume the questions been asked before then?, well I
may not be using my Atari for net Access, but as my pages are only of
use to Atarians then its not worth looking into any furthur,
Althoug if things take there proper course then maybe in the future
we will have a browser that supports such things ?, well heres
hopeing:)

Thanks for the feedback :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) Programming on the ATARI ST
stosser@airtime.co.uk irc #ATARI <stosser>
http://www.airtime.co.uk/users/stosser

2647. FS: (US) 5-31-96

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-31 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4on7mu$slj@express.ior.com>
Source record: 9640

F O R S A L E

* 1040STf *

720K Internal Drive TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb) Z-Keys
IBM (External) Keyboard included! Tweety Board!! (Stereo sound)
Original Box Power cable
Z-Keys Documentation Great Condition!!
Mouse Mouse Pad
Extension cable for IBM Keyboard

NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $175 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive w/

Power Supply Full black case
Good Condition LED display

These types of drives work exellently, and this one is in NEW condition!

Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy the 1040 or both

I'll throw in (FOR FREE) at your discretion:

* Magazines : (10) Current Notes
* Chip : PAL chip. Works. Supports HD drive. #: C301901-002.
* Chip : Floppy Drive Controller. Works!. #: WD1772-PH
* Chip : TOS 2.05 . Works. Will work on any Ste!
* Joystick : (6) Misc joysticks
* Covers : Atari Monitor, 520ST, and the ext. atari floppy drive.
* Power Supply : 1040 Power Supply. Rev 6
* Case : Hard Drive case, fan, power supply, power cable.
holds 3+ drives.

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me! All funds must be in US Dollars.
If you respond here, PLEASE keep the same title so that I can easily

find it....

Internet: danbrown@on-ramp.ior.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

P.S. - Fine Print

I will not sell any of the items listed under the "FOR FREE" section.
They are for the buyer of the 1040 (or both) to choose from.

"FOR FREE" means I won't charge you for them. But you must pay the
shipping on the items you want.

2648. Re: Lightweight processes?

Newsgroup: comp.sys.atari.programmer
Date: 1996-05-31 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <DsAB1o.703.0.-s@cs.vu.nl>
Source record: 9641

Fredrik Hugosson <fredrik.hugosson@draco.se.astra.com> writes:

>jamesco@cogs.susx.ac.uk (James Cox) wondered about lightweight processes:
>>What is a lightweight process? I was looking at a SunOS manual today and saw
>>this term crop up and wondered what they were on about.

>OK, I'll take a shot at this.....

>You can think of lightweight processes as 'subprocesses'. Imagine
>that you implement your own threads package, each thread will then
>be a lightweight process inside the common OS process assigned to the
>package.

>Hope this helps.

>/HUGO.

Imagine the following analogon:

A lightweight process (or a thread) is to a process
as o process is to the computer

within processes, multiple *threads* of control can exists (hence the name)
they share the same adress space and the same recources. The can comincate
to each other using this shared adress space and mutexes and condition variables.
(Look at some document for Inter Process Communication for more information
about these things).

You can implement a user thread package, or have kernel support for
threads (Like Solaris).

When programming such packages you see typical calls like:

thread_create(procedure_name, variables, stack_size, &tid);

thread_destroy(tid);

thread_yield();

The last one is to voluntarily give op the CPU (used in non-preemted
thread packages).

Hope this helps.

Florentijn

--
Vrije Universiteit Amsterdam | Florentijn van Kampen
Department of | 'Freedom is the right to say: two plus

Mathematics and | two equals four. If that is granted,
Computer Science | everything else follows.' (Orwell 1984)

2649. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-02 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4oqmnk$1p0@orm.southern.co.nz>
Source record: 9492

Just a bit of a stir here...

Yiannis Paschalidis (u943409@student.canberra.edu.au) wrote:
: stosser@airtime.co.uk (Tony Greenwood) wrote
: > Does anyone have any information regarding java, rather then send me
: > to a web page, can anyone give me a quick easy to follow rundown on
: > what it actualy is, and any realtive atari software?
: JAVA is a programming language that feels a bit like C.
: It is primarily used for writing scripts into HTML code, but compilers
: for it are appearing on the PC...
: As yet, I do not know of any compilers available for the atari, or any
: atari-browser that supports JAVA code.

JAVA is heralded as a x-platform programming language that will revolutionise the WWW. I say bollocks because JAVA is being developed by only a handful of companies. Ask yourself the question, 'How much are these few companies gonna want to provide a JAVA compiler and support for Atari browser software authors...'...the answer is not at all. So far JAVA is supported only by PC, Mac and unix, and still only in relatively young development stage. Just another way of forcing out the little people I say...

Chris Wilkinson.
/|\

2650. Sliders in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-02 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <DsDwpr.HFq.0.-s@cs.vu.nl>
Source record: 9493

Hello,

I am currently writing an editor for my JX8P synthesizer
and I want it all neat 'n clean with GEM.
I looked at the seceral RCS editors available but none
of them supported sliders... Are there some extensions
that I could use, or do I have to progrm my own sliders,
any experiences with this?

Thanks in advance,

Florentijn van Kampen

--
Vrije Universiteit Amsterdam | Florentijn van Kampen
Department of | 'Freedom is the right to say: two plus
Mathematics and | two equals four. If that is granted,
Computer Science | everything else follows.' (Orwell 1984)

2651. Re: Sliders in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <31B2A3E4.D55@rd.eng.bbc.co.uk>
Source record: 9494

```
Florentijn van Kampen wrote:
>
> Hello,
>
> I am currently writing an editor for my JX8P synthesizer
> and I want it all neat 'n clean with GEM.
> I looked at the seceral RCS editors available but none
> of them supported sliders... Are there some extensions
> that I could use, or do I have to progrm my own sliders,
> any experiences with this?
>
> Thanks in advance,
>
> Florentijn van Kampen

I'm afraid that you will probably have to program your own,
sliders are not a base Gem object but are built from several
objects (buttons, draggable items, etc). Maybe there is a
custom software library out there that helps with this?

-David

//////////////////////////////////////////////////
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//////////////////////////////////////////////////
```

2652. Re: Sliders in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: prajoux@chnou.laas.fr
Message-ID: <4oua2r$33a@laas.laas.fr>
Source record: 9495

In article s@cs.vu.nl, fvkampen@cs.vu.nl (Florentijn van Kampen) writes:
>I am currently writing an editor for my JX8P synthesizer
>and I want it all neat 'n clean with GEM.
>I looked at the seceral RCS editors available but none
>of them supported sliders... Are there some extensions
>that I could use, or do I have to progrm my own sliders,
>any experiences with this?

Hi,

Sliders are related to AES windows. Ressources, and thus ressource editors, are related to AES object trees.
If your program is using windows with sliders, this has nothing to do with any ressource that this same program may use. Windows, with their sliders if any, deals with the interaction between the user and the program. So, of course, you (i.e. your program) must manage the sliders yourself, using appropriate AES calls.

Cheers.

RP
prajoux@laas.fr

2653. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: Paul Coene <Paul.Coene@esat.kuleuven.ac.be>
Message-ID: <31B2B37B.2E23@esat.kuleuven.ac.be>
Source record: 9496

Tony Greenwood wrote:

> >As has already been said, Java is a programming language intended for
> >making programs that can run on any web page. The Java Developer Kit
> >can be obtained free of charge from Sun Microsystems, but it does
> >currently only exist for Windows NT/95, MAC and Solaris.
> >
> >I don't think anybody is working on a porting to the ST. There is
> >also no web browser for the Atari that supports Java applets.

Linux/m68k supports it, or will support it in the future, I think.

Paul

2654. Beta users needed for french 3D modelling soft.

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: lecoat@tokay.ief-paris-sud.fr
Message-ID: <4ousu3$8fo@upsn6.u-psud.fr>
Source record: 9497

Hello everybody,

I'm a quite isolated french developper working on a program
called Eureka 2.12. It's a 2D numerical analysys program, and
a 3D object modelling of mathematical shapes. It include
also 4D presentation, because a time parameter is available.
I'm in degugging phasis, so I would need experienced people
to tell me oppropriate comments on strengths and weaks of
my production. If anyone of yous, wood be so kind as to
play the role of awared critic on my work, it would be
a great help for me ...
I must precise, that my work is in french for the moment.
If anyone has ideas about it's translation it would be
great ... Anyway mathematical langage *is* international.
My program is available by FTP on the "Conservatoire
National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari
or on my home page at :
http://www.ief.u-psud.fr/~lecoat/
Anyway the last release is on my home page ...

Thanks for your help ... Bye for now !

-- Francois LE COAT

2655. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31B32ED5.167E@in.tu-clausthal.de>
Source record: 9498

Chris Wilkinson wrote:

> JAVA is heralded as a x-platform programming language that will
> revolutionise the WWW. I say bollocks because JAVA is being developed by
> only a handful of companies. Ask yourself the question, 'How much are
> these few companies gonna want to provide a JAVA compiler and support for
> Atari browser software authors...'...the answer is not at all. So far
> JAVA is supported only by PC, Mac and unix, and still only in relatively
> young development stage. Just another way of forcing out the little
> people I say...

Well... well, JAVA is not in any way depending on X11. It is developed
only by sun soft. Other companies have paied them for being able do make
java compilers for comercial stuff. One can also download th Java
Developer Kit Scouces for free, if you sign a declaration by sun. I
hered (ie. not at all sure) someone was going to port it to MinT. I
don`t know what happened to that. I think, that as soon as it is
available CAB won't be long to suport it.

Christof

2656. Re: Sliders in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <833918910_OASIS_@swampdog.demon.co.uk>
Source record: 9499

In article <DsDwpr.HFq.0.-s@cs.vu.nl>
fvkampen@cs.vu.nl (Florentijn van Kampen) said:-

>Hello,
>
>I am currently writing an editor for my JX8P synthesizer
>and I want it all neat 'n clean with GEM.
>I looked at the seceral RCS editors available but none
>of them supported sliders... Are there some extensions
>that I could use, or do I have to progrm my own sliders,
>any experiences with this?
>
> Thanks in advance,
>
> Florentijn van Kampen
>
>--
>Vrije Universiteit Amsterdam | Florentijn van Kampen
>Department of | 'Freedom is the right to say: two plus
>Mathematics and | two equals four. If that is granted,
>

If you are not using using AES windows then you will have to build
your own sliders completely from scratch either low level via the VDI
or using G_BOX's suitably organised. Some of the graf_???() functions
could help you here.

It is a little simpler with AES windows, mask in H_SLIDE, V_SLIDE into
wind_create() as appropriate. and use wind_set() to position and size
them. When you interact with sliders then the AES sends you a message.

Note a proper calculation is a little more subtle than would first be
apparent. This is how to calculate the slider position - you will need
to rearrange the formula to calculate "window_start" from the new
position from the AES message you received.

position = 1000 * window_start / (total_length - length_seen)

window_start = position displayed at the beginning of a
window - ie if line 40 of a doc were at the
top of the window then this would be 39 (start
at zero).

total_length = doc length in lines - maybe 2000 lines for
example.

length_seen = how many lines currently fit in a window.

If you were processing an image then the above would be in rasters perhaps. That is, the formula is based on units of the same logical entity. It does not matter what that entity is, as long as the values are supplied in units thereof.

A 200 line doc with 20 lines visible in a window currently displaying line 40 would result in 1000 * 39 / (200 - 20) = 216 which is not quite the 200 which you would initially expect.

Now issue wind_set(,WF_V/H_SLIDE,position,)
^^^
whichever

The slider size (the white bit) is supposed to represent the percentage of the total doc which is currently visible ...

size = 1000 * (length_seen / total_length).

Note that where the document is smaller than the window then values will start going out of the range 0..1000 and some extra processing will be required.

Also bear in mind not to let overflow occur in the calculations.

--

Guy Harrison

guy@swampdog.demon.co.uk

2657. Re: Sliders in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <4p1bnn$6om@due.unit.no>
Source record: 9500

Florentijn van Kampen (fvkampen@cs.vu.nl) wrote:
: Hello,
:
: I am currently writing an editor for my JX8P synthesizer
: and I want it all neat 'n clean with GEM.
: I looked at the seceral RCS editors available but none
: of them supported sliders... Are there some extensions
: that I could use, or do I have to progrm my own sliders,
: any experiences with this?

Try SysGem 2.03 (Very easy to use, but Pure C only.) or E-Gem 2.20. Both can
be found on ftp.uni-kl.de/pub/atari/programming/

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

2658. Re: GEM: Dragging things...

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-04 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DsHDAr.H9v@comp.lancs.ac.uk>
Source record: 9501

In article <4o3kud$2sa@inca01.inca.co.nz> gmiller@inca.co.nz (Gaven Miller) writes:
>
>Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>> I'm currently writing a large GEM based program. One of the things
>> that I need to do is detect the user clicking and dragging an object.
>> The object is just a few lines (drawn with the VDI). How do I detect
>> this with evnt_multi()? I need to be able to distinguish a single
>> click from a click/drag ...
>
>> Oh, I'm writing in C on a Falcon (MultiTOS compatable)...
>
>haven't written draggable-item code in yonks, but here is a sample
>algorithm that should work:
>
>Call event_multi
> if event is a click (MU_BUTTON)
> if button is still down (vq_mouse)
> change mouse to "drag" shape (graf_mouse)
> wait for mouse button to be released (vq_mouse)
> do appropriate "item has been dragged" processing
> show "on-screen item has been dragged"
> change mouse back to arrow (graf_mouse)
> end if
> end if
>rest of processing ...

Call event_multi..
if event is a mouse button pressed (down) and
mouse over a draggable object then
event_multi(mouse_up | timer = 100ms)
if event is timed out then
change mouse shape
loop
event_multi(box | timer = 100ms | mouse_up)
if event = timedout and old_mouse_pos != new_mouse_pos then
redraw outline shape endif
if event = box then
undraw shape endif
if event = mouse_up then
exit endif
end loop
endif
endif

note.. box is a little box a couple of pixels either side of the mouse..
if the mouse leaves this then it's time to move the shape... the timer
delay means you don't waste time redrawing or blitting a shape when the
mouse is moving quickly... the event_multi calls means other AES stuff
can go on in the background.. as well as task switching and so on...

Just my tuppence worth..

Neil
(nab@comp.lancs.ac.uk)

2659. Looking for INTERFACE Mydial auxiliary files.

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-04 00:00:00 UTC
From: Josep Rodriguez <101572.2142@CompuServe.COM>
Message-ID: <4p1mpe$r0u$1@mhade.production.compuserve.com>
Source record: 9502

Does anyone knoew how to get the files IMPORT.H and EXPORT.H needed to
build the GFA Mydial module?

I need them to build the GFA 3D Mydial module.

Regards,

--
Josep Rodriguez Internet: 101572.2142@compuserve.com
Atari Fan Club Spain BBS/Fax: +34-3-4423479
(Keeping Atari alive in Spain) NeST: 90:900/100.0@nest .ftn

2660. Best way to check Bits per Plane

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-04 00:00:00 UTC
From: Jim <jfouch@penny.net>
Message-ID: <31B4A1F3.1540@penny.net>
Source record: 9503

What is the best and most safe way to find the Bits/Plane for the resolution you are running in.

Is is Int{L~A}, or is this not safe anymore.

Should I use Work_Out(13), does this work on true color graphics cards and the Falcon030.

Also, will Work_out(0) and Work_Out(1) always return the X & Y for the screen, even on graphics cards.

Any help would be Great!!

Thanks,

Jim Fouch
FOUCH SOFTWARE
jfouch@penny.net

2661. Re: Best way to check Bits per Plane

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-05 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960605110521.11806A-100000@juno.amp.uni-hannover.de>
Source record: 9504

On Tue, 4 Jun 1996, Jim wrote:

> What is the best and most safe way to find the Bits/Plane for the resolution you are running in.
>
> Is is Int{L~A}, or is this not safe anymore.
>
> Should I use Work_Out(13), does this work on true color graphics cards and the Falcon030.
>
> Also, will Work_out(0) and Work_Out(1) always return the X & Y for the screen, even on graphics cards.
>
> Any help would be Great!!
>

This can be stated very clearly : It's the best way to use VDI, and it's
not safe to use any Line-A. Line-A doesn't exist on most graphics cards.
But the documented VDI behaviour should work on every ST style computer.
The Work_out return values you mentioned are of course documented and can
therefore be used safely on every machine.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2662. Re: Best way to check Bits per Plane

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-05 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-0506961051300001@macmax.irfmn.mnegri.it>
Source record: 9505

In article <31B4A1F3.1540@penny.net>, Jim <jfouch@penny.net> wrote:

> What is the best and most safe way to find the Bits/Plane for the
resolution you are running in.
>
> Is is Int{L~A}, or is this not safe anymore.
>
> Should I use Work_Out(13), does this work on true color graphics cards
and the Falcon030.
>
> Also, will Work_out(0) and Work_Out(1) always return the X & Y for the
screen, even on graphics cards.
>
> Any help would be Great!!
>
> Thanks,
>
> Jim Fouch
> FOUCH SOFTWARE
> jfouch@penny.net

You should use ONLY AES/VDI functions for the best result, no LineA.
Yes, Work_Out(13) should works on all graphics cards and Work_Out(0)
and Work_Out(1) for X and Y screen resolution.

Bye

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

2663. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-05 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <31B560AE.2012@sunderland.ac.uk>
Source record: 9506

Tony Greenwood wrote:

> Does anyone have any information regarding java, rather then send me
> to a web page, can anyone give me a quick easy to follow rundown on
> what it actualy is, and any realtive atari software?

Java was originally developed by Sun as a language for reliably programming consumer devices. It is based on C++ but has automatic garbage collection and no pointers to increase the robustness and reliability of programs.

Java programs are compiled into bytecode. Bytecode is not native code to any particular machine architecture, rather it is native to a Virtual Machine (VM). In order to run a java program you need a VM for your (real) machine.

Sun realised that java could be adapted to distribute software over the internet. You would only need to compile a java program once and it would run on ANY machine that had a VM written for it. Hence the VM was first incorporated into Web browsers as a means of easily extending their capabilities. At present the java VM is only incorporated into two Web browsers - Netscape 2 and Hotjava.

As I understand it the VM can only be ported to 32bit systems. So if it were ported over to TOS based machines it would be limited to Falcons, TTs, Medusas, Pak030 etc.

In theory it is brilliant, because any program you write in java has a market of all the machines with a java VM. In practice the VM has only been ported to Intel, Unix and Mac machines. It is currently slow and buggy in my experience, but will undoubtedly improve with the introduction of things like just-in-time-compilers that compile bytecode into native machine code on the fly.

Sun wants java to be an open system, so language specifications and source code are freely available. I don't know about the source code to write the java compiler or VM though. In theory, if the VM could be ported to a 32bit TOS machine we would have access to a wealth of software.

> Is html authoring classed as programming?

No. I don't want to get into a theoretical discussion on what consitutes a programming language, but I would suggest a true programming language needs logical and mathematical functions and control over data and execution flow. Html possesses non of these.

Hope this helps,

Michael

2664. Re: JAVA ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-06 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31B6C551.167E@in.tu-clausthal.de>
Source record: 9507

Michael Clemmetsen wrote:

> Java programs are compiled into bytecode. Bytecode is not native code
> to any particular machine architecture, rather it is native to a
> Virtual Machine (VM). In order to run a java program you need a VM for
> your (real) machine.

Well, Sun is working on a java chip. It is supposed to run Byte code
directly.

> As I understand it the VM can only be ported to 32bit systems. So if
> it were ported over to TOS based machines it would be limited to
> Falcons, TTs, Medusas, Pak030 etc.

Oh! The 68k is a 32 Bit processor. Guess, why sinclair once sold their
68008 Machine as a 32 bit Computer (with multiplexed 8 bit Data Bus).
the 68000 has a multiplexed 16 Bit Bus. That was one of Ataris,
Comodores and Apples Marketing Mistakes. they did not beat ther real 16
bit Machines by IBM with greater numbers. Just look at DEC, SUN, or SGI.
They now are proud of presenting 64bit Machines. so they are supposed to
make realy fast Computers. Just whatch a Alpha with byte operations. It
is really slow!!

on the other side Java does nor reqire a 32 bit machine. The Virtual
Machine is 32 bit. that doesn't say anything about the machine it is
implemented on. Theoretically a 1 bit machine would be enough (though
not sensible).

> Sun wants java to be an open system, so language specifications and
> source code are freely available. I don't know about the source
> code to write the java compiler or VM though. In theory, if the VM could
> be ported to a 32bit TOS machine we would have access to a wealth of
> software.

The sources of the JDK (Java Developer Kit) are freely available. You
just have to sign, that you don't distribute it in any way, because
Javasoft wants to have Control over it. As long as you don't make money
with it, Javasoft doesn't take any from you.

Christof

2665. GEM icon file

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-06 00:00:00 UTC
From: sjoh0132@sable.ox.ac.uk
Message-ID: <4p6qmc$g1i@news.ox.ac.uk>
Source record: 9508

I'm thinking of the PC versions of GEM (including ViewMax) here, but
I'd hope the file format is sufficiently similar on the ST:

What is the format of the .ICN file (DESKLO.ICN/VIEWLO.ICN/VIEWHI.ICN etc)
which contains the Desktop icons?

-------------------- http://users.ox.ac.uk/~sjoh0132/ ---------------------
John Elliott |BLOODNOK: "But why have you got such a long face?"
|SEAGOON: "Heavy dentures, Sir!" - The Goon Show
:---)

2666. M.A.G.E.???

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-06 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4p830s$h1h@newsbf02.news.aol.com>
Source record: 9509

Anyone using MAGE? I am running MagiCMac and have just ordered it, I know GFA works, does MAGE?

Email me
Zan

2667. Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: Keefy <fkeith@cs.strath.ac.uk>
Message-ID: <31B7F45D.167E@cs.strath.ac.uk>
Source record: 9510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Has anyone written a program, similar to that on the Sony Playstation
music/graphics thingy? I know it would not have the 3D effects etc,
but anything is better than nothing.

I once wrote a STOS program which strobed the screen with the music,
reading from my Stereo Master sampler, but, as it was STOS, it was
not very good. Ideally, I would like something that only reacted to
the bass of the music.

I would have liked to write the STOS program in assembler, but I know
sod all about the ST's screen addresses and how to clear the screen etc,
although I can use assembler but don't have one for my STE.

Please e-mail any replys as I am on my Uni vacation just now and don't
have much time for checking Usenet (it's a Uni account), and I will
miss any postings (probably).

Thanks in advance,

Fraser.
--
Fraser Keith, Strathclyde University

mailto:fkeith@cs.strath.ac.uk

2668. Re: Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4p98ic$304@lyra.csx.cam.ac.uk>
Source record: 9511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <4p97aq$t4i@neon.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) writes:

>>I once wrote a STOS program which strobed the screen with the music,
>>reading from my Stereo Master sampler, but, as it was STOS, it was
>>not very good. Ideally, I would like something that only reacted to
>>the bass of the music.
>>
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
>for everything you know, thats a sweeping statment "as it was STOS it
>was not very good", don't blame the tool's, try a bit harder and you
>would have managed it, STOS is not only capable of such a task but
>with the new updates and added commands then it is ideal,

Even I'm not going to disagree with you here. Awful as STOS is for most
of the purposes people put it to, I have to say this is one application
where STOS is ideal. Apart from the crap editor that is.

2669. Re: Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31B852C5.455C@inil.com>
Source record: 9512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Tony Greenwood wrote:
>
> On Fri, 07 Jun 1996 10:20:29 +0100, Keefy <fkeith@cs.strath.ac.uk>
> wrote:
>
> >Has anyone written a program, similar to that on the Sony Playstation
> >music/graphics thingy? I know it would not have the 3D effects etc,
> >but anything is better than nothing.
> >
> >I once wrote a STOS program which strobed the screen with the music,
> >reading from my Stereo Master sampler, but, as it was STOS, it was
> >not very good. Ideally, I would like something that only reacted to
> >the bass of the music.
> >
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
> for everything you know, thats a sweeping statment "as it was STOS it
> was not very good", don't blame the tool's, try a bit harder and you
> would have managed it, STOS is not only capable of such a task but
> with the new updates and added commands then it is ideal,
> Just because you could not do it, that does not mean that STOS was
> not capable,
>
> >I would have liked to write the STOS program in assembler, but I know
> >sod all about the ST's screen addresses and how to clear the screen etc,
>
> What! clear the screen, theres half a dozen different ways in STOS
> and so long as you keep away from cls then you can clear the screen
> quicker than you could believe,
>
> >although I can use assembler but don't have one for my STE.
> >
> You have an STe...for crying out loud!, STOS is exactly what you
> want, DMA? no problemo, even more commands if you have a Falcon
>
> >Please e-mail any replys as I am on my Uni vacation just now and don't
> >have much time for checking Usenet (it's a Uni account), and I will
> >miss any postings (probably).
>
> Nooooo way, you come into a public newsgroup and as good as tell
> everyone that STOS isn't up to the job and I feel oblidged to let
> everyone know it is, Carbon copy sent to you just in case,
>
> >

> >Thanks in advance,
> >
> No problem my friend, and consider yourself flamed :)
>
> "as it was STOS it was not very good"
> He shouldn't have said that? <wicked grin>
>
> Cheers.............!ynoT
> Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
> irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
> TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
> Diskzine ConstructionKit/Countout/GridCross/Mouscolo
> Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
> + Many other releases, see my page for more info +

Ouch... The man walking toward the plane never saw the moving blades...

2670. Re: Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <4p97aq$t4i@neon.airtime.co.uk>
Source record: 9513
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 07 Jun 1996 10:20:29 +0100, Keefy <fkeith@cs.strath.ac.uk>
wrote:

>Has anyone written a program, similar to that on the Sony Playstation
>music/graphics thingy? I know it would not have the 3D effects etc,
>but anything is better than nothing.
>
>I once wrote a STOS program which strobed the screen with the music,
>reading from my Stereo Master sampler, but, as it was STOS, it was
>not very good. Ideally, I would like something that only reacted to
>the bass of the music.
>
Rubbish, I am going to have to be brutal here, STOS can't be blamed
for everything you know, thats a sweeping statment "as it was STOS it
was not very good", don't blame the tool's, try a bit harder and you
would have managed it, STOS is not only capable of such a task but
with the new updates and added commands then it is ideal,
Just because you could not do it, that does not mean that STOS was
not capable,

>I would have liked to write the STOS program in assembler, but I know
>sod all about the ST's screen addresses and how to clear the screen etc,

What! clear the screen, theres half a dozen different ways in STOS
and so long as you keep away from cls then you can clear the screen
quicker than you could believe,

>although I can use assembler but don't have one for my STE.
>
You have an STe...for crying out loud!, STOS is exactly what you
want, DMA? no problemo, even more commands if you have a Falcon

>Please e-mail any replys as I am on my Uni vacation just now and don't
>have much time for checking Usenet (it's a Uni account), and I will
>miss any postings (probably).

Nooooo way, you come into a public newsgroup and as good as tell
everyone that STOS isn't up to the job and I feel oblidged to let
everyone know it is, Carbon copy sent to you just in case,

>
>Thanks in advance,
>
No problem my friend, and consider yourself flamed :)

"as it was STOS it was not very good"
He shouldn't have said that? <wicked grin>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
Diskzine ConstructionKit/Countout/GridCross/Mouscolo
Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
+ Many other releases, see my page for more info +

2671. Re: Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <4p9p2m$49d@neon.airtime.co.uk>
Source record: 9514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On Fri, 07 Jun 1996 16:12:18 +0100, Keefy <fkeith@cs.strath.ac.uk>
wrote:

>I wasn't criticising STOS as such. I don't have the compiler, so the
>load up time was about 2 minutes for a program that would probably take
>30 lines of assembeler, and no matter how good STOS may be, assembly
>will always be faster than an interpreter based language (unless you
>have the compiler, which would have to be very efficient).
>
Then your intentions and your postings don't seem to be on the same
line, to say "as it was stos, it was not very good" is a criticism of
the programming language, your intentions may have been different, but
what I read, is what I saw, is what I responded to :)

STOS can be criticised for many things, it is not the greatest of
languages by any means, but if someone wants to say such, then they
should have tried it to its limits then said its not up to it,

>Also, it's not that I "could not do it", I did! I just wanted it to be
>better, and as I don't know much about good ways to convert an audio
>signal to a moving patern etc, I thought I would ask to see if anyone had
>done something similar. Do YOU know how to do it? Real time sound analysis

I do not, and never gave the impresion I could, my point and whole
posting was based on your sweeping statement re stos,

>is the the subject of degrees and is (probably) not easy, and STOS as an
>interpreter would probably not be any good (unless there is an extension
>for this).
>
> > >I would have liked to write the STOS program in assembler, but I know
>> >sod all about the ST's screen addresses and how to clear the screen etc,
>> What! clear the screen, theres half a dozen different ways in STOS
>> and so long as you keep away from cls then you can clear the screen
>> quicker than you could believe,
>
>I meant clear the screen using assembly language. I thought that was
>obvious in the question.
>
It was, my point was that you don't need assembler to clear the
screen fast,

> > >Please e-mail any replys as I am on my Uni vacation just now and don't
>> >have much time for checking Usenet (it's a Uni account), and I will
>> >miss any postings (probably).

>>
>> Nooooo way, you come into a public newsgroup and as good as tell
>> everyone that STOS isn't up to the job and I feel oblidged to let
>> everyone know it is.
>
>No I didn't. In no way did I say that STOS "isn't up to the job", it

c'mon! thats exactly what you implied, you may not it would now seem
have meant that, but I doubt anyone reading it would have read it any
different?,

>can be very powerful when utilised fully, but all I want is a simple,
>fast as possible program. Assembly seems the best choice for this.
>

>And what happened to a little courtesy? Most browsers have a button
>to send as mail and news, so is it too much to ask that you press
>that one instead?
>
I did, I sent the posting as mail and news, I could not see any
reason not to include the posting in the newsgroup, it is a harmless
debate after all ?

You have missed the point of my posting,

1) hopefully the smileys and the lack of any animosoty or swearing
or nastyness or anything showed that this wasent exactly meant as a
personal attack, hence the public posting :)

But let me explain why I responded?

2) I use STOS (you guessed that already?), and I find there is very
little it cannot do, I am the keeper of the FAQ and have written
various articles on the subject for everything from diskmags to
national magazines (with the use of a spell checker),

For many good reasons, people have an instant opinion of STOS and
believe it to be totally useless, this is brought upon in no small
part by people telling everyone it's ....useless, Your posting DID
make it look like you where blaming stos, you havent the extensions,
upgrades or even the compiler it now seems, to have enough experience
or knowledge to make this claim, sorry to labour the point, but you
cannot simply say "as it was stos it was not very good", you are
helping get the language a bad name by making such unfounded
statements,

After all, what is "comp.sys.atari.programmer" for, if not to debate
such point's?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

TITLES:H.E.R.O./MultiPakman/Spot it/N.E.C.B./VidIgrid/Texty
Diskzine ConstructionKit/Countout/GridCross/Mouscolo
Stosser Multimedia Displayer/Island Strike/ STOS.FAQ
+ Many other releases, see my page for more info +

2672. Re: Music/graphics program

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-07 00:00:00 UTC
From: Keefy <fkeith@cs.strath.ac.uk>
Message-ID: <31B846D2.41C6@cs.strath.ac.uk>
Source record: 9515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

> >I once wrote a STOS program which strobed the screen with the music,
> >reading from my Stereo Master sampler, but, as it was STOS, it was
> >not very good. Ideally, I would like something that only reacted to
> >the bass of the music.
> >
> Rubbish, I am going to have to be brutal here, STOS can't be blamed
> for everything you know, thats a sweeping statment "as it was STOS it
> was not very good", don't blame the tool's, try a bit harder and you
> would have managed it, STOS is not only capable of such a task but
> with the new updates and added commands then it is ideal,
> Just because you could not do it, that does not mean that STOS was
> not capable,

I wasn't criticising STOS as such. I don't have the compiler, so the
load up time was about 2 minutes for a program that would probably take
30 lines of assembeler, and no matter how good STOS may be, assembly
will always be faster than an interpreter based language (unless you
have the compiler, which would have to be very efficient).

Also, it's not that I "could not do it", I did! I just wanted it to be
better, and as I don't know much about good ways to convert an audio
signal to a moving patern etc, I thought I would ask to see if anyone had
done something similar. Do YOU know how to do it? Real time sound analysis
is the the subject of degrees and is (probably) not easy, and STOS as an
interpreter would probably not be any good (unless there is an extension
for this).

> >I would have liked to write the STOS program in assembler, but I know
> >sod all about the ST's screen addresses and how to clear the screen etc,
> What! clear the screen, theres half a dozen different ways in STOS
> and so long as you keep away from cls then you can clear the screen
> quicker than you could believe,

I meant clear the screen using assembly language. I thought that was
obvious in the question.

> >although I can use assembler but don't have one for my STE.
> >
> You have an STe...for crying out loud!, STOS is exactly what you
> want, DMA? no problemo, even more commands if you have a Falcon

What use is DMA in this application? Please tell me so I can use it.
I don't even think I have the extensions anyway. (looking at the last
sample player routine I used, it was the one you get with the sampler
package, so I probably don't have them). I never use STOS anymore anyway,

because my brain is already fried with languages such as assembely, C++,
scheme, eiffel, etc.

> >Please e-mail any replys as I am on my Uni vacation just now and don't
> >have much time for checking Usenet (it's a Uni account), and I will
> >miss any postings (probably).
>
> Nooooo way, you come into a public newsgroup and as good as tell
> everyone that STOS isn't up to the job and I feel oblidged to let
> everyone know it is.

No I didn't. In no way did I say that STOS "isn't up to the job", it
can be very powerful when utilised fully, but all I want is a simple,
fast as possible program. Assembly seems the best choice for this.

And what happened to a little courtesy? Most browsers have a button
to send as mail and news, so is it too much to ask that you press
that one instead?

> >Thanks in advance,
>
> No problem my friend, and consider yourself flamed :)

Ouch ;)

Fraser.
--
Fraser Keith, Strathclyde University

mailto:fkeith@cs.strath.ac.uk

2673. Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-09 00:00:00 UTC
From: andre@southern.co.nz
Message-ID: <4pdml2$a2c@orm.southern.co.nz>
Source record: 9516

Could someone please point me towards some C source code for using joysticks. I'm using Lattice 5.5 on an ST.

Thanks in advance
-Andre

2674. Re: Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-09 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4pel66$t7r@studs.sci.kun.nl>
Source record: 9517

In <4pdml2$a2c@orm.southern.co.nz> andre@southern.co.nz (Andre Nieuwenhuize) writes:

>Could someone please point me towards some C source code for using
>joysticks. I'm using Lattice 5.5 on an ST.

The Compendium says `While no direct TOS support is available for
reading these ports [the CX-40 style joystick controls], is is
possible ussing the IKBD contgroller in one of several joystick
reporting modes.'

It seems it's pretty complicated to read the joysticks in C. I hope
somebody else has already written something to do it, as it involves
writing to the IKBD chip. There is one mode of this chip in which it
translates all joystick position information into arrow keys.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2675. Re: ASM multiplication subroutine

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-10 00:00:00 UTC
From: euatbl@eua.ericsson.se
Message-ID: <4pgj55$oru@euas20.eua.ericsson.se>
Source record: 9518
Cross-posted to:
comp.sys.m6809,comp.lang.asm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

```
> cp32207@pinus.cc.etf.hr (christian pluym) writes:
>
> > Hi!
> > I need a assembler source for multiplying two 8 bit unsigned
> > numbers on a 6800 motorola, but any source for any 8-bit
> > processor would help. It has to work by shifting and adding,
> > not simply by adding. The result should be a 16-bit unsigned.
> > Tnx in advance,
> > Christian

Well, better late than never. I remembered I once saw such a routine
in Motorola's M6800 Microprocessor Programming Manual, and yesterday
I found it. It's 1975 vintage code, but what the heck! Mind you,
if it doesn't work, blame Mototola - not me.

Regards,
Tommy
************************************************************
* Reentrant multiplication
*
* Multiplies two 8 bit unsigned numbers giving
* a 16 bit unsigned product
*
* A * B = A, B
************************************************************
MPY8 PSH A multiplicand to stack
LDA A #8
PSH A count to stack
TSX (X) pointer to stacked data
CLR A
ROR B
M3 BCC M4 do not add
ADD A 1,X add multiplicand
M4 ROR A
ROR B
DEC 0,X decrement count
BNE M3
*
INS restore stack
INS
RTS
*
* calling example
```

```
*
LDA A #10
LDA B #20
JSR MPY8

*
```

2676. XACC & GemView

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-10 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <834403748.22843.0@sf_pc.itl.co.uk>
Source record: 9519

Has anybody successfully sent an image to GemView 3 via Xacc ??

Everytime I try it I am greeted with 2 bombs and Gemview dies.
Receiving images from Gemview via XACC is not a problem and works
fine.

Is this a known problem with Gemview 3 or is it a bug at my end ??

Thanks in advance for any help..

Steve Found

2677. Re: M.A.G.E.???

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-10 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <4phmid$p34@news.nevada.edu>
Source record: 9520

Zan660 (zan660@aol.com) wrote:
: Anyone using MAGE? I am running MagiCMac and have just ordered it, I know
: GFA works, does MAGE?
:
: Email me
: Zan

MAGE is just an Engine for GFA. It should work fine.

Vince

2678. --> Needs GFA HELP!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-12 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4pndo3$oq2@newsbf02.news.aol.com>
Source record: 9521

I just got GFA with MAGE, I am using MagiCMac. GFA can be patched with A La Card, however, I have A La Card and it is not in English. I also got Button Basic and its disk was unreadable. I can not use MAGE because all the disks were unreadable, as was the Button Basic disk, and the NVDI 4 disk 2.
I really need any practicole info "you" have for setting up GFA Basic.
please email,
zan

2679. need serial mouse specs

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-12 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1996Jun12.230014.223@mtroyal.ab.ca>
Source record: 9522

I am trying to write an atari device driver for a DOS serial mouse.
I have the USART setup so that it recognizes the mouse, however,
I don't have any documentation on what information the mouse
produces. What I need is the details of the mouse packet, i.e.
order of information, size of each piece of information and the
specific values for the mouse buttons. I have a 3 button mouse.

Thanks in advance.

Paul Pospisil
ppospis@mtroyal.ab.ca
Mount Royal College
Calgary, Alberta, CANADA

2680. Re: --> Needs GFA HELP!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-13 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <834667501.1143.0@sf_pc.itl.co.uk>
Source record: 9523

zan660@aol.com (Zan660) wrote:

>I just got GFA with MAGE, I am using MagiCMac. GFA can be patched with A
>La Card, however, I have A La Card and it is not in English. I also got
>Button Basic and its disk was unreadable. I can not use MAGE because all
>the disks were unreadable, as was the Button Basic disk, and the NVDI 4
>disk 2.
>I really need any practicole info "you" have for setting up GFA Basic.
>please email,
>zan

Unfortunately, MagicMac cannot read ST formatted disks, only PC
formatted ones.

If you format some PC disks on the Mac (using PC exchange) and get
some kind soul with an Atari to copy MAGE on to the PC disks, you will
be able to install MAGE on your Mac (Whatever MAGE is !!!).

Hope this helps..

Steve.

2681. Re: Best way to check Bits per Plane

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-13 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Dsy9zC.3H9@cix.compulink.co.uk>
Source record: 9524

>What is the best and most safe way to find the Bits/Plane for the resolution
>you are running in.

>Is is Int{L~A}, or is this not safe anymore.
I wouldn't use Line-A

>Should I use Work_Out(13), does this work on true color graphics cards and
>the Falcon030.
work_out[4] gives bitplanes. work_out[13] gives number of colours.

>Also, will Work_out(0) and Work_Out(1) always return the X & Y for the
screen, even on graphics cards.
Yes. See my PROFILE 2 program.

```
short handle;
short screen_lines, aspect_ratio, font_ratio;
long screen_width, screen_height;
short planes, colours, palette_size;
short rows, columns, table, backgroundcolours;
short wchar, hchar, wbox, hbox;

handle = (short)graf_handle(&wchar, &hchar, &wbox, &hbox);
v_opnvwk(work_in, &handle, work_out);/* open workstation */
screen_lines = (work_out[1] + 1) / hchar;
screen_width = (long)work_out[0] + 1;
screen_height = (long)work_out[1] + 1;
aspect_ratio = work_out[4] / work_out[3];
font_ratio = hchar / wchar;
colours = work_out[13];
palette_size = work_out[39];
vq_chcells(handle, &rows, &columns);
vq_extnd(handle, 1, work_out);
backgroundcolours = work_out[1];
planes = work_out[4];
table = work_out[5];

if (planes > 8)
printf("Current resolution: Width: %lu Height: %lu
Colour Bits: %d", screen_width, screen_height, planes);
else
printf("Current resolution: Width: %lu Height: %lu
Planes: %d", screen_width, screen_height, planes);

if (rows == -1 || columns == -1)
printf("TOS-mode screen size: Cursor addressing not possible");
else
```

```
printf("TOS-mode screen size: Columns: %d Rows: %d",
columns, rows);

printf("Number of predefined colours: %d", colours);
printf("Number of background colours: %d", backcolours);

if (table == 0 && planes > 1)
printf("Palette size: True colour mode");
else
if (palette_size == 0)
printf("Palette size: Continuous
(more than 32767 colours)");
else
printf("Palette size: %d", palette_size);
```

Hope this helps.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2682. ST virtual drive ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-14 00:00:00 UTC
From: rosen@sunny.bahnhof.se
Message-ID: <4prd3f$80a@funny.bahnhof.se>
Source record: 9525

Does anyone know how to create a virtual drive on the ST , or , where I
can learn about it ?
From my point of view , that is a program that respond to a TOS disk
drive. It may get a message like "CD test" for example , or messages
dealing with data channels traffic.

Thanks for any answeres.

/Per Eric

2683. Re: ST virtual drive ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-14 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4prhhu$es2@tempo.univ-lyon1.fr>
Source record: 9526

rosen@sunny.bahnhof.se (Per - Erik Ros&#65533;n) wrote:

Hello,

>Does anyone know how to create a virtual drive on the ST , or , where I
>can learn about it ?
>From my point of view , that is a program that respond to a TOS disk
>drive. It may get a message like "CD test" for example , or messages
>dealing with data channels traffic.
A program called <Pysgham2> can do this and more.
It can :
- create virtual drives like M: for C:\auto if you want,
- lock a partition to avoid programs to write on it.

You can find it in <ftp.cnam.fr/pub/Atari/Disk/pysgham2.zip>

>Thanks for any answeres.

Have a nice Week-End

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Magic 4
1040 Stf 1Mo - RGB

2684. Help With Super Charger

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-14 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <4pskea$2rn@Einstein.ebicom.net>
Source record: 9527

Anyone out there able to write drivers for the Super Charger?

I'm in need of a simple midi driver for my Super Charger...
I'm assuming all that is needed is a driver for dos that
locates and enables the atari midi ports for dos applications to
use.

If you can do this...or know of one already in existance...please
reply to this post.

Also, note that many of the dos programs allow you to enter a hex
address for the midi port. Would entering the ST address for the
midi ports work on the Super Charger? Or would special drivers
be needed? If someone can tell me the hex address for the atari
midi out port...i'll give it a try.

Thanks,
Brian

2685. 1040 STe Midi Question

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-14 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <4pskgo$2rn@Einstein.ebicom.net>
Source record: 9528

Anyone know the HEX address for the midi ports on an Atari 1040 STe?

Thanks,
Brian

2686. trn

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-15 00:00:00 UTC
From: comezana@math.psu.edu
Message-ID: <4ptq05$6k3@dodgson.math.psu.edu>
Source record: 9529

Hi! I'd like to know if anyone has ported the most recent version of trn (3.6) to MiNT. I'd also like to hear from people who have compiled trn on their own, regardless of version, just to see if this is something that I could attempt with my limited skills.

Gustavo

2687. Atari FS (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-15 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <4ptq9c$j76$1@mhafn.production.compuserve.com>
Source record: 9530
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

For Sale

Hisoft Lattice C 5.52 St/STe/TT/Falcon
Includes WERCS, DERCS, Librarian, 680x0 Ass, diasembler,
debugger, shell.
Still boxed with 6 manuals and 7 disks.
HiSoft Forth
HiSoft Devpac 3
Prospero Pascal, 3 manuals
NeoDesk 3.04
Hisoft WERCS 1.02
zzSoft , Introducing Atari ST M/C with disk
68000 Assembley Language Programming Second edition, Osborne
McGraw Hill
Technical Ref Guide Volume 1, VDI, Sheldon Leemon.
Atari 3d Graphics Programming, Abacus
The Concise Atari ST 68000 Programmers Ref, Katherine Peel

Offers

2688. 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-16 00:00:00 UTC
From: yomomma@infi.net
Message-ID: <4q0oel$eq@nw003.infi.net>
Source record: 9531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
(BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)

-=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
** For phone orders (USA number) 804-686-1271
Order via BBS 804-686-3062 (email: cds@mid-night.com)
$24 each (plus $2 shipping, $5 shipping outside USA)

Just a FEW of the ME#1 CD-ROM's features are:
- 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
- 200+ pics of Elle Macpherson --WELCOME--
- 200+ pics of Alicia Silverstone
- 200+ pics of Mariah Carey
- 200+ pics of Christina Applegate (Kelly Bundy) **NUDES**
- 200+ pics of Sandra Bullock
- 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
- 100+ pics of Patricia Ford (sexy hot famous model)
- 50+ pics of Elizabeth Berkley (Showgirls star)
- 50+ pics of Christie Turlington (hot supermodel)
- 50+ pics of Jenny McCarthy (singled out host, playmate)
- 70+ pics of Singer Paula Abdul
- 60+ pics of Alyssa Milano, nude and clothed..!
- 40+ pics of Sarah aka Jennifer Love Hewitt **BBS READY**
- 40+ pics of Jennifer Aniston from FRIENDS
- 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
- 80+ pics of Anna Nicole Smith
- 150+ pics of Adult Japanamation/Erotic Artwork
- 2000+ pics of other nude stars (too many to list!)
- 2000+ pics of clothed MISC (swimsuit etc) stars
- 1500+ pics of hot AMATEUR models, nude..
(MORE details on content at http://www.mid-night.com/cds.htm)
or call 804-686-1271 to order via phone.

Common info:
* Packed in white shipper, No signs of nudity (Wife protection plan)
* All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
* All pics are high quality atleast 640x480!
* Directories are arranged in NUDE/NON NUDE ordering for easy use!
* MPEG Animations of Stars (Applegate, Salma Hayek etc..)
* Graphics viewing software for Windows/DOS
* CD is BBS ready with detailed descriptions of all files!
* This CD will save you -ALOT- of download/searching TIME!

* Too many more features to list in this message..

This CD represents alot of hard work. Here is the pricing:
$24 each (plus $2 shipping, $5 shipping outside USA)

*For FAST results, visit http://www.mid-night.com/cds.htm
And fill out a order there. We take every method of payment.

*Or call 804-686-1271 to order via credit card over the phone!

*If you dont have access to the World Wide Web and would like an ORDER FORM
sent to you via email, reply to this message at cds@mid-night.com
If you have any questions feel free to email also..

*If you dont trust the internet for ordering, you may logon
Midnight Escape BBS at 804-686-3062 hit C at the new user menu
to order the CD..

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
NOTICE: Foreign orders add $5 for shipping..

*Wholesale/Dealer/Bulk information/prices available upon request.

.*. Midnight Escape .*.

2689. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-17 00:00:00 UTC
From: dneubart@ix.netcom.com
Message-ID: <4q2c0c$do1@dfw-ixnews2.ix.netcom.com>
Source record: 9532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In <4q0oel$eq@nw003.infi.net> yomomma@infi.net (cds@mid-night.com)
writes:
>
> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
>(BIGGEST & BEST affordable stars/model CD-ROM you will find!
Guaranteed!)
>
>-=-Web orders: www.mid-night.com (Check, Credit Cards, First
Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>Just a FEW of the ME#1 CD-ROM's features are:
> - 460+ pics of Cindy Crawford ** FOREIGN ORDERS: **
> - 200+ pics of Elle Macpherson --WELCOME--
> - 200+ pics of Alicia Silverstone
> - 200+ pics of Mariah Carey
> - 200+ pics of Christina Applegate (Kelly Bundy)
NUDES
> - 200+ pics of Sandra Bullock
> - 100+ pics of PAMELA ANDERSON aka Pamela Lee!!
> - 100+ pics of Patricia Ford (sexy hot famous model)
> - 50+ pics of Elizabeth Berkley (Showgirls star)
> - 50+ pics of Christie Turlington (hot supermodel)
> - 50+ pics of Jenny McCarthy (singled out host, playmate)
> - 70+ pics of Singer Paula Abdul
> - 60+ pics of Alyssa Milano, nude and clothed..!
> - 40+ pics of Sarah aka Jennifer Love Hewitt **BBS
READY**
> - 40+ pics of Jennifer Aniston from FRIENDS
> - 80+ pics of Racquel Darrian / Kelly Jackson (porn star)
> - 80+ pics of Anna Nicole Smith
> - 150+ pics of Adult Japanamation/Erotic Artwork
> - 2000+ pics of other nude stars (too many to list!)
> - 2000+ pics of clothed MISC (swimsuit etc) stars
> - 1500+ pics of hot AMATEUR models, nude..
> (MORE details on content at http://www.mid-night.com/cds.htm)
> or call 804-686-1271 to order via phone.
>
>Common info:

> * Packed in white shipper, No signs of nudity (Wife protection
plan)
> * All in all, there are over 8,000 thats EIGHT THOUSAND FILES!
> * All pics are high quality atleast 640x480!
> * Directories are arranged in NUDE/NON NUDE ordering for easy
use!
> * MPEG Animations of Stars (Applegate, Salma Hayek etc..)
> * Graphics viewing software for Windows/DOS
> * CD is BBS ready with detailed descriptions of all files!
> * This CD will save you -ALOT- of download/searching TIME!
> * Too many more features to list in this message..
>
>
> This CD represents alot of hard work. Here is the pricing:
> $24 each (plus $2 shipping, $5 shipping outside USA)
>
>*For FAST results, visit http://www.mid-night.com/cds.htm
> And fill out a order there. We take every method of payment.
>
>*Or call 804-686-1271 to order via credit card over the phone!
>
>*If you dont have access to the World Wide Web and would like an ORDER
FORM
> sent to you via email, reply to this message at cds@mid-night.com
> If you have any questions feel free to email also..
>
>*If you dont trust the internet for ordering, you may logon
> Midnight Escape BBS at 804-686-3062 hit C at the new user menu
> to order the CD..
>
>Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
>NOTICE: Foreign orders add $5 for shipping..
>
>*Wholesale/Dealer/Bulk information/prices available upon request.
>
> .*. Midnight Escape .*.

This stuff should be peddled in one the more appropriate newsgroups.
Please don't post here.

Thanks.

2690. tester ignore

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-17 00:00:00 UTC
From: Bren <mcenroeb@syntegra.bt.co.uk>
Message-ID: <31C5CC63.1E1@syntegra.bt.co.uk>
Source record: 9533

```
test ignore
```

2691. Re: Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-17 00:00:00 UTC
From: bruneton@ece.fr
Message-ID: <31C56941.41C67EA6@ece.fr>
Source record: 9534

Andre Nieuwenhuize wrote:
>
> Could someone please point me towards some C source code for using
> joysticks. I'm using Lattice 5.5 on an ST.
>
> Thanks in advance
> -Andre

There is a text file which explains how to use Joypads for STe/Falcon.
Go to: ftp://ftp.cnam.fr/pub/Atari/Programming
or /Atari/Falcon/Programming

But I don`t know how to use standard Joysticks
Bye.

2692. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-17 00:00:00 UTC
From: k202031@smog.dkrz.de
Message-ID: <4q3q09$r4c@alster.dkrz.de>
Source record: 9535
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> Qualifications: You must be OVER 18 & live somewhere on planet EARTH!

I am over 18 and live on planet earth. - Where do you live ???

We once had a C220 but unfortunately I don't have any nude pictures
of it - do you have some ?

--

Wolfgang Stahl German Climate Computer Centre
System Software & Operations Tel.: +49-40-41173-337
Deutsches Klimarechenzentrum GmbH (DKRZ) Fax: +49-40-41173-174

2693. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-17 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4q4ckd$b06@ra.nrl.navy.mil>
Source record: 9536
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Dave Neubart (dneubart@ix.netcom.com).... the silly dweeb. He wrote:

> This stuff should be peddled in one the more appropriate newsgroups.
> Please don't post here.

And then he goes on to quote the WHOLE advert-message again and cross-post it to 17 newsgroups. I guess it's his brother-in-law's company.
What a country!!!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

2694. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-18 00:00:00 UTC
From: Simon Hiscox <c830987@powers.phoenix.telecom.com.au>
Message-ID: <4q5f1t$ch5@newsserver.trl.OZ.AU>
Source record: 9537
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Whoever,

Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
to the appropriate groups. I know of many women who work with HP-UX - they are
an important and valued part of our community. This posting may offend them.
It offends me.

Furthermore, this is advertising. Once again, this is not welcomed here.

--
Regards,

Simon Hiscox (HP Associate Consultant)
_____
Telstra Phoenix Project
33/300 Latrobe Street, Melbourne, Victoria, Australia, 3001
Internet: c830987@powers.phoenix.telecom.com.au

2695. loading colour icons from resource

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-18 00:00:00 UTC
From: ajalkane@lk-hp-17.hut.fi
Message-ID: <4q5odp$bi0@nntp.hut.fi>
Source record: 9538

Anyone can help me? I'm trying to load colour icons from external
resource. I don't want to include them in the main resource which
I load with rsrc_load, because it'd probably grow beyond 64k
and because the icons aren't always used. The problem is how
can I convert colour icons ob_spec field and the pointer info
to point to correct places in memory?
The colour icons ob_spec fields seem to be very strange. Unlike
other objects ob_spec fields, which include offsets to the
file, colour icons ob_spec field seem to contain order number.
For example the first icons ob_spec is 0, the seconds 1 etc.

I'm totally lost what I should do, any help appreciated!

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

2696. Re: loading colour icons from resource

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-18 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4q5q26$27p@lyra.csx.cam.ac.uk>
Source record: 9539

In article <4q5odp$bi0@nntp.hut.fi>,
ajalkane@lk-hp-17.hut.fi (Arto Jalkanen) writes:

>The colour icons ob_spec fields seem to be very strange. Unlike
>other objects ob_spec fields, which include offsets to the
>file, colour icons ob_spec field seem to contain order number.
>For example the first icons ob_spec is 0, the seconds 1 etc.

Those numbers are indices into the array of cicnblk (I think that's
the right name, I don't have my manuals here) structures which are
I believe immediately after the other arrays of structures.

I assume you have some documentation on how colour icons are stored
in memory once they're loaded? There's a linked list of other
structures, each with details of a version for a particular colour
depth, I imagine the resource file has a similarly complicated
layout.

As I and many others have said before, it's all in the Atari
Compendium.

2697. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-18 00:00:00 UTC
From: David White <david.white@rd.eng.bbc.co.uk>
Message-ID: <31C6DBF6.7376@rd.eng.bbc.co.uk>
Source record: 9540
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox wrote:
>
> Whoever,
>
> Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> to the appropriate groups. I know of many women who work with HP-UX - they are
> an important and valued part of our community. This posting may offend them.
> It offends me.
>
> Furthermore, this is advertising. Once again, this is not welcomed here.
>
> --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
immoral, perverted, and corrupting. Will the poster please never darken these
groups with such tat again.

-David White
--
//
// These views are my own and do not in any way //
// represent the views of the BBC or the BBC //
// Research and Development Department //
// david.white@rd.eng.bbc.co.uk //
//

2698. MagiCMac homepage!

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-18 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4q6sko$9e1@newsbf02.news.aol.com>
Source record: 9541

I just put up my MagiCMac homepage, I am looking for ideas so check it out
if you have www support: http://users.aol.com/zan660/mhome.htm

2699. GNU shell

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: "Rob." <ssu94180@reading.ac.uk>
Message-ID: <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>
Source record: 9442

I have just started using the GCC 1.37 C compiler. Every time I user the printf command with the %d option it prints a zero instead of the number stored in the variable. Can anyone help?

Rob.

2700. Re: GNU shell

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4q94f1$jiq@lyra.csx.cam.ac.uk>
Source record: 9443

In article <Pine.SOL.3.91.960619132342.26101A-100000@suma3.reading.ac.uk>,
"Rob." <ssu94180@reading.ac.uk> writes:
>I have just started using the GCC 1.37 C compiler. Every time I user the
>printf command with the %d option it prints a zero instead of the number
>stored in the variable. Can anyone help?

Sounds like your library is compiled to use short ints, and your program
to use long ints. The filenames on the library ought to stop this though.

2701. 680x0 instruction timings

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <4q95je$jen@m1.cs.man.ac.uk>
Source record: 9444

I've got the Newnes 68000 pocket book which is full of wonderful info, notably clock cycles for all the instructions. However, I'm looking for some info on timings for 68020 and 68030. The 68040, according to this book, averages 1.25 cycles per instruction. Pretty fast. The reason I'm interested is because I was looking at some Falcon code and wanted to see if I could speed it up (I'm still the demo coder speed freak I once was!). I understand that the 68030 (and the 020? can't remember) employs a type of parallel architecture to improve performance, along with hard-wiring of instructions. I can only guess at instruction timings with this lot running...

gaz

2702. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: zeke@quicklink.net
Message-ID: <zeke-1906961252220001@138.26.198.46>
Source record: 9445
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4q0oel$eq@nw003.infi.net>, yomomma@infi.net
(cds@mid-night.com) wrote:

> Midnight Escape's 1st 8,000+ file CELEBRITY/Misc Model ADULT CDROM
> (BIGGEST & BEST affordable stars/model CD-ROM you will find! Guaranteed!)
>
> -=-Web orders: www.mid-night.com (Check, Credit Cards, First Virtual)-=-
> ** For phone orders (USA number) 804-686-1271
> Order via BBS 804-686-3062 (email: cds@mid-night.com)
> $24 each (plus $2 shipping, $5 shipping outside USA)

Hey, I don't see a nude picture of an atari anywhere on that list,
maybe then the people here would be interested. Go post in some smut
group.

2703. Re: 1040 STe Midi Question

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960619191656.6718A-100000@chiron.iqo.uni-hannover.de>
Source record: 9446

```
On 14 Jun 1996, Brian Roland wrote:

> Anyone know the HEX address for the midi ports on an Atari 1040 STe?

Should be the same as on ordinary STs :

$fffffc04 (read byte) ACIA Status
$fffffc04 (write byte) ACIA Control
$fffffc06 (r/w byte) ACIA Data

But why not use the operating systems function to access Midi ??

Cheers Peter

-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
-------------------------------------------------------------------------
```

2704. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-19 00:00:00 UTC
From: Joe Doro <joedoro@ix.netcom.com>
Message-ID: <31C89A67.7CA4@ix.netcom.com>
Source record: 9447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

David White wrote:
>
> Simon Hiscox wrote:
> >
> > Whoever,
> >
> > Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
> > to the appropriate groups. I know of many women who work with HP-UX - they are
> > an important and valued part of our community. This posting may offend them.
> > It offends me.
> >
> > Furthermore, this is advertising. Once again, this is not welcomed here.
> >
> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
> immoral, perverted, and corrupting. Will the poster please never darken these
> groups with such tat again.
>
> -David White
> --
> //
> // These views are my own and do not in any way //
> // represent the views of the BBC or the BBC //
> // Research and Development Department //
> // david.white@rd.eng.bbc.co.uk //
> //

I agree that this is not the place to post such advertisements, but what makes it " .. base,immoral, perverted,"? and why are you the authority ? Funny but I have this outmoded notion that consenting adults have the right to do what they want. Has something to do with personal freedom.

Joe Doro

2705. Re: 1040 STe Midi Question

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Message-ID: <835255966snz@makin.demon.co.uk>
Source record: 9448

In article <Pine.A32.3.91.960619191656.6718A-100000@chiron.iqo.uni-hannover.de>
perot@pallas.amp.uni-hannover.de "Peter Rottengatter" writes:

> On 14 Jun 1996, Brian Roland wrote:
>
> > Anyone know the HEX address for the midi ports on an Atari 1040 STe?
>
> Should be the same as on ordinary STs :
>
> $fffffc04 (read byte) ACIA Status
> $fffffc04 (write byte) ACIA Control
> $fffffc06 (r/w byte) ACIA Data
>
> But why not use the operating systems function to access Midi ??
>
> Cheers Peter
>
> ---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> ---
>
>
Because they don't work properly, you get missing bytes in large messages
which were transmitted at full speed.
--
Barrie Brailsford

barrie@makin.demon.co.uk

2706. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: leinberger@axp621.gsi.de
Message-ID: <4qbjck$1a0g@rs18.hrz.th-darmstadt.de>
Source record: 9449
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

```
But still, if I could "pic" for free any little machine from the 8000-AXP
family for my garage, even if "nude" (ie missing sidepanels) it
would be a "celebrity" ;-))

And PLEASE now stop this stupid thread, will you?

Uwe
```

2707. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: schumach@convex.com
Message-ID: <4qbn22$3pk@flare.convex.com>
Source record: 9450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"?

All postings to inappropriate newsgroups are immoral, perverted, and corrupting.
Their content is irrelevant.

2708. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: dbaseley@cartech.com
Message-ID: <4qbql8$cq@ns2.ptd.net>
Source record: 9451
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Simon Hiscox <c830987@powers.phoenix.telecom.com.au> wrote:

>Whoever,

>Why is this posted here in 'comp.sys.hp.hpux'? Please restrict your postings
>to the appropriate groups.

1) You, of course, _realize_ that by responding to this message you
are also crossposting, right?

2) The morality or lack thereof should not be the issue; the issue is
massively cross-posted advertisements of any type, especially those
appearing in inappropriate newsgroups.

3) See news.admin.net-abuse.misc for more on how to combat this spam.

4) Terminate this thread! Give it no more reason to exist. Start a
new one if you must, but this discussion really does not belong here.

Dave Baseley

2709. Atari 2600 Emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: Thomas Djafari <frogger@micronet.fr>
Message-ID: <31C8D536.6155@micronet.fr>
Source record: 9452

As some people were requesting infos about the state of my Atari 2600 emulator, take a look at :

http://www.micronet.fr/~frogger

I need docs about the supercharger to support it.

2710. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31c9b233.440651@news.airtime.co.uk>
Source record: 9453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
wrote:

>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It is base,
>> immoral, perverted, and corrupting. Will the poster please never darken these
>> groups with such tat again.
>>

> I agree that this is not the place to post such advertisements, but what makes it " ..
> base,immoral, perverted,"? and why are you the authority ? Funny but I have this
>outmoded notion that consenting adults have the right to do what they want. Has
>something to do with personal freedom.

and what makes YOU think that everyone reading the newsgroup is a
consenting adult ??? postings should take into consideration that
minors have just as much access to these newsgroups as your consenting
adults do, the internet does no have a "18 only" sign at the front
door, would you post a sex advert somewhere you kew minors would have
access to it?,
I have this personal freedom you speak of, but I dont think it
stretches to immoral perverted indecency,

Cheers...........!ynoT Tony Greenwood
stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser

Accrington, Lancashire, England

2711. Re: 680x0 instruction timings

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Message-ID: <NEWTNews.835312453.19505.rzb20@rzb20.amdahl.com>
Source record: 9454

In article <4q95je$jen@m1.cs.man.ac.uk>, <gjones@cs.man.ac.uk> writes:
>
>
> I've got the Newnes 68000 pocket book which is full of wonderful info,
> notably clock cycles for all the instructions. However, I'm looking for
> some info on timings for 68020 and 68030. The 68040, according to this
> book, averages 1.25 cycles per instruction. Pretty fast. The reason
> I'm interested is because I was looking at some Falcon code and wanted
> to see if I could speed it up (I'm still the demo coder speed freak I
> once was!). I understand that the 68030 (and the 020? can't remember)
> employs a type of parallel architecture to improve performance, along
> with hard-wiring of instructions. I can only guess at instruction
> timings with this lot running...
>
> gaz
>

Instruction timings on the 030 are much more complicated, since it
(IIRC) uses a pipelining scheme. The best reference are the Motorola
books, which you used to be able to get for free from a Motorola
distributor (in this part of the world anyway) by explaining that
you're developing code for the 680x0 line. There are 2 or 3 books,
one lists all the instructions & another one talks about the
architecture.

Roger

2712. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960620215705.11839C-100000@epicycle.lm.com>
Source record: 9455
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Please kill this thread, as the rest of us are as tired of reading about it, as we were annoyed by the original SPAMMER! Nuff said?

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

2713. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <4qcno3$9kh@lyra.csx.cam.ac.uk>
Source record: 9456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>,
stosser@airtime.co.uk writes:

> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front
>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

No, but I wouldn't post one anywhere :) Trying to make all the internet
suitable for kids is what the US government tried to do, and
fortunately didn't manage. There's no way you can prevent kids from
accessing wherever they want on the internet.

I agree that posting it here was totally inappropriate and wrong, but
posting it in say alt.sex would not be inappropriate, yet kids can
read that.

2714. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>
Source record: 9457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:

> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
> wrote:
>
>
> > I agree that this is not the place to post such advertisements, but what makes it " ..
> > base,immoral, perverted,"? and why are you the authority ? Funny but I have this
> >outmoded notion that consenting adults have the right to do what they want. Has
> >something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
> consenting adult ??? postings should take into consideration that
> minors have just as much access to these newsgroups as your consenting
> adults do, the internet does no have a "18 only" sign at the front
> door, would you post a sex advert somewhere you kew minors would have
> access to it?,
> I have this personal freedom you speak of, but I dont think it
> stretches to immoral perverted indecency,

You know, everyone is speaking about the "right" to post anything up on
the Internet. But with that right comes responiblity. You must remeber
that not everyone wants to see this stuff and some should even see this
like children. I do wish people who advertise this sort of thing will
stick to speciality newsgroups instead of broadbasing it everywhere, it's
like that in the real world BTW.

And those who feel that 'they' shouldn't have to be protected because the
children must be, do you let your Playboys out where your kids can read
them? Thought so...

Eric Noss
a.k.a
Mr. Maddog

(BTW, absolutely NO e-mail responses to this please! All will be
automatically deleted so keep this public.)

2715. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qcqeg$rbf@charm.magnus.acs.ohio-state.edu>
Source record: 9458
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <31c9b233.440651@news.airtime.co.uk>, stosser@airtime.co.uk wrote:
>On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>wrote:
>
>
>>> > --I would be stronger than 'it may be offensive'and 'it's advertising'. It
> is base,
>>> immoral, perverted, and corrupting. Will the poster please never darken
> these
>>> groups with such tat again.
>>>
>
>> I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>>outmoded notion that consenting adults have the right to do what they want.
> Has
>>something to do with personal freedom.
>
> and what makes YOU think that everyone reading the newsgroup is a
>consenting adult ??? postings should take into consideration that
>minors have just as much access to these newsgroups as your consenting
>adults do, the internet does no have a "18 only" sign at the front

Oh really? How many children have the money to buy their own computers
these days? How many children have accounts with the phone companies or
ISPs?

This isn't a free broadcast medium. It does take a level of knowledge and
some non-trival expenditure of money on electronics to access.

So? The real problem isn't some spammer but some lazy slob of a parent
that have no clue as to what their kiddies are up to and expect the whole
world to be thier baby sitters.

Nevermind that the ad itself was not obscene (not even by American
standards which are obscene themselves).

>door, would you post a sex advert somewhere you kew minors would have
>access to it?,

Never seen a Playboy ad on TV?

> I have this personal freedom you speak of, but I dont think it
>stretches to immoral perverted indecency,

You have no CONCEPT of morality.

You must really cringe when you wash yourself.

>
>
> Cheers.....!ynoT Tony Greenwood
>stosser@airtime.co.uk http://www.airtime.co.uk/users/stosser
>
> Accrington, Lancashire, England
>

2716. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-21 00:00:00 UTC
From: JEDI@osu.edu
Message-ID: <4qd3t8$sre@charm.magnus.acs.ohio-state.edu>
Source record: 9459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

In article <Pine.SOL.3.91.960620205335.20131B-100000@ns1.ptd.net>, "Mr. Maddog"
<mrmaddog@prolog.net> wrote:
>On Thu, 20 Jun 1996 stosser@airtime.co.uk wrote:
>
>> On Wed, 19 Jun 1996 19:25:11 -0500, Joe Doro <joedoro@ix.netcom.com>
>> wrote:
>>
>>
>> > I agree that this is not the place to post such advertisements, but what
> makes it " ..
>> > base,immoral, perverted,"? and why are you the authority ? Funny but I have
> this
>> >outmoded notion that consenting adults have the right to do what they want.
> Has
>> >something to do with personal freedom.
>>
>> and what makes YOU think that everyone reading the newsgroup is a
>> consenting adult ??? postings should take into consideration that
>> minors have just as much access to these newsgroups as your consenting
>> adults do, the internet does no have a "18 only" sign at the front
>> door, would you post a sex advert somewhere you kew minors would have
>> access to it?,
>> I have this personal freedom you speak of, but I dont think it
>> stretches to immoral perverted indecency,
>
>You know, everyone is speaking about the "right" to post anything up on
>the Internet. But with that right comes responiblity. You must remeber
>that not everyone wants to see this stuff and some should even see this
>like children. I do wish people who advertise this sort of thing will

However, please keep in mind that this was an advertisement for lewd
material, NOT lewd material itself.

A distinction should be made.

2717. Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-21 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4qdphr$8lt@seagoon.newcastle.edu.au>
Source record: 9460
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

"Mr. Maddog" <mrmaddog@prolog.net> wrote:

> You know, everyone is speaking about the "right" to post anything
> up on the Internet.
First, keep in mind that Usenet news is *not* restricted
to the Internet.

> But with that right comes resposniblity.

For example, whoever you are, whichever of this long list
of newsgroups you come from, *why* post it to comp.sys.cbm? *None*
of this has anything to do with 8-bit Commodore computers. I bet
most of the 8000 nude celebrity pics are in jepg format, which
cannot yet be displayed on a Commodore 64 or Commodore 128. I know
this didn't come from comp.sys.cbm. So I could trim comp.sys.cbm
out and still get to whoever sent this to us 'in public', as they
say, 'no private e-mail'. But what about the *responsibility* to
avoid mindlessly posting this thread to umpteen different newsgroups
because you are either too lazy or too unskilled to trim down the
newsgroup distribution list?
Hint #1: if you don't know how to trim the distribution list,
simply do not respond to a posting that was distributed to more
than 3 newsgroups. It's that simple. If you are spreading this
all over the place for no better reason than lack of knowledge or,
worse, pure laziness, *hold* *your* *tongue*. There's someone
else out there who has the same opinion (or close enough) who
is prepared to take the time to avoid this kind of spam
multiplication.
Hint #2: if you don't *know* what a newsgroup is about,
don't post to it. And it is no excuse to say, 'it was crossposted
on my newsgroup, I just hit "reply".' See hint #1.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2718. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-21 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qerce$7lc@ra.nrl.navy.mil>
Source record: 9461
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Eric Noss (mrmaddog@prolog.net) offered:

> You must remeber that not everyone wants to see this stuff.

AND I must also remember that not everyone is required to read a posting with the nauseous word "nude" in the subject line. Goodness me!

Next Tony Greenwood (stosser@airtime.co.uk) cautioned:

> ...postings should take into consideration that minors have just as
> much access to these newsgroups as your consenting adults do. I have
> this personal freedom you speak of, but I dont think it stretches to
> immoral perverted indecency....

Few things will pique an adolescents interest more than for an adult to tell them that something they see as pleasant, i.e., nudity, is "immoral perverted indecency". God, what a weird attitude. You did notice that interested parties had to SEND for this material, didn't you? It isn't distributed on the net and it probably will be MAILED to the recipient. Please note that there was no mention of donkeys, leather, children, etc.

Then Dave Baseley (dbaseley@cartech.com) ordered:

> ....[Blah blah blah (at least three bags full)]....Terminate this
> thread!...this discussion really does not belong here.

It's one of the fundamentals of discuss/debate, Dave, that you don't put forward your views and then imply that there is nothing more anyone else can possibly add by declaring the subject closed!

AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!

Bob Gray gray@utopia.nrl.navy.mil Washington DC

2719. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-21 00:00:00 UTC
From: ajai@nwt.com
Message-ID: <31caf47e.50962260@news2.ios.com>
Source record: 9462
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

On 17 Jun 1996 19:45:17 GMT, Robert Gray
<nrl6001@ccsalpha1.nrl.navy.mil>, did thus say:

|What a country!!!

%s/a/a dumb/

--
Aj. (ajai@nwt.com)
New World Technologies - `the Psion house'
"I was a romantic... then I discovered reality..."

2720. Re: 1040 STe Midi Question

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-22 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <14962_SSweet@mettav.demon.co.uk>
Source record: 9463

FROM: SSweet@mettav.demon.co.uk
SUBJ: 1040 STe Midi Question

b> Because they don't work properly, you get missing bytes in large
b> messages which were transmitted at full speed.

Are you using MIDI.PRG from the HSMODEM package in your experiments.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

2721. Re: Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-23 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4qi782$8og@news.aros.net>
Source record: 9464

I looked in my old copy of The GFA Basic Book, and it includes code for reading the joysticks. I've translated it into an assembly function for C; hopefully everything works, but I haven't had a chance to test this, since I don't have an ST hooked up at the moment. :) But it's worth a shot:

```
; long joy_addr()

.globl _joy_addr
_joy_addr:
move.w #34,-(SP)
trap #14 ; kbdvbas() -- xbios(34) function
addq.l #2,SP

move.l D0,A0 ; address to table of interrupt vectors
lea 24(A0),A0 ; add 24 to find location of joystick vector
move.l (A0),old_vec ; save the old vector for later
clr.l joystick
move.l #find_addr,(A0) ; insert new routine

; if you assemble this with your C compiler, $16 below should probably
; be written 0x16
move.w #$16,-(SP) ; this code allows the keyboard processor to
move.w #4,-(SP) ; read and send values for both joysticks
move.w #3,-(SP)
trap #13 ; bconout(4,0x16) -- bios(3,4,0x16)
addq.l #6,SP

wait: ; wait for the joystick interrupt
tst.l joystick
beq.s wait
; at this point, 'joystick' should contain the
; address we want
move.l old_vec,(A0) ; restore old vector

move.w #8,-(SP) ; this code puts the keyboard processor back
move.w #4,-(SP) ; in the normal mouse mode
move.w #3,-(SP)
trap #13 ; bconout(4,8) -- bios(3,4,8)
addq.l #6,SP

move.l joystick,D0
addq.l #1,D0 ; D0 now contains the address of joystick 0
rts

find_addr: ; A0 points to the input data
move.l A0,joystick
rts
```

You should be able to use it as follows:
unsigned char *joystick0; /* address of first joystick */

joystick0 = joy_addr();

The second joystick's address is simply joy_addr() + 1. To set the keyboard processor to joystick mode, use
bconout(4, 0x14)
(This is bios function 3.) To set it back to mouse mode, use
bconout(4, 0x16)
You can read the joystick values by peering at the contents of *joystick0. The 7th bit is set when the button is pushed. The 1st, 2nd, 3rd, and 4th bits represent, respectively, up, down, left, and right.

2722. Re: Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-23 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4qi9kj$9fu@news.aros.net>
Source record: 9465

```
Oops, at the end of that asm routine I posted, I forgot to include the
following two lines:

old_vec: dc.l 0
joystick: dc.l 0
```

2723. MEGA STe LAN port

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-23 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <4qj9ep$shn@pandora.cs.utwente.nl>
Source record: 9466

Hi,

Does anyone know of a program that supports the LAN port on my MEGA STe? I'm especially looking for a program that treats this port as a high-speed midi port. I already tried the HSMOD package, but the system crashed when using Steinberg's Avalon package.
The reason I'm asking this is because I want to speed up sample-transfers between my sampler
and atari. The sampler has a RS422 interface, which is the same as the LAN port, and comunicates trough it using the midi protocol.

---Reinard

2724. FS: HiSpeed Pascal ?15 inc post.

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-23 00:00:00 UTC
From: M.Nelson@btinternet.com
Message-ID: <4qje91$1su@snow.btinternet.com>
Source record: 9467

HiSpeed Pascal by HiSoft for sale.?15 inc post.Turbo Pascal compatible.
Large ring bound manual.

Reply via e-mail
M.Nelson@btinternet.com

2725. Re: MEGA STe LAN port

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-24 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <31CE90BE.78A2@undine.physik.uni-erlangen.de>
Source record: 9468

Reinard R.J. van Loo wrote:

> HSMOD package, but the system crashed when using Steinberg's Avalon package.

As far as I remember there are some options in HSMOD that enable/disable interrupts. Did you find that and/or tried it?

2726. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-24 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31CEC2B3.671F@ccm.jf.intel.com>
Source record: 9469
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Robert Gray wrote:

> Few things will pique an adolescents interest more than for an adult to
> tell them that something they see as pleasant, i.e., nudity, is "immoral
> perverted indecency". God, what a weird attitude. You did notice that
> interested parties had to SEND for this material, didn't you? It isn't
> distributed on the net and it probably will be MAILED to the recipient.
> Please note that there was no mention of donkeys, leather, children, etc.

Yes, quite boring, isn't it?

> Then Dave Baseley (dbaseley@cartech.com) ordered:
>
> > ....[Blah blah blah (at least three bags full)]....Terminate this
> > thread!...this discussion really does not belong here.
>
> It's one of the fundamentals of discuss/debate, Dave, that you don't put
> forward your views and then imply that there is nothing more anyone else
> can possibly add by declaring the subject closed!
>
> AND I'M GETTING QUITE TIRED OF YOUR CONTINUAL CROSSPOSTING, TOO, DAVE!
>
> Bob Gray gray@utopia.nrl.navy.mil Washington DC

Well, gee, Bob, since I don't feel like searching all of the more-than-a-dozen groups _you_ posted _this_ in to
try to figure out where you were when you wrote it, I guess you'll have to live with cross-posted replies, won't
you?

How does that rule go? It's a Navy thing... Ah, I recall now: "Do as I say, not as I do!"

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

2727. Re: GNU shell

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-24 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DtIMoJ.A6p@cix.compulink.co.uk>
Source record: 9470

>I have just started using the GCC 1.37 C compiler. Every time I user the
>printf command with the %d option it prints a zero instead of the number
>stored in the variable. Can anyone help?
What is your variable declared as - a long? If so use %ld instead.
Be careful that the variable type matches the parameter in printf of which
there are several and many modifies such as 'l' for long.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2728. command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-24 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31cf0c29.6467408@news.airtime.co.uk>
Source record: 9471

Well I know I am risking looking like a total Donkey again, but I have to ask :)

The information passed between 2 programs, for instance clicking on display source in CAB will bring up a designated text editor such as Everest? run it and hey presto the source is loaded,

I believe this is held in something called the "COMMAND LINE" please correct me if I am wrong on that, or slap me on the back if I am right :)

Ok is this information held in a specific part of memory, can I simply point to and read the info, I want to get at it from BASIC if possible,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

2729. Re: GNU shell

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <31CFAC8A.7E5E@enst-bretagne.fr>
Source record: 9472

>I have just started using the GCC 1.37 C compiler. Every time I user the printf command with the %d option it prints a zero instead of the
number ...

> What is your variable declared as - a long? If so use %ld instead.

there are several and many modifies such as 'l' for long.
>
> Slainte mhath
> Mark
>
> --hello

I also had this problem, but with another compiler; the use of the option
-l solve this problem (l for long)

Regards

2730. Re: Looking for C joystick sources

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4qnr05$h63@news.aros.net>
Source record: 9473

```
Lawrence Gold (gold@shell.aros.net) wrote:
: Oops, at the end of that asm routine I posted, I forgot to include the
: following two lines:

: old_vec: dc.l 0
: joystick: dc.l 0

And yet another error: To return to mouse mode, bconout(4, 8), NOT
bconout(4, 0x16).
```

2731. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960625134311.18597A-100000@juno.amp.uni-hannover.de>
Source record: 9474

On Mon, 24 Jun 1996 stosser@airtime.co.uk wrote:

> Well I know I am risking looking like a total Donkey again, but I
> have to ask :)

You're not, just ask.

> The information passed between 2 programs, for instance clicking on
> display source in CAB will bring up a designated text editor such as
> Everest? run it and hey presto the source is loaded,

There are a few different ways for programs to communicate with each other. Programs using GEM can use the appl_write() - evnt_mesag() combination, thus talking via AES-messages. Commandlines are another (far older) means of communications. For data files it has been agreed upon that any program that finds a filename in it's commandline should open the file associated with that name. Thus editors open the textfile.

> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right

Show me your back ;-)

> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if
> possible,

The command line is held in the second half of the basepage (address of basepage plus 128). The first byte gives the number of characters the command line consists of, then the actual characters follow.

A reasonable programming language should have some means to access the command line in more convenient way. C does it via some pointers that are parameters for the main() function.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2732. Wanted Programmer

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: Wolfgang Thron <st002466@hrz.th-darmstadt.de>
Message-ID: <31D000EC.1FC05AC1@hrz.th-darmstadt.de>
Source record: 9475

```
Who is a profi in DSP-PROGRAMMING for the Falcon 030 ?
```

2733. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: Robert Gray <nrl6001@ccsalpha1.nrl.navy.mil>
Message-ID: <4qpqt2$2i2@ra.nrl.navy.mil>
Source record: 9476
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.s

Using my mailer REPLY feature I responded to a posting by Dave Baseley (dbaseley@cartech.com), deliberately crossposting as he had done while complaining about the practice himself:

>
> ...AND I'M GETTING QUITE TIRED OF YOUR
> CONTINUAL CROSSPOSTING, TOO, DAVE!

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) jumped in:

> Well, gee, Bob, since I don't feel like searching all of the
> more-than-a-dozen groups _you_ posted _this_ in to try to figure
> out where you were when you wrote it, I guess you'll have to live
> with cross-posted replies, won't you?

Sorry, Rich. I should have included some smilies for the humor-impared who don't recognize satire even when it hits them between the eyes!!!

Bob Gray nrl6001@ccf.nrl.navy.mil Washington DC

2734. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-25 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D07CA9.4DB6@ccm.jf.intel.com>
Source record: 9477

stosser@airtime.co.uk wrote:
>
> Well I know I am risking looking like a total Donkey again, but I
> have to ask :)
>
> The information passed between 2 programs, for instance clicking on
> display source in CAB will bring up a designated text editor such as
> Everest? run it and hey presto the source is loaded,
>
> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right
> :)
>
> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if
> possible,

It has been quite a while since I used STOS (the kids have it buried somewhere in the games pile), but there should be a command that looks something like:

stuff_I_want_to_know$=COMMAND$

where whatever is on the command line when your STOS proggy runs is passed into "stuff_I_want_to_know$" and you can then do whatever you like with it.

Keep in mind that COMMAND$ is subject to change, so you want to use this as soon as practical in your program. I do it before DIMming arrays or even opening windows.

--
http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

2735. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31d11510.9238419@news.airtime.co.uk>
Source record: 9478

On Tue, 25 Jun 1996 13:52:39 +0200, Peter Rottengatter
<perot@pallas.amp.uni-hannover.de> wrote:

>> Ok is this information held in a specific part of memory, can I
>> simply point to and read the info, I want to get at it from BASIC if
>> possible,
>
>The command line is held in the second half of the basepage (address of
>basepage plus 128). The first byte gives the number of characters the
>command line consists of, then the actual characters follow.
>
eeerm sorry?, basepage ?

>A reasonable programming language should have some means to access the
>command line in more convenient way. C does it via some pointers that are
>parameters for the main() function.
>
Unfortunatly my preffered language definatly does not have such a
thing, it was originally made with the specific intention of being a
fully fledged game development system, however many interesting and
usefull serious programs have been made with it, (by other than me I
must add) and the idea for a program that I have (none available as
yet on the atari but a much needed program<?>) would definatly need
the info from the command line, hmmm I live in hope :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

2736. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31d114ae.9140198@news.airtime.co.uk>
Source record: 9479

On Tue, 25 Jun 1996 16:56:25 -0700, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> wrote:

>
>>
>> Ok is this information held in a specific part of memory, can I
>> simply point to and read the info, I want to get at it from BASIC if
>> possible,
>
>It has been quite a while since I used STOS (the kids have it buried
>somewhere in the games pile), but there should be a command that looks
>something like:
>
>stuff_I_want_to_know$=COMMAND$

Thanks but believe me, if it was that simple then I would have got
it, there is no such command in STOS, not even anything close, I wish
there was :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

2737. STOS fix ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-26 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <31D17518.7320@softlab.se>
Source record: 9480

Hi!,

If I=B4m not mistaken there=B4s a fixer program that lets you
run STOS on a Falcon030. =

Where can I get it (I assume it=B4s free- or shareware) ?

/Mike

2738. Atari 2600 emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-27 00:00:00 UTC
From: Thomas Djafari <frogger@micronet.fr>
Message-ID: <31D28541.2B73@micronet.fr>
Source record: 9481

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

I updated my web page, if you want to know more about my 2600 emulator,
check at :

<http://www.micronet.fr/~frogger>

I need some feedback, read these parts : "ABOUT THE DISTRIBUTION"
and "WHAT DO I NEED"

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE
UPDATE UPDATE UPDATE UPDATE UPDATE

2739. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960627130631.5127B-100000-100000@vesta.amp.uni-hannover.de>
Source record: 9482

On Wed, 26 Jun 1996, Guy Harrison wrote:

! In article <31d11510.9238419@news.airtime.co.uk>
! stosser@airtime.co.uk said:-
!
! > eeerm sorry?, basepage ?
!
! From scratch ...
!
! A throwback to MSDOS is that the operating system considers a program
! on disk to consist of 3 parts. There is a section for the machine code
! instructions (TEXT), and two sections for data. The first data section
! is for variables which never change while the program runs (DATA), and
! the second section is for variables which do change while the program
! is running (BSS). This layout allows a suitable operating system or
! language to abort a program which is going wrong. Thus, on disk you
! will find a program stored as TEXT+DATA+BSS in that order.
!
! All this information needs storing somewhere whilst the program is
! running - the basepage. Probably due to the pecularities of intel
! processors a whole "page" (256 bytes) was used for this.
!
! When the os loads a program, it creates the basepage first and stuffs
! relevent information into it. Next comes TEXT, then DATA, then BSS so
! we now have basepage+TEXT+DATA+BSS. When the os finally jumps to the
! machine code at the beginning of TEXT the information on where the
! basepage is is passed as well.

Nothing to add, I guess, this is comprehensive.

! TOS maintains a pointer at $602C to the basepage of the currently
! running process. You could try something like this to see if it works
! (excuse my lousy pseudo basic) ...

This certainly is a way to go, if no facilities are provided.

```
! basepage = 32_bit_peek($602c)
! num_bytes = 8_bit_peek(basepage + 128)
! for i = 1 to num_bytes
! a$ = a$ + 8_bit_peek(basepage + 128 + i)
! endfor
! print"command line is";a$
```

As far as I see, this should do the job. However, the peeks have to be done in supervisor mode, as the process pointer lies in the second kB of memory (the first two kB can only be accessed in supervisor mode, the

GLUE chip would launch a bus error if this would be accessed in user mode).

! I do not know how consistent the use of $602C this is across different
! os versions though. You'll have to experiment! :-)

As the process pointer is a documented feature it has to be supported by
every TOS clone, MiNT, MagiC, etc., and really is, AFAIK.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2740. Compiling E-Gem 2.20 problems...

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-27 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <4quc28$o0u@bambam.soi.city.ac.uk>
Source record: 9483

Hi Everyone,

I am trying to compile and use E-Gem 2.20 and am having some problems.

I have Lattice 5.5, Pure C 1.0 and I'd like to get it working with Lattice. Can anyone give some pointers to
getting it to work? The docs say I need to use the makefile but I dunno how - Lattice doesn't have a make
utility - will any old one do? Or should I download GNU C and try that? If I do get GNU C, do I need mint to run
it, or will it run under TOS/MagiC?

Any help will be appreciated.... thanx guys,

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: benj@city.ac.uk

2741. Re: 8000 nude celebrity pics

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-27 00:00:00 UTC
From: padge@indy.net
Message-ID: <4quj4u$a44@news.indy.net>
Source record: 9484
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

```
>I am over 18 and live on planet earth. - Where do you live ???
>
>We once had a C220 but unfortunately I don't have any nude pictures
>of it - do you have some ?
WHY do you guys even respond to these? They are by default
(after paying someone off, I'm sure) copied to every newsgroup on here
(or possibly just the ALT* groups... not sure) It's not as if they
ever come back to see replies :P
.------------------------+-----------------------------.
___________ | __ __ ___ ____ | "Elite??! You?! HAHAHAHA!" | \
/. . . . \ | / \|/ \ \/ \ | -Imel(31:4) | |
|. . . . . | | | | \ | | +-----------------------------+ |
| .________. | | | | | | | | | Notorious C= User/Net Junkie | |
\./ /~ ~\ \ / | \__/ \__/_/| |____/ | Astonishing Coder/Muzo! (ha!)| |
| (x)/\(x) | | WaD'96 \| \ / +------------------------------' |
`\~\_\/_/~/' | ^^^^^^ : o.o | .------------------------------'
| |____| | | S U P E R B ! : - | | * Prehistoria President/FDR *
\________/ `------------------------' | * C; Intel; ANSI; Trax; HaQ *
`------------------------' +----------------------+
[Entire Sig. Drawn/(c) WaD/Prehistoria'96 - Homepage Coming Soon!!]
```

2742. Re: Propagation of the '8000 pics' thread

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-27 00:00:00 UTC
From: "Marco A. Zamora Cunningham" <mzamora@gfnorte.com.mx>
Message-ID: <31D324B8.5674@gfnorte.com.mx>
Source record: 9485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps,comp.sys.hp.hardware,comp.sys.hp.hpux

Hey all you guys, don't waste bandwidth (and forgive me for wasting it too).
Do you honestly believe that the original "8000 pics" article poster gives
a rat's ass about netiquette? If we give it more exposure, that's just what
the poster wants.

I say we just ignore it and go on with our respective newgroup discussions.
If he insists, we can all personally and *privately* volume-spam-mail his
account. A breach of netiquette is ignorable, an insistent b1FfHeaD should
be stopped with his own methods.

My $0.02 ... MZ

2743. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31d3b227.3227812@news.airtime.co.uk>
Source record: 9486

I have had a few replies to the command line problem, a couple of possibilities are in the pipeline, but due to STOS being STOS then they have problems,

I really hope this isn't too lame, but would it be possible for someone to knock up an assmebler prog that when run would place the info into the post mortem area as it would be safe there, no matter what,
so original program runs ....then calls..

prog that puts filename into post mortem

that prog then runs my prog

i retrieve the info needed and act,

then my program eeeerm runs the original?, eerm or would that run auto or would i have to have that info so as to re run the original?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

2744. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-28 00:00:00 UTC
From: prajoux@chnou.laas.fr
Message-ID: <4r0pa5$oj0@laas.laas.fr>
Source record: 9487

> The first data section is for variables which never change while
> the program runs (DATA), and the second section is for variables
> which do change while the program
> is running (BSS).
Not quite. DATA corresponds to variables which have an initial value.
Both DATA and BSS are variables, though.

> I do not know how consistent the use of $602C this is across different
> os versions though.
There is a legal way to obtain the basepage address for the currently
running program, for all versions of the OS. It is documented in the
Compendium.

RP
prajoux@laas.fr

2745. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-28 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D40DED.7706@ccm.jf.intel.com>
Source record: 9488

Tony Greenwood wrote:
>
> I have had a few replies to the command line problem, a couple of
> possibilities are in the pipeline, but due to STOS being STOS then
> they have problems,
>
> I really hope this isn't too lame, but would it be possible for
> someone to knock up an assmebler prog that when run would place the
> info into the post mortem area as it would be safe there, no matter

That's none to clear, but what about a program that acts as a shell for your STOS proggy? You simply send the full path of the STOS prg on the
command line followed by the desired STOS prog's command line; the shell writes the command line to a temp disk file (we can call it
"command.txt") and then runs the STOS prog, which then opens the command.txt file, and if appropriate, deletes it.

Easily done, I could knock that together tonight if it will serve your needs.

--
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+---+

2746. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-06-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31d45038.10249448@news.airtime.co.uk>
Source record: 9489

On Fri, 28 Jun 1996 09:53:01 -0700, Rich Tietjens
<RichardX_Tietjens@ccm.jf.intel.com> wrote:

>Tony Greenwood wrote:
>>
>> I have had a few replies to the command line problem, a couple of

>That's none to clear, but what about a program that acts as a shell for your STOS proggy?

This sounds like it would be the best answer, Have replied via
private email with more info,

Fanx :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress

2747. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31d7ec6b.22567692@news.airtime.co.uk>
Source record: 9392

Hello Peeps :)

I finally got around to HTMLing (is that a real word?) the
STOS.FAQ, it is now on my WWW page and contains no external links bar
my url and a background, both of which can be easilly replaced or
removed,
Feel free to download the FAQ or when mentioning STOS you can
simply link to it using the following ....

STOS

Any additions or comments then please feel free to email me,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2748. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <836311292_OASIS_@swampdog.demon.co.uk>
Source record: 9393

In article <4r0pa5$oj0@laas.laas.fr>
prajoux@chnou.laas.fr (Roland Prajoux,94,6344) said:-

>> The first data section is for variables which never change while
>> the program runs (DATA), and the second section is for variables
>> which do change while the program
>> is running (BSS).
>Not quite. DATA corresponds to variables which have an initial value.
>Both DATA and BSS are variables, though.

I thought it best not to confuse the issue too much, as it really
depends on the language implementors. :-)

>> I do not know how consistent the use of $602C this is across different
>> os versions though.
>There is a legal way to obtain the basepage address for the currently
>running program, for all versions of the OS. It is documented in the
>Compendium.

I know about $602C and the parameters passed on startup. Is there
another way? [I dont have a Compendium :-( ]

While I think of it, is the "undocumented" pointer to parent's
basepage documented or undocumented still?

--

Guy Harrison

guy@swampdog.demon.co.uk

2749. Updated Web Page and Links

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-01 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31D8674C.4EDC@ccm.jf.intel.com>
Source record: 9394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy

```
This link:

http://www.3rdplanet.com/~starship/atari.htm

(just now updated for the second time today) will get you the latest
version of UUCP-ST as well as NOS-POP3, the full Demon NOS package
(unmodified!) and several "helper" packages for getting a TCP/IP setup
running on single-TOS.

There are also about 40 links to other Atari Web sites.

--
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
| Life bees dat way sometimezzzzz. |
+-----------------------------------------------------------+
```

2750. Re: loading colour icons from resource

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-01 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Jul1.073649.46683@yogi.urz.unibas.ch>
Source record: 9490

> I don't doubt that. But Atari Compendium is hard to get in Finland.
> I'd probably had to order it overseas. I'd be quite costy for me
> considering I only need this piece of information from it.
> And there is another point: I don't have the time to wait
> Atari Compendium to come, as my military service starts in July.
>
> The internet community is my last change :-).
>
That's a hard fate, since you can't even be sure if there's still an atari
newsgroup when you come back :-)

simi

2751. Re: command line

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-01 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31D7B051.6201@in.tu-clausthal.de>
Source record: 9491

stosser@airtime.co.uk wrote:

> I believe this is held in something called the "COMMAND LINE" please
> correct me if I am wrong on that, or slap me on the back if I am right
> :)

slapslap...

> Ok is this information held in a specific part of memory, can I
> simply point to and read the info, I want to get at it from BASIC if
> possible,

Well, AFAIK there is this system call called "exec". It will start your Programm with ypur comandline and your environment. The Pathname, the comand Line, and the environment are Parameters for this call. It executes the named Program and returns back. I don't know how it is used in basic, but it works in C.

Now in the called Programm the simplest (only) way in C is to name two parameters for the Comand Line, i.e. an integer holding the number of parameters, ant a Field of Strings holding the parameters. then you can just read them out.

I have no idea how to do that in Basic, since the last time I used Basic for a serious Program I was sitting in front of a C64...

Christof

2752. MIST Atari Show

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-02 00:00:00 UTC
From: lpursell@bright.net
Message-ID: <836361292_OASIS_@bright.net>
Source record: 9395
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

This might seem off topic, if so I'm sorry but this is rather important
to me so here goes. I would of posted this in the other Atari news groups
but nobody really reads those.

Is anyone in the Lima or Findlay, Ohio area going to the MIST Atari
show in Indian July 13th?

I'm wanting to go, but my car is unlikely to make it and would like
to know if I could ride with someone else. Forking out some money for
gas in not a problem.

Please e-mail ASAP if a ride to MIST is possible... thanks for listening.

--

Atari Computer User: Lonny Pursell E-Mail: lpursell@bright.net
WWW: http://www.bright.net/~lpursell/ IRC: lp on channel #atari

---
If you understand or if you don't, If you believe or if you doubt,
There's a universal justice, And the eyes of truth,
Are always watching you. ENIGMA 2 - The CROSS Of Changes

2753. MagiC Window Dialog Library

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-02 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <994_SBagley@cameo.co.uk>
Source record: 9396

Has anyone managed to get the Magic Window Library to work from Lattice C
(v5.52)

I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it doesn't
call back properly as the buttons don't work in the dialog box

Help!

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

2754. Re: loading colour icons from resource

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-02 00:00:00 UTC
From: ajalkane@lk-hp-30.hut.fi
Message-ID: <4rba6m$5mn@nntp.hut.fi>
Source record: 9397

In article <1996Jul1.073649.46683@yogi.urz.unibas.ch>,
Simon Egli <eglis@ubaclu.unibas.ch> wrote:
>> And there is another point: I don't have the time to wait
>> Atari Compendium to come, as my military service starts in July.
>> The internet community is my last change :-).
>That's a hard fate, since you can't even be sure if there's still an atari
>newsgroup when you come back :-)

There will always be an Atari newsgroup ;-).

And what comes to the colour icons, I found a source which might help
me to implement it. Or then not :-).

2755. Is there a VLM program for Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-03 00:00:00 UTC
From: bladez@ix.netcom.com
Message-ID: <4rcga4$s7d@dfw-ixnews8.ix.netcom.com>
Source record: 9398

I remember going to a www page about a cool lightsynth for Falcon but I can't find it again.

Here's my lightsynth page in case anyone's interested:
http://www.geocities.com/SunsetStrip/7385/index.html

Thanks

2756. How many < 2 MB Ataris still around?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-03 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Jul3.090155.46692@yogi.urz.unibas.ch>
Source record: 9399

Hello all,

I'm just wondering, how many ST's are around with less than 2 MB of RAM?
Has the Falcon more than 1 MB ?
I'm asking because my application does't work very well with only one MB
and I wonder if it's worth the time optimising it to reduce it's memory
requirements.

2757. Re: How many < 2 MB Ataris still around?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-03 00:00:00 UTC
From: pcastell@ifhamy.insa-lyon.fr
Message-ID: <4rde1l$m9u@tempo.univ-lyon1.fr>
Source record: 9400

eglis@ubaclu.unibas.ch (Simon Egli) wrote:

Hello,

>Hello all,

>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
I think that most of the ST's have only 1MB
>Has the Falcon more than 1 MB ?
Most of the sold Falcons have 4MB.

>I'm asking because my application does't work very well with only one MB
>and I wonder if it's worth the time optimising it to reduce it's memory
>requirements.
It is always worth doing that !

Have a nice day.

Philippe CASTELLA

pcastell@ifhamy.insa-lyon.fr
http://wwW.insa-lyon.fr/People/AEDI/pcastell

Falcon 030 4/60+270- SVGA - Tos 4.4 - Magic 4
1040 Stf 1Mo - RGB

2758. Re: How many < 2 MB Ataris still around?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-03 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Jul3.150938.46694@yogi.urz.unibas.ch>
Source record: 9401

In article <4rde1l$m9u@tempo.univ-lyon1.fr>, pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) writes:
> eglis@ubaclu.unibas.ch (Simon Egli) wrote:
>
> Hello,
>
>>Hello all,
>
>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
> I think that most of the ST's have only 1MB
>>Has the Falcon more than 1 MB ?
> Most of the sold Falcons have 4MB.
>
>>I'm asking because my application does't work very well with only one MB
>>and I wonder if it's worth the time optimising it to reduce it's memory
>>requirements.
> It is always worth doing that !
>
> Have a nice day.

Huh? always? I'd say it depends on the amount of work and on the improvement possible.
Especially if 80% (ca 300Kb) of the code was not written by yourself, and you have to understand it first.

simi

2759. Re: MagiC Window Dialog Library

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <836491768_OASIS_@swampdog.demon.co.uk>
Source record: 9402

In article <994_SBagley@cameo.co.uk>
SBagley@cameo.co.uk (Steven Bagley) said:-

>Has anyone managed to get the Magic Window Library to work from
>Lattice C (v5.52)
>
>I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it
>doesn't call back properly as the buttons don't work in the dialog box

Which version of MagiC comes with those. I didn't get any!

--

Guy Harrison

guy@swampdog.demon.co.uk

2760. loading colour icons from resource

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-04 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4rflvi$1hj$1@mhadf.production.compuserve.com>
Source record: 9403

ajalkane@lk-hp-30.hut.fi (Arto Jalkanen) wrote:

```
>Ok, but how do I know where the array of cicnblk starts?
>There are pointers to place where icnblk start, trees etc.,
>but not for cicnblks (no wonder though).
>
if rsh_vrsn and 4 is not zero this is an extended rsc file.
If it is then there is first appended to the file a table of longs
the first entry is the real length of the file. The second is the offset
from the beginning of the file of ciconblks. (if it is -1 there are none)
this points to a CICONBLK pointer table which is a table of 0L for each
CICONBLK. It is terminated by -1L. It is followed with the following
variable length structures for each CICONBLK.
ICONBLK monoicon; /* the standard monochrome rsc */
LONG n_cicons; /* Number of different CICONS of different res.*/
WORD mono_data[x]; /* monochrome bit data *
WORD modn_mask[x];
char icon_text[12];
for each CICON present for this icon.
WORD num_planes;
LONG col_data; /* place holder calculatee during loading */
LONG col_mask;
LONG sel_data;
LONG sel_mask;
LONG next_res; /* 1L == more icons follow */
WORD color_data[n]; /* the bitmaps in 'vdi standard format' */
WORD color_mask[n];
WORD select_data[n];
WORD select_mask[n];
```

2761. Re: How many < 2 MB Ataris still around?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-04 00:00:00 UTC
From: bhauer@address.net
Message-ID: <4rh610$n4e@tofu.alt.net>
Source record: 9404

pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) wrote:

>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
>I think that most of the ST's have only 1MB

Sheesh--are you certain? I don't know any ST owners who didn't
eventually upgrade to higher than 1 meg. Virtually every ST user (and
certainly every STE user--since it's so easy to upgrade) I know has
upgraded to 4 megs.

If there is a sinlge STE user out there today that honestly uses his
STE regularly and still hasn't upgraded to 4 megs, this is certainly
a good time to do so. I'll bet you could get 4 1-meg 30-pin SIMMS for
scarcely $50-60 US. And I'd say that's a conservative estimate.

You may be right, though... Perhaps a majority of ST users haven't
upgraded. I just find it odd if that's the case.

2762. Re: How many < 2 MB Ataris still around?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31dc3a0d.22906086@news.airtime.co.uk>
Source record: 9405

On Thu, 04 Jul 1996 19:26:44 GMT, bhauer@address.net (Brian Hauer)
wrote:

>pcastell@ifhamy.insa-lyon.fr (Philippe CASTELLA) wrote:
>
>>>I'm just wondering, how many ST's are around with less than 2 MB of RAM?
>>I think that most of the ST's have only 1MB
>
I think you are most definatly right !

>Sheesh--are you certain? I don't know any ST owners who didn't
>eventually upgrade to higher than 1 meg. Virtually every ST user (and
>certainly every STE user--since it's so easy to upgrade) I know has
>upgraded to 4 megs.
>
Your right to a point, I would be suprised to see any STe owner with
half a meg, and very suprised to see any serious STe user with the one
meg,
But the only people you can be pretty sure of having more than one
meg are serious STe users, the guy with an ste who plays games, has a
wp, goes on the net, what reason has he to upgrade to 2 or 4 meg?,

The STFM owner will be stuck at one meg, alright lots of you out
there with more I know, but on liners only account for ten percent of
ST owners, There are more STFM owners than STe, and its a total pain
in the arse to upgrade FM, Financially at least,

I would say that most of the ATARI ST owning population have one meg,
you look around and see how many 2 meg hungry software packages there
are, because theres a couple of hundred one meg ones for each you
could name, if 2 meg was the norm then ?.....

I have a 2.5 meg STe, but if I wasn't a programmer then I could live
very happily on one meg,

Anyway they are my personal thoughts :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2763. TOP JOB AVAILABLE WITH MAJOR DEVELOPER AND PUBLISHER

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-05 00:00:00 UTC
From: pjrose@pelican-consultants.co.uk
Message-ID: <4rje9o$pub@infoserv.netkonect.net>
Source record: 9406

We are looking to recruit an experienced 3D Flight Simulator Programmer to work in the West of England for one of, if not THE largest developer of interactive entertainment in the UK.

You will have experience of programming flight simulators for the home entertainment market and will have a good understanding of the techniques required to produce a first class 3D title.

Salary is competitive and this position is available now.

For more information, please reply via private email or call Paul Rose on 0181 423 3400.

We look forward to hearing from you soon.

Pelican Consultants International Ltd

http://www.pelican-consultants.co.uk/pelican
(site currently undergoing construction)

2764. Re: TOP JOB AVAILABLE WITH MAJOR DEVELOPER AND PUBLISHER

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31dd89c3.14096705@news.airtime.co.uk>
Source record: 9407

On Fri, 05 Jul 1996 16:03:02 GMT, pjrose@pelican-consultants.co.uk
(Paul J Rose) wrote:

>You will have experience of programming flight simulators for the home
>entertainment market and will have a good understanding of the
>techniques required to produce a first class 3D title.

Now where on earth did I put that STOS 3D extension :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2765. FS: Atari ST Books/Software

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-06 00:00:00 UTC
From: Dave Hiscock <Dave@tangram.demon.co.uk>
Message-ID: <dmXQqEA7ko3xEwFG@tangram.demon.co.uk>
Source record: 9408

Hi!

I have the following Atari ST stuff for sale. All items are in Mint or
Excellent condition unless otherwise stated. Prices are in UK pounds and
don't include postage. If you find anything of interest email me for
exact postal rates.

Hope you find something of interest.

Best wishes

Dave

Atari ST Software

DevPac ST version 2 (Assembler/Debugger etc with manual) ï¿½6

Books

Atari ST Disk Drives Inside and Out ï¿½5
Atari ST 3D Graphics Programming ï¿½5
Atari ST Internals ï¿½5
The Concise Atari ST 68000 Programmer's Reference Guide ï¿½5

2766. Offshore Programming Services

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-07 00:00:00 UTC
From: gundavel@best.com
Message-ID: <4rovp6$i4t@shellx.best.com>
Source record: 9409

```
ATTENTION: SOFTWARE ENTERPRENEURS
++++++++++++++++++++++++++++++++

Solix Systems Inc based in Sanjose, California can provide you off-shore
software development services from INDIA.

OUR EXPERTISE
~~~~~~~~~~~~~
Application Level Programming involving any of the tools

e.g., Visual C++ Visual Basic FoxPro
Dbase Clipper Borland C++
Oracle Informix Sybase
Power Builder Symantec C++ Window NT
Unix DOS OS/2
....... ......... .........
.... ..... .....
.. .. ..

OUR COMMUNICATION LINKAGES
~~~~~~~~~~~~~~~~~~~~~~~~~~
64KBPS Satellite Link to INDIA, all our development staff available on Email.
We have access to Ftp, Netscape, Telnet etc.,

OUR STRENGTH
~~~~~~~~~~~~
Marketing and Management: 6
Total # of Engineers: 75

REFERENCES
~~~~~~~~~~
Available upon request.

WHY YOU SHOULD WORK WITH US
~~~~~~~~~~~~~~~~~~~~~~~~~~~
1. Any code written by us, will meet the ISO-9000 quality standards.
2. We guarantee on our ability. If we do not meet your expections within the
first two weeks, we will gladly get away, without charging you a penny.
3. Provide you with a good economical solution.

WHOM TO CONTACT
~~~~~~~~~~~~~~~
Name: Ardy Hagen, ardy@solix.com
Email: sales@solix.com
Phone: 408-945-9099
Fax: 408-945-9365
Web: http://www.solix.com
```

2767. MagiC Window Dialogs

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-07 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1020_SBagley@cameo.co.uk>
Source record: 9410

I finally managed to get this working but can't figure out how to open more than one window dialog at once and process them separately.

everything I try close both boxes when either is closed.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

2768. Re: MagiC Window Dialog Library

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-08 00:00:00 UTC
From: bjr@EbiCom.net
Message-ID: <4rq7dd$vb3@Einstein.ebicom.net>
Source record: 9411

Steven Bagley (SBagley@cameo.co.uk) wrote:
: Has anyone managed to get the Magic Window Library to work from Lattice C
: (v5.52)

: I've compiled XOBJ_SMP and WDIAL_A.s and it displays the box but it doesn't
: call back properly as the buttons don't work in the dialog box

: Help!

: See you earlier,

: Steven

: InterNet: sbagley@cameo.co.uk
: FidoNET: 2:2501/101.12 ... NeST: 90:102/203
:

Well, I believe that most people who still use their Atari regularly
have upgraded the memory in order to take advantage of the newer multi
tasking AES/OS...however, for this very reason, I'd think that minimising
memory requirements is a good idea...of course you do have to consider the
trade off...if it really slows down performance, or takes out features that
are likely to be used several times a session, I'd vote to use the memory
available. A good idea is to try to make the application so that it can
run in 512k of ram, yet take advantage of all the memory available. This
way those with 512 or 1 meg machines can use your program, and those with
2,2.5,4, or more meg can allow the application to take as much or little
as he wishes...deciding speed/feature VS. memory requiremnets for himself.

Personaly, I use Geneva, and find my self most often limiting the memory
used by each program to the minimum possible, and loading several
applications at once. Exceptions to this rule are memory intensive
applications like DTP, Graphics, large digital sounds, or coustomised
packages like KCS Omega, or Logic...in these cases I give them all the
memory I can...it makes them run faster and more cleanly.

Good luck at any rate,
Brian

2769. Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-08 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <4rqjce$j7s@commserv.fb1.fhtw-berlin.de>
Source record: 9412

having heard recently about JAVAs possibilities to "free us"
from Bill Gates and the intention of java to run applications
with very little memory consumption, or centralised
computer-networks, it occured immediately to me that a classical
Atari should do with that, quite fine ...

if the marketing-devision of atari (if they still have any :)
could work it out this time, "we Atarians" could expect pretty
nice time ahead of us ...

nobody needs a 200Mhz computer with 64MB RAM to run his/hers
operating-System, except the ones being tied to Microsofts
products ...

Escom tried to put out the Amiga as the network-computer again,
but the most certainly lacked much motivation, coz they failed
even before they had started it up in the first place ...

i'll see all those stupid PC-faces when little STs or even F030s
will do away with all this stupid Mircosoft-stuff ...

hopefully cheers

--
-
-- Jo'ogn (; - 030/606 91 85 - http://www.fb1.fhtw-berlin.de/people/joogn/

2770. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-08 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31E0E25E.6231@in.tu-clausthal.de>
Source record: 9413

Juergen Oppermann wrote:

> having heard recently about JAVAs possibilities to "free us"
> from Bill Gates and the intention of java to run applications
> with very little memory consumption, or centralised
> computer-networks, it occured immediately to me that a classical
> Atari should do with that, quite fine ...

Well, Java is an iterpretative Language. So a slow Computer like the ST wont do it too fast. There are People developing Online Compilers for other Systems. This means, that the code is compiled and imediately run. That may be a solution for the Atari. Eventually the Compilation will get fast enough for the networking conection. Then this is useful.

> if the marketing-devision of atari (if they still have any :)
> could work it out this time, "we Atarians" could expect pretty
> nice time ahead of us ...

Well, Atari is not expected to do anything for that. I remember someoner around in the Net started to port the Java Interpreter from Sun for MiNT. Maybe that is a start.

> nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> operating-System, except the ones being tied to Microsofts
> products ...

Why should Microsoft not getting on with writing Programs in Java and get on the nerves of all the Computer Owners who got around it so far?

> Escom tried to put out the Amiga as the network-computer again,
> but the most certainly lacked much motivation, coz they failed
> even before they had started it up in the first place ...

Well, the missjuged their financial capacity. They had to sell Amiga before they could bring them out in their shops. So now Amiga is again a Computer for a few people doing funny things and calling them Multimedia.

> i'll see all those stupid PC-faces when little STs or even F030s
> will do away with all this stupid Mircosoft-stuff ...

Well, dream on. Microsoft will not be sleeping, and they wil start to integrate Java as much as possible into their System and get it running. I more think, that Intel Will be looking like a horse when all the Standard Software is developed in Java So everybody with a cheap Computer can run it.

Christof

2771. printing of Icons with VDI?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-08 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1996Jul8.113025.46708@yogi.urz.unibas.ch>
Source record: 9414

Hi all,

Does anyone know how icons can be printed with VDI?
What I would need would be the raster functions on printers.
I suppose, I can't use the Polymarker function, since the dot mark won't be
a true dot on some printers. (otherwise I could print the icon by printing all
it's dots).

thanx, Simi

2772. STOS Scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-09 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4rtc13$gds@orm.southern.co.nz>
Source record: 9415

I need to scroll a portion of the screen in STOS 1 pixel left, but the screen copy command is too slow :(is there any extensions, or other way to scroll portions of the screen 1 pixel to the left?

I have Misty, Missing Link and a whole lot of other extensions.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

What happens if you get scared half to death twice?

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

2773. HELP *C* and signal/alarm for Kermit!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-09 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4ru3uc$3m9@madeline.INS.CWRU.Edu>
Source record: 9416

Atari read this. Can someone HELP???
I don't know *C*, tho I have programmed for years in other
languages. However, I undertook to recompile Kermit to its latest version.
The last was (189), from '93. The sources are now up to (192 beta).
I have MWC ver. 3.0.9. The Atari version is a small subset of the whole thing.
We are stuck with a vt52 emulation, altho most thing it connects to need
at least a VT100. It has DIAL and SCRIPT, and many other goodies.
But it NEEDS a version of signal/alarm that is common in UNIX.
I don't want to compile it under mint, cause it wants GEM.
MWC has a signal.h and event_multi in aesbind.h. Can't these be used to make
a dummy but functional signal/alarm??? I have compiled everything that doesn't
need s/a, and it works. Using HSMODA6, it runs at 115.2 KB in a TT.
SURELY, someone, somewhere, has tackled this problem before?
Or would be willing to help me do it myself? You would get full credit
for your help.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2774. Re: STOS Scrolling

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-10 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31e378ab.2643116@news.airtime.co.uk>
Source record: 9417

On 9 Jul 1996 10:24:35 GMT, clifton@southern.co.nz (Forsythe and Guy)
wrote:

>I need to scroll a portion of the screen in STOS 1 pixel left, but the
>screen copy command is too slow :(is there any extensions, or other way
>to scroll portions of the screen 1 pixel to the left?
>
>I have Misty, Missing Link and a whole lot of other extensions.

There is no exact extension that lets you do this on a FM, if STe
then there are extensions for accessing the blitter chip that will
allow it,
It really depends on what you are doing and how much scrolling you
want to do, There are plenty of "tricks" and ways to do everything in
STOS,
If you want constant scrolling in a game then any language has
trouble but even that can be overcome,
Let me know what you are doing and how much you want to scroll?, i
know you say 1 pixel, but how many times?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2775. Come get my old Falcon source code, now PD.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-10 00:00:00 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.GSO.3.93.960710142845.17484B-100000@grad>
Source record: 9418
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

A few months ago, I jumped platform from Atari to PC, but I had a lot of software that I had developed for the Atari that I didn't want to go to waste. So, I have archived it, and it is available at the following address:

http://www.csee.usf.edu/~millert/computers.html

Timothy Miller, millert@grad.csee.usf.edu Theoretical Linguistics
http://www.csee.usf.edu/~millert Music Theory, Computer Engineering
---
Cunning linguists are very skilled with their tongues.

2776. HELP! I need a VT100 console driver for Kermit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-10 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4s17e9$4tu@madeline.INS.CWRU.Edu>
Source record: 9419

I am trying to update Kermit for the Atari. It is 3 versions out of date.
One of the things it needs BADLY is a VT100 console driver.
Surely, somewhere in Atariland, someone has written a PD driver???
Any help will be GREATLY appreciated.
This is for an official update, with Columbia's blessing.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2777. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-11 00:00:00 UTC
From: Claus Brod <claus_brod@bbn.hp.com>
Message-ID: <31E4E362.2F4D@bbn.hp.com>
Source record: 9420

Juergen Oppermann wrote:
> if the marketing-devision of atari (if they still have any :)
> could work it out this time, "we Atarians" could expect pretty
> nice time ahead of us ...

Face it, Atari is dead as a dodo. Don't expect anything from "them".

> nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> operating-System, except the ones being tied to Microsofts
> products ...

Someone else already mentioned that Java, being an interpreted language, requires quite a bit of processor power. Also, the browser packages which are around these days are pretty complex beasts. They also tend to be performance and memory hogs. To support such applications, you need a stable operating system with good communications support and more advanced features like robust multitasking and threading. Thinking a little more about it also reveals that much of the Web's fascination for average people comes from the graphical representation, i.e. from animation and colorful pictures. These are all things the ST line never was designed for. (The Falcon is, of course, better suited for color graphics.)

Worst of all, I think the "network computer" idea won't be accepted by the marketplace, no matter who makes the NCs. So even if the no-longer-existent Atari had a killer machine for the purpose (which they don't have), it would, IMHO, never become a smash hit.

I'd be glad if I'm proven wrong, but the only hope that I put into "the Atari market" is that at least for a good while I can find someone to repair my TT if it needs fixing.

--claus_brod@bbn.hp.com--
Claus Brod, MDD, HP Have you hugged your manager today?
--http://www.geocities.com/SiliconValley/3366 ---#include <disclaimer>--
Explicit permission required for distribution in Microsoft Network.

2778. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-11 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31E5578D.2F1C@in.tu-clausthal.de>
Source record: 9421

Claus Brod wrote:

> Someone else already mentioned that Java, being an interpreted language,

That was me ;-)

> requires quite a bit of processor power. Also, the browser packages
> which are around these days are pretty complex beasts. They also tend to
> be performance and memory hogs.

You don't need a browser to run java programs. It looks as if many
Software houses begin to use Java as a programming language for bigger
aplications. Those applications won't be distributed as aplets, but in
Java 8 bit pseudo Machine code. They could be compiled to a real Atari
Application and then run quickly.

> To support such applications, you need a
> stable operating system with good communications support and more
> advanced features like robust multitasking and threading.

You mean something like MiNT?-)

> Thinking a
> little more about it also reveals that much of the Web's fascination for
> average people comes from the graphical representation, i.e. from
> animation and colorful pictures. These are all things the ST line never
> was designed for. (The Falcon is, of course, better suited for color
> graphics.)

That is right.

> Worst of all, I think the "network computer" idea won't be accepted by
> the marketplace, no matter who makes the NCs. So even if the
> no-longer-existent Atari had a killer machine for the purpose (which
> they don't have), it would, IMHO, never become a smash hit.

You mean the Oracle Thing. It is interesting, but the problem is, that
most people buying a Computer really want to buy a Playing Console. At
the moment Networking is not too much interestin to the people. The so
called Internet Boom did not bring the Computer market into much higher
regions, and the internet just got slower with the WWW, because many
people now get their penthouse Pictures via WWW instead of buying the
magazime at the kiosk. So I think the time has not come for the Network
Computer.

> I'd be glad if I'm proven wrong, but the only hope that I put into "the
> Atari market" is that at least for a good while I can find someone to
> repair my TT if it needs fixing.

Well, we could try and persuade someone at Medusa Systems, Overscan, or ASH to do the job Atari did, and serve as developer source.

I personaly would prefere Medusa Systems to do it, because they also develop the New Computers that are most likely to become the new Standard Atari.

Christof

2779. Looking for DSP-debugger

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-12 00:00:00 UTC
From: torhovl@stud.unit.no
Message-ID: <4s5ocg$f9s@due.unit.no>
Source record: 9422

I once had a DSP-debugger, which I think was written by Brainstorm.
Anyway, I lost it when DataLight finally screwed up after some months
of thrustworthy expanding my storage capacity.

I can't find it anywhere on the net, so if anyone could give me a clue,
I'd appreciate it.

____
\ / Tor
\/ http://www.stud.unit.no/~torhov

2780. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E675EA.7B9B@ccm.jf.intel.com>
Source record: 9423
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

```
Just Steve wrote:
>
> I would advise everyone who doesn't want to be pestered by a little
> mosquito of a little boy to avoid any and all attempts at trasactions with
> the user going under the name of "Admiral Nuguru" (current email:
> admiral.nuguru@fantasy.com).
<SNIP>
> What follows is his latest response to me:
> -----
> To: steveg@cnct.com
> Subject: Re: ATARI Equipment, MUST SELL!!
> From: admiral.nuguru@fantasy.com (Admiral Nuguru)
> Date: Wed, 10 Jul 1996 15:17:00 +0000
> Organization: Fantasy Land BBS * 217-535-1005
>

<MORE SNIPPAGE>

> Consider yourself reported to the NET POLICE, and I AM notifying the
> Police of your continued harassment...

<DELETIA>
> So that's that. With this in mind, I *STRONGLY* advise the net community
> to avoid this guy at all costs, and/or mail bomb him at your earliest
> convenience. :-)

There are no "Net Police" (unless you're an AOL subscriber, they have a history of
"cooperating" with the FBI to entrap otherwise law-abiding citzens).

Mail bombing is always inexcusable. Very tempting, sometimes, but still inexcusable.

However...

At one time I began writing a cancelbot becasue of idiots like your "Admiral." It wouldn't
be difficult
to finish it. I'd release the source code. A corollary program is the BounceBot, that
simply bounces
unwanted email back to the originator. This has the (desirable?) side effect of
automatically mailbombing
anyone who mailbombs you, if you know it's likely to happen.

Anyone interested in the code?

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
```

```
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-------------------------------------------------------+
```

2781. STOS help needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4s67hv$2gr@inca01.inca.co.nz>
Source record: 9424
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Posted for someone whose Usenet feed is still flaky (their comp.sys.atari.* groups are only getting about one article every few days)

I'll forward any responses I get...

--- SNIP ---

I am looking for someone with STOS experience who can help me with sprite collision detection.

In particular, I want to know how to detect whether two sprites have collided, and do something if they are touching. This is to allow the player's on screen person to "pick up" and object. The object would be represented by a sprite.

Any example code would be appreciated.

--- SNIP ---

--

Quote For The Month:

"Muttley - Do something!!!"

2782. HD Failure ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <837290204_OASIS_@swampdog.demon.co.uk>
Source record: 9425
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

Hi folks,

To cut a long story as short as possible, due to my own stupidity, my hard disk is currently "down". I fully realise I can be a complete plonker at times so I have lots of backups. Incredibly, it has been "inexplicable floppy failure week" - more died this week than have done in the last 9 years put together.

Consequently, it's going to take me some time to figure out what has gone altogether and what can be salvaged. I'll at least try to respond to email but don't expect miracles!

[feeble attempt at humour [sob]] ...

SwampDog paranoid quote of the week

THEY are *not* out there - THEY are in my sodding computer room, hopping up and down on my floppies wearing bloody great magnetic boots!

--

Guy Harrison

guy@swampdog.demon.co.uk

2783. Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4s6h5e$4nm@inca01.inca.co.nz>
Source record: 9426

I was just wondering which of the 68000's TRAP vectors are used by software (apart from the obvious OS vectors, of which I am familiar).

A few years ago, I found that I was including the same pieces of code (system interrogation, cookie Jar creation/interrogation/editing, etc) in nearly all of the custom apps that I was writing for various people.

So, I wrote a smallish (16k) TSR to be loaded at boot time that contained all of those functions.

In order to simplify the program-to-TSR interface, I used the TRAP #0 instruction to call it from the main app.

However, it occurred to me that someone else may be using that vector.

Firstly, does anyone actually use that vector, and if so, what for?

Also, if that vector has already been claimed by something, how do I detect it, and what other TRAP vectors are available for me?

AFAIK, the only claimed vectors are traps 1, 2, 13, 14, which leaves the other 12 (0, 3 through 12, 15) free. I therefore chose Trap #0.

Now that I am starting to write more horizontal apps (as opposed to the vertical apps I have been doing so far), I wish to ensure that my Toolbox (the 16k TSR called via a "Trap #0" instruction) will not interfere with more mainstream apps.

--

Quote For The Month:

"Muttley - Do something!!!"

2784. Re: HD Failure ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31e78783.7020688@news.airtime.co.uk>
Source record: 9427
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

On Fri, 12 Jul 96 20:36:44 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>
>Hi folks,

Hi Swampy :)

>
>To cut a long story as short as possible, due to my own stupidity, my
>hard disk is currently "down". I fully realise I can be a complete

Hey! that happened to me once and I didn't have a proper backup
system, all my programming work including current projects, articles,
allsorts, damm nearly brought me to tears,
Bloody good luck in getting it all back up and running mate, I know
exactly how you feel,

>SwampDog paranoid quote of the week
>----------------------------------
>
>THEY are *not* out there - THEY are in my sodding computer room,
>hopping up and down on my floppies wearing bloody great magnetic
>boots!

I like that one :)))) glad to see you have a little bit of sense of
humour when your hd is down, I know I didn't :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2785. Re: STOS help needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31e7843e.6183950@news.airtime.co.uk>
Source record: 9428
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On 12 Jul 1996 19:03:27 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Posted for someone whose Usenet feed is still flaky (their comp.sys.atari.*
>groups are only getting about one article every few days)
>
Thats sad:(One a week? sheesh, that definatly needs sorting doesn't
it,

>I'll forward any responses I get...
>
Ok a quick and easy answer would be, I presume then you friend has
internet access, so why not join the STOS mailing list, normally used
for just such questions and answer sessions :) although a bit quiet at
the moment because most of them are students and gone home for the
school hols :)
>--- SNIP ---
>
>I am looking for someone with STOS experience who can help me with
>sprite collision detection.
>
I do STOS :)

>In particular, I want to know how to detect whether two sprites have collided,
>and do something if they are touching. This is to allow the player's on screen
>person to "pick up" and object. The object would be represented by a sprite.

Sorry there is no straight and simple answer, Do I take it your
friend doesn't have a manual, not being funny here but its pretty
simple in there to do sprite detection, you could even use a colour
detection and check for irregular shaped objects,

But by far the best method is to use the Missing Link extension "MANY
OVERLAP" command, this will detect between hundreds of objects on
screen in lightning speed,

*** tip to any stossers, manyoverlap for multiple object detection is
far faster than the straight overlap that detects one object, its
because the new "many" commands use a different code ***

If you havent got that extension then the best advice would be to get
some copies of STOSSER diskzine, there are 26 issues (STOSSER 27 due
out soon) and each has a minimum of 40 articles, with over half STOS
related, the rest of the disk is filled with stos source, thats over
15 meg of stos source in the 26 issues,
Theres plenty on sprites and sprite detection, including my "idiots

guides to using bobs" etc, try floppyshop in scotland,

There is no way I could send you an example routine as I have no
idea what extensions you have or what you are really trying to
achieve, some of the aboive would hopefully help ????

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2786. Free Web Space for Freeware/share Atari apps

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: zan660@aol.com
Message-ID: <4s96rt$6dv@newsbf02.news.aol.com>
Source record: 9429

Helo,
I have a MagiCMac homepage. I will be glad to put info (text,
screenshots, demos etc) up on my website about your app. Where the catch?
The cach is the application MUST work under MagiCMac. Email me
zan660@aol.com
http://users.aol.com/zan660/mhome.htm

2787. Re: HD Failure ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <837329180_OASIS_@tyndale.apana.org.au>
Source record: 9430

In article <837290204_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>
>Hi folks,
>
>To cut a long story as short as possible, due to my own stupidity, my
>hard disk is currently "down". I fully realise I can be a complete
>plonker at times so I have lots of backups. Incredibly, it has been
>"inexplicable floppy failure week" - more died this week than have
>done in the last 9 years put together.

Guy,
It may be no consolation - but it has happened to most of us! Generally
in the middle of something vitally important that's going to be backed up "in
the next five minutes". Mine was a three day epic big band score!!
Commiserations:)

--

G U I T A R I S T colbee@tyndale.apana.org.au

2788. Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425755.432033.A.starship@3rdplanet.com>
Source record: 9431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari,alt.binaries.atari.d

This message inaugurates both alt.binaries.atari and
alt.binaries.atari.d

CHARTER:

alt.binaries.atari is for distribution of freeware, Public Domain, and
shareware patches, programs, etcetera, intended for Atari and
compatible computers. alt.binaries.atari.d is for discussion of the
content of alt.binaries.atari and should never contain binary files.

The following are explicitly inappropriate for posting to either
alt.binaries.atari or alt.binaries.atari.d:

- Copyrighted software without the EXPLICIT permission of the
copyright holder to post the software.

- "Chain letters," "get rich quick" schemes, for sale messages,
or commercial solicitations of any kind.

- "My computer is better than your computer" messages, or
discussions of the relative merits of any computer system. These
discussions properly belong in the various .advocacy groups (or
alt.flames in some cases).

- Any posting whatsoever by Peter Sinclair-Day; he does not own
an Atari or compatible computer, does not use an Atari or
compatible computer, and does not hold the copyright to any known
software.

Very large binaries (e.g., in excess of 500k) should be uploaded to an
ftp site (or several) first, and the availability (with full path)
announced in a.b.a; only in the case of a specific request by a user
who has no ftp access should such large binaries be posted to the
newsgroup.

It is suggested that a short text message be posted in a.b.a
immediately before posting a binary, explaining the purpose of the
binary, the copyright status and distribution policy pertaining to the
binary, system requirements for use of the binary, and any special
information which may assist in determining the desirability or
undesirability of downloading the binary.

This is an unmoderated group. However, it will be closely watched by
the undersigned, and any blatant violation of copyright law will be
immediately reported to the violator's postmaster and the copyright

holder. Violations of netiquette will be referred to the appropriate
postmaster if it is deemed necessary.

Rich Tietjens
syadmin at STarship and Quark's Holosuites

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

2789. Re: FS: Atari ST Books/Software

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425754.432032.7.starship@3rdplanet.com>
Source record: 9432

Dave@tangram.demon.co.uk barked in comp.sys.atari.programmer on 08 Jul 96:

D> I have the following Atari ST stuff for sale. All items are in Mint or
D> Excellent condition unless otherwise stated.

Got anything in MultiTOS condition? <GDR>
--
Visit us at http://www.3rdplanet.com/~starship
+-------------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-------------------------------------+--------------------------+

2790. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425755.432033.4.starship@3rdplanet.com>
Source record: 9433

cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:

>> To support such applications, you need a
>> stable operating system with good communications support and more
>> advanced features like robust multitasking and threading.
c>
c> You mean something like MiNT?-)

He said "stable." That's not like MiNT in my experience. %^(
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

2791. Re: HELP! I need a VT100 console driver for Kermit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425755.432034.2.starship@3rdplanet.com>
Source record: 9434

bdc2@po.CWRU.Edu barked in comp.sys.atari.programmer on 13 Jul 96:

b> I am trying to update Kermit for the Atari. It is 3 versions out of
b> date. One of the things it needs BADLY is a VT100 console driver.
b> Surely, somewhere in Atariland, someone has written a PD driver???
b> Any help will be GREATLY appreciated.
b> This is for an official update, with Columbia's blessing.

Boris, AIUI, ANSI is merely VT100 with color extensions; Tim Miller created ANSIterm, and there's source in his tsource.zip file (which is now PD). You ought to be able to crib from that.

Of course, if all you want is a generic console driver, use the ANSIST TSR that goes in the AUTO folder.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

2792. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4sdsp2$idb@ccshst05.uoguelph.ca>
Source record: 9342

Rich Tietjens (starship@3rdplanet.com) wrote:
: cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:

: >> To support such applications, you need a
: >> stable operating system with good communications support and more
: >> advanced features like robust multitasking and threading.
: c>
: c> You mean something like MiNT?-)

: He said "stable." That's not like MiNT in my experience. %^(

Really? I'm using Mint 1.12h3, and it's generally been rock solid for me,
even when I'm doing programming. Of course, I _am_ running it with memory
protection on, so that may make a difference.

THeo

2793. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAD7D4.41A7@ccm.jf.intel.com>
Source record: 9343

Theodore L Hopman wrote:
>
> : He said "stable." That's not like MiNT in my experience. %^(
>
> Really? I'm using Mint 1.12h3, and it's generally been rock solid for
> me, even when I'm doing programming. Of course, I _am_ running it with
> memory protection on, so that may make a difference.

I'm sure it does. If there were a plug & play 030 that could replace my
68000 CPU, I'd try that. There's not, AFAIK, however, so I'm stuck with
MINTNP in the AUTO folder when I want to run MultiTOS. I think my
version of Mint is 1.12f-something, I take it there's a later binary
available?

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2794. Re: HELP! I need a VT100 console driver for Kermit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EADB85.4867@ccm.jf.intel.com>
Source record: 9344

```
Boris D. Cahan wrote:
>
> I am trying to update Kermit for the Atari. It is 3 versions out of date.
> One of the things it needs BADLY is a VT100 console driver.
> Surely, somewhere in Atariland, someone has written a PD driver???
> Any help will be GREATLY appreciated.
> This is for an official update, with Columbia's blessing.

Try ftp://wuarchive.wustl.edu/systems/atari/umich.edu/Telecomm/t100.zoo
It includes sources.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
************************************************************
```

2795. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4scq1q$4ae@orm.southern.co.nz>
Source record: 9345

Hi there...

Christof Donat (cdonat@in.tu-clausthal.de) wrote:
: Claus Brod wrote:
:
: > Someone else already mentioned that Java, being an interpreted language,
:
: That was me ;-)
:
: > requires quite a bit of processor power. Also, the browser packages
: > which are around these days are pretty complex beasts. They also tend to
: > be performance and memory hogs.

CAB doesn't really hog memory. It is only sloppy bloat programming from guys who write code for the Windows 3.1/95/NT environ that sees fat and greedy software released. They have little choice in the matter with the environ they choose to run. A JAVA interpreter should be able to be compiled for the Atari platform (perhaps '030 or better), but the big problem will be in getting Sun to agree to license the source to you. To get hold of JAVA source requires big biscuits despite the net.myth.gossip that says JAVA will be a multi-platform thing for anyone who wants it. Get real Sun!!, thats why we have only seen major corporations come out with JAVA plug-ins so far...

Chris W.
/|\

2796. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAC261.7AF6@ccm.jf.intel.com>
Source record: 9346
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris_F_Chiesa@cup.portal.com wrote:
>
> am only really ABLE to post, this to comp.sys.atari.8bit. Thanks in advance
> for propagating this; may I request that "comp.sys.atari.st.programmer" be
> removed from the distribution? That's the group Portal says doesn't exist,
> causing all my problems in this instance...

In this instance, Portal is correct; I'm sorry, I must have unconciously added
the ".st" in the middle of that.

> I for one have been right here on comp.sys.atari.8bit on and off for nearly
> ten years, and have only occasionally seen reference to a "warez" newsgroup,
> and never quite the same name twice, or at least not regularly. Moreover,
> no ISP on which I have had an account -- and there have been three of them;
> four if you count TWO different systems here at Portal -- has ever been
> aware of the existence of, or willing to pick up, or has for that matter
> even acknowledged recipt of my requests to pick up, ANY Atari-8-bit-related
> "alt" or "binaries" group(s). I barely even know what groups EXIST.

I can email you a complet newsgroups list, if you need it. It's rather bulky
at about 350k, but if Portal won't tell you waht exists, I will. IMHO, any
and all "warez" groups that exist are pirate groups, and I won't subscribe to
them, even if I can find them (there are several listed in my NG file).

> > Since the comp.* group died for lack of use, I expect the alt.* group
> > would have the same lack of use
>
> Unless the alt.* group's existence happened to be made widely known, as
> evidently did NOT happen with the comp.* group?

Not only that, but an unmoderated group doesn't depend on the whims of one
person to give it content.

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group.
>
> This is probably a relatively valid reason for removing a group.

This would be a valid reason /IF it were true/, but it is not. Submissions
wer made - and ignored. I submitted several files in the omnths prior to the
group's demise, and I have seen others state the same thing; no response was
ever forthcoming from Annius. I don't know if that means he did not get the
files, or simply chose to ignore them.

> > The Atari ST is no longer a very active platform,
>
> This most certainly is NOT a reason for removing a group, and it disturbs
> me that, even though it is not the SOLE reason given, it is obviously being
> used to "support" the suggestion/recommendation/decision to remove a group.

It's tantamount to saying that "the 286 is not a much used chip any more, so we will no longer write software that does NOT use 386 opcodes." Granted, there is a lot of software that won't work without those opcodes - but probably 90% of the current DOS-based software, including most network drivers for Novell networks, work just fine on 286 boxes. I doubt that the owners of those networks using 286 servers and clients would be very favorably impressed by anyone who told them that they would be required to give up their existing hardware platforms.

> Granted, the Atari ST is no longer a "major" platform in terms of the PER-
> CENTAGE of computer users using it -- but the Internet is big enough these
> days that ANY subject, no matter how obscure or "inactive," can collect
> enough interested parties to sustain an ongoing discussion. There's still
> an active Rubik's Cube mailinglist, for crying out loud! Kill the newsgroup
> for OTHER reasons if they exist, surely, but don't justify it on the basis
> that the subject matter itself is "no longer very active." That is not
> the point.

Well said.

> > and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
>
> ... it's unrealistic and selfish,
> maybe even unethical, for you and others who reason the way you do, to NOT
> continue to support older technology, IMHO. Check the Usenet archives for
> my numerous rants on THIS subject in groups like comp.os.vms and one or
> another (I forget which) of the Windows NT groups...

It's also the way things are done, and frankly, it blows. Getting an alt. group for Atari binaries effectively removes the controls exercised by the "Big 8" cabal (and such a cabal obviously exists, else it would not be necessary to put a new group proposal to a "vote").

> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.
>
> Well, that's something anyway. I'm glad that SOME sort of "readership"
> was consulted -- but WHAT readership? Of what group? Of the group being
> removed? I hope so; I HATE it when some "elite" makes decisions that
> affect the masses, without consulting those masses. Go watch "Fern Gully."

The fact that the question was posted in comp.sys.atari.st is true. The allegation that "the vast majority agreed" to rmgroup it is either a mistake,

or an outright lie. Since I don't know if the person making the statement
knows the truth or not, I will assume it's a mistake.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2797. Re: Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA74E5.7A20@ccm.jf.intel.com>
Source record: 9435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari.d

```
Mr. Maddog wrote:
>
> First of all, I say well about time with this idea! I hope that many
> will freely UL and DL as, for me at least, I have only one Atari BBS and
> Umich files are hardly updated with newer stuff. Some people don't even
> have a BBS to get the stuff from. I'll frequent this area as much as I can.
>
> Well done Richard! :)

Yes, well, thanks but it doesn't seem to have worked. I'll ask here - does
anyone have direct root@domain access to send the necessary control messages
to try again to create these groups? I can email the necessary header(s) and
text if you aren't sure how it's done.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."
```

2798. C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DuLxIq.83o@iglou.com>
Source record: 9436

Hiya... I've been reading up on C programming, and following the programming examples and coding of other programs out there. I've read through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel in the Umich archives. Also picked up on Mark Williams C (looks like version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from one dealer at the MIST Fest in Indianapolis.

What I'd like to know is if there are any newer versions of the above programs, especially MWC and PP. I've picked up the free public version of the Atari ST port of C in the Umich archives, though I've not read through the whole thing yet. I'm gonna try my hand at some BBS programs and doors in C. Since Transcendence has not had any updates for a long while, and a voice chat with Wayne Watson reveals he may or may not continue to port it over to C from GFA Basic, I'd like to try either writing or modifying code to use the existing files.

Also, I've tried searching for Atari books on this, as well as places on the Web and FTP sites. No go, unless I'm looking in the wrong places. Just about all of the places for C and C++ programming I've come across are for either the IBMs or Macs.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2799. HELP! Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4sdket$rsp@madeline.INS.CWRU.Edu>
Source record: 9437

to be a "make" facility in it. Can an extarnal make be used,and how?
I need to compile Kermit, which has about 40 modules in it. Too much for
a command line processing! Any suggestions?
Is HiSoft still alive? How much later is the latest version
and would it be worth updating?

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2800. Re: HELP! Lattice C

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Message-ID: <NEWTNews.837457452.27276.rzb20@rzb20.amdahl.com>
Source record: 9438

In article <4sdket$rsp@madeline.INS.CWRU.Edu>, <bdc2@po.CWRU.Edu> writes:
>
> to be a "make" facility in it. Can an extarnal make be used,and how?
> I need to compile Kermit, which has about 40 modules in it. Too much for
> a command line processing! Any suggestions?
> Is HiSoft still alive? How much later is the latest version
> and would it be worth updating?
>
> --
> Prof. Boris D. Cahan
> bdc2@po.cwru.edu
>
Hi Boris,
I tried to email my previous responses to your pleas for help, however
they both bounced, so here is a public response.

As far as Lattice C is concerned, the latest (5.6) has make, although
I haven't actually used it. If you're just doing multiple compiles &
links (and you have _some_ level of Lattice C v5), why not just use a
project file ... they're easy to set up.

If you'd like to continue this via email, please feel free to do so
(but please make sure your reply address is reachable :-)).

Roger Burrows

2801. Re: Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960715111943.11999C-100000@ns1.ptd.net>
Source record: 9439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari.d

First of all, I say well about time with this idea! I hope that many
will freely UL and DL as, for me at least, I have only one Atari BBS and
Umich files are hardly updated with newer stuff. Some people don't even
have a BBS to get the stuff from. I'll frequent this area as much as I can.

Well done Richard! :)

Eric Noss
a.k.a
Mr. Maddog

2802. Re: Ataris new chance ? JAVA - How about Inferno

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: trek@ihgp114r.ih.att.com
Message-ID: <4sdv0e$3qv@ssbunews.ih.lucent.com>
Source record: 9440

In article <4scq1q$4ae@orm.southern.co.nz>,
Chris Wilkinson <chriswil@southern.co.nz> wrote:
>Hi there...
>
>CAB doesn't really hog memory. It is only sloppy bloat programming from
>guys who write code for the Windows 3.1/95/NT environ that sees fat and
>greedy software released. They have little choice in the matter with the
>environ they choose to run. A JAVA interpreter should be able to be
>compiled for the Atari platform (perhaps '030 or better), but the big
>problem will be in getting Sun to agree to license the source to you. To
>get hold of JAVA source requires big biscuits despite the net.myth.gossip
>that says JAVA will be a multi-platform thing for anyone who wants it.
>Get real Sun!!, thats why we have only seen major corporations come out
>with JAVA plug-ins so far...

So maybe someone should look into Inferno and see if it has better
licensing terms for the Atari platform. AT&T announced it about a
month ago and has something about it on their web site if interested.

It's premise is more general than Java so it may be a better choice
in the long run anyway. Wayne

2803. Re: HD Failure ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <837533904_OASIS_@swampdog.demon.co.uk>
Source record: 9441

In article <31e78783.7020688@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 12 Jul 96 20:36:44 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>>
>>Hi folks,
>
> Hi Swampy :)

'ello 'ello 'ello. <G>

>>To cut a long story as short as possible, due to my own stupidity, my
>>hard disk is currently "down". I fully realise I can be a complete
>
> Hey! that happened to me once and I didn't have a proper backup
>system, all my programming work including current projects, articles,
>allsorts, damm nearly brought me to tears,
> Bloody good luck in getting it all back up and running mate, I know
>exactly how you feel,

Thanks. :-))

>>SwampDog paranoid quote of the week
>>----------------------------------
>>
>>THEY are *not* out there - THEY are in my sodding computer room,
>>hopping up and down on my floppies wearing bloody great magnetic
>>boots!
>
> I like that one :)))) glad to see you have a little bit of sense of
>humour when your hd is down, I know I didn't :)

Life is but a game of Pong in which I am merely the ball ;-))

--

Guy Harrison

guy@swampdog.demon.co.uk

2804. GIF87a encoding

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.960716214429.5217A-100000@student.canberra.edu.au>
Source record: 9347

Hi,

Has anyone got some assembler source to save a .gif from ST-low or a
PI1/NEO to GIF conversion routine. I need this to save screendumps from
320*240*16 (4 bitplane) into a common picture format - and PI1/NEO only
hold 5/6 of the screen.

Thanks,
Yiannis

__
( ) / .--.
/ / ' __ ,_ ,_ ' _ | u943409@student.canberra.edu.au | ||| |
(___/_,(_(_(_/ (_/ (_,(_/_) | tp943409@ise.canberra.edu.au | / | \ |
_.- / | Nuclear waste fades your genes! | F'030 |
(__./ `--'
URL --> http://student.canberra.edu.au/~u943409/

2805. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4sg0o7$1g3@orm.southern.co.nz>
Source record: 9348
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

: Umm... guys, I went through the trouble of creating
: alt.binaries.comp.atari8bit a while back - why not use
because it is for 8bitters, and we'd be interposing on you. But thanks
for the offer.

: The only thing that would really be better than the
: existing group would be a new one in the 'comp.*' hierarchy (sp?).
the "existing group" was removed more than a month ago :(

: If someone wants to try and push that through, I say 'go for it'!
YEAH!!! Let's push it through!!!

I don't mind if it is alt.binaries.atari.st or comp.binaries.atari.st
just as long as it isn't moderated and I can freely post and read from it.
I don't even care if we posted binaries to the non-binary groups, however
a lot of people have a problem with that, so I say stick with creating a
new one!!!!

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Despite of the cost of living, it remains popular.

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

2806. Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4sgv6u$ooi@inca01.inca.co.nz>
Source record: 9349
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I was just wondering which of the 68000's TRAP vectors are used by
software (apart from the obvious OS vectors, of which I am familiar).

A few years ago, I found that I was including the same pieces of code
(system interrogation, cookie Jar creation/interrogation/editing, etc) in
nearly all of the custom apps that I was writing for various people.

So, I wrote a smallish (16k) TSR to be loaded at boot time that contained
all of those functions.

In order to simplify the program-to-TSR interface, I used the TRAP #0
instruction to call it from the main app.

However, it occurred to me that someone else may be using that vector.

Firstly, does anyone actually use that vector, and if so, what for?

Also, if that vector has already been claimed by something, how do I
detect it, and what other TRAP vectors are available for me?

AFAIK, the only claimed vectors are traps 1, 2, 13, 14, which leaves the
other 12 (0, 3 through 12, 15) free. I therefore chose Trap #0.

Now that I am starting to write more horizontal apps (as opposed to the
vertical apps I have been doing so far), I wish to ensure that my Toolbox
(the 16k TSR called via a "Trap #0" instruction) will not interfere with
more mainstream apps.

--

Quote For The Month:

"Muttley - Do something!!!"

--

Quote For The Month:

"Muttley - Do something!!!"

2807. Re: logiciel pour gps software for gps

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Christophe Cordonnier <chcordo@club-internet.fr>
Message-ID: <31EC074E.2A75@club-internet.fr>
Source record: 9350
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav

```
Il faudra se reveiller et sortir un peu car les programmes de transfert
RS232 pour Atari existent depuis le debut de l'Atari il y a 10 ans !!!

--

-----------------------------------------------------------------------
-- Pour tous contacts / To contact me : --
-----------------------------------------------------------------------
-- _\|/_ --
-- / \ EMAIL : mailto:chcordo@club-internet.fr --
-- |\/ | WEB : http://web.club-internet.fr/chcordo --
-- | (o)(o) WEB : http://www.oxo.ch/ex_cnam/stetco.html --
-- C ,---_) WEB : http://www.cnam.fr/Comp/Atari/Assos/Stetco --
-- | |,___| Telephone : 08.90.51.72 --
-- | \__/ --
-- /_____\ Ouh, des dunnuts !!! --
-- --
-----------------------------------------------------------------------
```

2808. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31EBF296.15FB@in.tu-clausthal.de>
Source record: 9351

Rich Tietjens wrote:

> >> To support such applications, you need a
> >> stable operating system with good communications support and more
> >> advanced features like robust multitasking and threading.
> c>
> c> You mean something like MiNT?-)
>
> He said "stable." That's not like MiNT in my experience. %^(

Do you use Multitos on it? MiNT in the console is very stable in my
experience.

Christof

2809. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31EBF446.59E2@in.tu-clausthal.de>
Source record: 9352

Chris Wilkinson wrote:
> A JAVA interpreter should be able to be
> compiled for the Atari platform (perhaps '030 or better), but the big
> problem will be in getting Sun to agree to license the source to you. To
> get hold of JAVA source requires big biscuits despite the net.myth.gossip
> that says JAVA will be a multi-platform thing for anyone who wants it.
> Get real Sun!!, thats why we have only seen major corporations come out
> with JAVA plug-ins so far...

That is just because people ported Java only to the major Platforms at
the moment. Javasoft (doughter of SunSoft) do licence the source of the
JDK to everyone who won`t use it for Profit for free. You will have to
sign a Non Disclosure Agreement and then you can Download the sources
from their ftp Server. You can not expect Javasoft to do all the porting
to all the Platforms available.

Christof

2810. MiNT stability (was: Re: Ataris new chance[...])

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4sghn4$ipb@ccshst05.uoguelph.ca>
Source record: 9353

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: I'm sure it does. If there were a plug & play 030 that could replace my
: 68000 CPU, I'd try that. There's not, AFAIK, however, so I'm stuck with
: MINTNP in the AUTO folder when I want to run MultiTOS. I think my
: version of Mint is 1.12f-something, I take it there's a later binary
: available?

PAK68/3? Of course, it may not be plug and play...And it's definitely not cheap. There was someone selling a very nice TT in comp.sys.atari.st for around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd version released by Michael Hormuth (sp?). FreeMiNT (which you appear to be using) are later versions worked on by more people. I really have to get around to upgrading :)

THeo

2811. alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EC2AFE.22B5@ccm.jf.intel.com>
Source record: 9354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Vell, ve got gud news und bad news. Der gud news iss dot der iss
alrrrready ein group for der Atari binaries. Der bad news iss dot it
iss a Cherman group, de.alt.binaries.tos zo those who do not understand
der Deutsch vill not haff much gud luck mit der files."

And I still haven't found a server that seems to believe my control
message worked. Anyone out ther in Atari land have root access at a
news server?
--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2812. How to melt a vision ?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Magnus <soder@ts.umu.se>
Message-ID: <4sgonn$18gi@serve.cs.umu.se>
Source record: 9355

I vas wondering if there is enyone who knows the idea behind
the melting effect in the 96Kb demo by Lucky of ST (and others)
Iam thiking of when the "ester lady" (pï¿½sk kï¿½rring pï¿½ svenska)
just after the Wolfenstein section. (allso known as Meltovision
form the splended Atari Jaguar game Tempest 2000)

cheers. Magnus

if you know enything (or have the 68030 source :-) pleace E-mail me
as i dont werry often read News groups.

E-mail soder@ts.umu.se

2813. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Dancer <dancer@brisnet.org.au>
Message-ID: <31EAD4C5.2E68709A@brisnet.org.au>
Source record: 9356

```
Christof Donat wrote:
>
> Juergen Oppermann wrote:
>
> > having heard recently about JAVAs possibilities to "free us"
> > from Bill Gates and the intention of java to run applications
> > with very little memory consumption, or centralised
> > computer-networks, it occured immediately to me that a classical
> > Atari should do with that, quite fine ...
>
> Well, Java is an iterpretative Language. So a slow Computer like the ST
> wont do it too fast. There are People developing Online Compilers for
> other Systems. This means, that the code is compiled and imediately run.

Erm, no. Java is compiled. It's relative Java-script is interpreted.
It _is_ still byte-code compilation, which means that there is overhead
in interpreting the compiled program, but it is much lower than the
overhead of dealing with full interpretation like javascript.

This means that the Atari should be able to deal with Java much like
other machines (ie: Not much slower than native code).

Downside: I have reports that Java requires _enormous_ amounts of memory
to run. Can someone confirm or deny that? Reports I'm hearing are on the
order of 'if you have less than 16MB don't even bother'.

> That may be a solution for the Atari. Eventually the Compilation will
> get fast enough for the networking conection. Then this is useful.
>
> > if the marketing-devision of atari (if they still have any :)
> > could work it out this time, "we Atarians" could expect pretty
> > nice time ahead of us ...
>
> Well, Atari is not expected to do anything for that. I remember someoner
> around in the Net started to port the Java Interpreter from Sun for
> MiNT. Maybe that is a start.
>
> > nobody needs a 200Mhz computer with 64MB RAM to run his/hers
> > operating-System, except the ones being tied to Microsofts
> > products ...
>
> Why should Microsoft not getting on with writing Programs in Java and
> get on the nerves of all the Computer Owners who got around it so far?
>
> > Escom tried to put out the Amiga as the network-computer again,
```

> > but the most certainly lacked much motivation, coz they failed
> > even before they had started it up in the first place ...
>
> Well, the missjuged their financial capacity. They had to sell Amiga
> before they could bring them out in their shops. So now Amiga is again a
> Computer for a few people doing funny things and calling them
> Multimedia.
>
> > i'll see all those stupid PC-faces when little STs or even F030s
> > will do away with all this stupid Mircosoft-stuff ...
>
> Well, dream on. Microsoft will not be sleeping, and they wil start to
> integrate Java as much as possible into their System and get it running.
> I more think, that Intel Will be looking like a horse when all the
> Standard Software is developed in Java So everybody with a cheap
> Computer can run it.

Heck, didn't Microsoft finally drop all support for other languages and go for Visual Basic as it's 'official' language, to minimize support requirements?

Dollar Bill doesn't like to look foolish, and I think the arguments behind that move would make him look that way if Microsoft suddenly embraced Java after all they said recently.

Sorry if I'm a little incoherent. About to dash for work.

D

2814. logiciel pour gps software for gps

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-16 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <31EB8E28.2DC9@enst-bretagne.fr>
Source record: 9357
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav

Bonjour,

j'ai achetï¿½ un gps portable Garmin 38 pour faire du bateau. Les gps
portable ï¿½tant dï¿½pourvus de clavier dignes de ce nom, l'entrï¿½e des donnï¿½es
est assez laborieuse. Il existe des logiciels sur PC et Mac pour
communiquer, via la prise RS 232, mais je n'en ai pas vu sur Atari.
Quelqu'un a-t-il dï¿½jï¿½ vu ce problï¿½me traitï¿½ quelque part?
Merci d'avance.

Hello,

I bought a Garmin 38 gps for using on a boat, but this kind of gps have
not a true keyboard, and entering the data is quite long and difficult.
There are softwares for PC and Mac for communications with the RS232
socket, but I have never seen one for Atari computers. Has any body ever
see this question dealt?
Regards.

2815. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4shl2q$r1j@madeline.INS.CWRU.Edu>
Source record: 9358

In a previous article, rsg0910@iglou.com (Robert Goodwin) says:

>Hiya... I've been reading up on C programming, and following the
>programming examples and coding of other programs out there. I've read
>through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
>in the Umich archives. Also picked up on Mark Williams C (looks like
>version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
>one dealer at the MIST Fest in Indianapolis.
>
>What I'd like to know is if there are any newer versions of the above
>programs, especially MWC and PP. I've picked up the free public version of
I have one of the latest versions, 3.09. MWC ain't no more!
>
>Also, I've tried searching for Atari books on this, as well as places on
>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>about all of the places for C and C++ programming I've come across are for
>either the IBMs or Macs.
>
If you find any, let ME know, too. I am going crazy with the differences
between different versions of C. The libraries are ALL different, and
you can't find out what the other were supposed to do.

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2816. Re: logiciel pour gps software for gps

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <4si8k9$a8t@ccpnws.in2p3.fr>
Source record: 9359
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav

Ben y a qu'a l'ecrire !!! :-)
Franchement, quelle est la boite qui se soucie d'Atari (et d'Amiga par la meme
occasion) ?
Bonne chasse.
--
+--+
| ACOUNIS St&#65533;phane Laboratoire de Physique Nucl&#65533;aire et des |
| Hautes Energies - Universit&#65533; PARIS 6 |
| T&#65533;l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+--+

2817. FREE 8-bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: lesneskp@ecs.ecs.csus.edu
Message-ID: <4sidnp$mkh@csusac.ecs.csus.edu>
Source record: 9360

I'm very sorry if this is not the appropriate newsgroup for this...

ATTENTION! LOTS O' FREE 8-BIT STUFF!

I'm leaving the country in a matter of days, and would like

to ship all of this stuff to the first serious 8-bit enthusiast

who gets back to me... the shipping is on you, of course.

(it's heavy, so it won't be dirt cheap, but still....)

Mail me ASAP at lesneskp@gaia.ecs.csus.edu

HARDWARE:

Atari 130XE computer with dust cover

Atari 1200XL computer with dust cover

(2) Atari 1050 disk drives (5 1/4") with dust covers

Percom Dual RFD Disk Drive set (double density drives -

176K on one side of a

5 1/4" disk)

Avatex 1200hc Hayes-compatible 1200 baud modem

ICD P:R: Connection (serial port interface for Atari -

itation to Programming 2

Atari - An Invitation to Programming 3

Understanding Atari Graphics

Advanced Atari BASIC Tutorial

Manuals for AtariWriter, Text Wizard, Atari 1050, Atari

DOS 2.5, Atari 130XE, Atari 1200XL,

Assembler Editor, Percom Drives, Macro

Assembler, PRINT SHOP, Kyan PASCAL,

Atari BASIC, ICD P:R: Connection, ICD

SpartaDOS

Atari "Demopacs" (#1 - #8, info on Strings, Data Files,

Programming, Color Graphics, Advanced

Graphics, Advanced System Features, etc.)

--

|-) paul

"The wise person knows that it is better to sit fishing on the banks
of a remote mountain stream than to be emperor of the whole world."

2818. Re: HELP! I need a VT100 console driver for Kermit.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4sj12e$s5l@madeline.INS.CWRU.Edu>
Source record: 9361

In a previous article, starship@3rdplanet.com (Rich Tietjens) says:

>bdc2@po.CWRU.Edu barked in comp.sys.atari.programmer on 13 Jul 96:
>
> b> I am trying to update Kermit for the Atari. It is 3 versions out of
> b> date. One of the things it needs BADLY is a VT100 console driver.
> b> Surely, somewhere in Atariland, someone has written a PD driver???
> b> Any help will be GREATLY appreciated.
> b> This is for an official update, with Columbia's blessing.
>
>Boris, AIUI, ANSI is merely VT100 with color extensions; Tim Miller created
>ANSIterm, and there's source in his tsource.zip file (which is now PD). You
>ought to be able to crib from that.
Thanx, I'll try it.
>Of course, if all you want is a generic console driver, use the ANSIST TSR
>that goes in the AUTO folder.

I got ansist a while ago and even got the source from the author. It's now PD.
True, it's ANSI, but WITHOUT the vt100 parts, and is in assembly. (which
is not too bad since I understand assembly better than *C*).
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2819. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED3FA1.6D7@ccm.jf.intel.com>
Source record: 9362
Cross-posted to: comp.sys.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.config

Guy, I am including the balance of the comp.sys.atari.* groups in this discussion along with alt.config; it may be appropriate at this time to include news.groups as well, but I will wait for comments before doing so.

Guy Harrison wrote:
>
(I include here quotes from a couple of previous posters in the same thread - to save time, I'll reply directly to these as well.)
> >> Since the comp.* group died for lack of use, I expect the alt.*
> >> group would have the same lack of use--unless the supporters of
> >> this group are primarily interested in a place to illegally
> >> repost copyrighted software.

This comment (whose poster may remane nameless unless he wishes to step forward at this time) is frankly slanderous. As the proposer of the new groups, /and/ an established software author, I take personal umbrage at the expressed implication that I am a pirate. I suggest you ask the former BBS sysop and the author of RatSoft BBS how I feel about pirates - of course, he may not be aware of just who blew the whistle on his pirate activities.

> >> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> >> whether anyone still found it useful and the vast majority agreed
> >> that the sensible thing was to remove the group. At the request of
> >> the moderator and the readership, it is now removed.

This is patently untrue. Annius posted one or two messages in comp.sys.atari.st remarking that he was planning to have the group rmgrouped, but the "vast majority" most of the readers most certainly did NOT agree to remove the group. I think most of us simply found it impossible to get anything past the moderator. Personally, I voted to retain the group.

An now, back to Guy's remarks:

> I attempted to post to this group on more than one occasion - at
> no time did I see any information on how to do so, and received no
> replies from attempting to do so requesting suitable help. It is no
> wonder the group was unused therefore.
>
> At the time the group was going to be removed, I suggested that either
> a new moderator be appointed or moderation be removed. To my

> knowledge, no consideration was given to these points - certainly no
> reply was forthcoming.
>
> When the group was finally removed, there was no attempt even at
> presenting the numerical votes for and against to support the
> removal decision.
>
> Take these points together and it difficult to come to any other
> conclusion other than that decision to remove the groups had already
> been made. ;-|
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk

It certainly appeared to me that the rmgroup was "railroaded" though.
No voting results were cross-posted to the comp.sys.atari.* groups. By
that time, however, the rmgroup was a /fait accompli/, as they say, so
there was little anyone could do about it.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2820. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4sjr9j$ggq@nyheter.chalmers.se>
Source record: 9363

In article <4shl2q$r1j@madeline.INS.CWRU.Edu>,
Boris D. Cahan <bdc2@po.CWRU.Edu> wrote:
>
>In a previous article, rsg0910@iglou.com (Robert Goodwin) says:
>
>>Hiya... I've been reading up on C programming, and following the
>>programming examples and coding of other programs out there. I've read
...
>>Also, I've tried searching for Atari books on this, as well as places on
>>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>>about all of the places for C and C++ programming I've come across are for
>>either the IBMs or Macs.

Any book that says it teaches C programming should hopefully do that.
If the book is reasonably good, it shouldn't matter much if it happens
to be named 'C programming with SuperC v 4.5.2a for the MegaMic III/2'.
ANSI C is (more or less) machine independent.

>If you find any, let ME know, too. I am going crazy with the differences
>between different versions of C. The libraries are ALL different, and
>you can't find out what the other were supposed to do.

Uhm, what differences?
The ANSI standard is rather specific about how everything should work.

If you're talking about Atari specific things like GEM etc, that has next
to nothing to do with C, but even then the differences are relatively
minor.

The MGIFv5 sources are somewhere around 700kbyte (excluding all libraries)
and compiles fine under GCC, Lattice and TurboC/PureC (I've never tried
them under any other) with very few '#ifdef' modifications.

A couple of data structures used by the AES and VDI (and I recall one from
GEMDOS) have somewhat differently named components under the three
compilers for some reason, but that isn't difficult to find or handle.

I remember fetching some rather good AES/VDI documentation from
atari.archive several years ago, but I can't recall the names(s).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2821. Re: logiciel pour gps software for gps

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: Alain-Pierre DERENNES <Alain.Derennes@enst-bretagne.fr>
Message-ID: <31EC863D.2728@enst-bretagne.fr>
Source record: 9364
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,sci.geo.satellite_nav

Christophe Cordonnier wrote:
>
> Il faudra se reveiller et sortir un peu car les programmes de transfert
> RS232 pour Atari existent depuis le debut de l'Atari il y a 10 ans !!!
>
> --
>
> --
> -- Pour tous contacts / To contact me : --
> --
> -- _\|/_ --
> -- / \ EMAIL : mailto:chcordo@club-internet.fr --
> -- |\/ | WEB : http://web.club-internet.fr/chcordo --
> -- | (o)(o) WEB : http://www.oxo.ch/ex_cnam/stetco.html --
> -- C ,---_) WEB : http://www.cnam.fr/Comp/Atari/Assos/Stetco --
> -- | |,___| Telephone : 08.90.51.72 --
> -- | __/ --
> -- /_____\ Ouh, des dunnuts !!! --
> -- --
> --Salut,

merci pour ton conseil, mais il est vrai qu'aprï¿½s 4 jours et 4 nuits de
fï¿½tes ï¿½ Brest 96, je suis plutï¿½t fatiguï¿½.

Cependant, j'ai 2 Atari, un 520STF gonfliï¿½ ï¿½ 2.5Mo et un Falcon +
copro+SCSI+ ..., je fais de l'info depuis un certain temps, hard et soft,
j'ai du cabler plus de RS232 que tu n'en as jamais vu, et je sais que ï¿½a
marche sur atari, car j'ai montiï¿½ un labo d'info oiï¿½ on utilisais 8 1040 en
terminaux d'un vax, avec uniterm, un concentrateur Dec et le riï¿½seau
Ethernet de mon ï¿½tablissement.

Ce que je cherche est un programme de communication entre un
Atari et un gps38 de chez garmin, respectant la norme RS232 (plus
exactement NMEA0180, 0182 ou 183 version 1.5) et utilisant les phrases
standards ainsi que les spiï¿½cifiques garmin, le tout avec feniï¿½tres, menus
diï¿½roulants et tout et tout, COMME SUR PC, quoi.

Amicalement,

2822. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <837697028_OASIS_@swampdog.demon.co.uk>
Source record: 9365

In article <DuLxIq.83o@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Hiya... I've been reading up on C programming, and following the
>programming examples and coding of other programs out there. I've read
>through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
>in the Umich archives. Also picked up on Mark Williams C (looks like
>version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
>one dealer at the MIST Fest in Indianapolis.
>
>What I'd like to know is if there are any newer versions of the above
>programs, especially MWC and PP.

The latest version of MWC is (to my knowledge) 3.0.9.

>I've picked up the free public version of
>the Atari ST port of C in the Umich archives, though I've not read through
>the whole thing yet. I'm gonna try my hand at some BBS programs and doors
>in C. Since Transcendence has not had any updates for a long while, and a
>voice chat with Wayne Watson reveals he may or may not continue to port it
>over to C from GFA Basic, I'd like to try either writing or modifying code
>to use the existing files.
>
>Also, I've tried searching for Atari books on this, as well as places on
>the Web and FTP sites. No go, unless I'm looking in the wrong places. Just
>about all of the places for C and C++ programming I've come across are for
>either the IBMs or Macs.

The MWC lexicon contains a wealth of examples. Also the C programmers
reference from Kernigan & Richie is well worth a read. I believe it
was updated to cover ansi so try and get an older version. Any C K&R
programming book will suffice for the basics. There is documentation
available off the net but I don't know where and can't vouch for its
quality.

The only atari reference book I know of which is still in print is the
compendium, reputed to be extremely comprehensive.

--

Guy Harrison

guy@swampdog.demon.co.uk

2823. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED21A0.56FC@ccm.jf.intel.com>
Source record: 9366

Christof Donat wrote:
>
> Rich Tietjens wrote:
>
> > c> You mean something like MiNT?-)
> >
> > He said "stable." That's not like MiNT in my experience. %^(
>
> Do you use Multitos on it? MiNT in the console is very stable in my
> experience.

I need the ability to multitask GEM programs, so, yes, I tried to use
MultiTOS. I can't say I'm terribly impressed with the speed, and since
I can't keep it running long enough to tweak it, I don't imagine I ever
will be.

The new MagicPC demo has impressed me, however, enough that I intend to
buy MagiC for my Mega STe as soon as the money comes together.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2824. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.960717153859.20655A-100000@freenet>
Source record: 9367

> through the LazyBBS code in the Crawly Crypt 2 CD, and the Fnordadel
> in the Umich archives. Also picked up on Mark Williams C (looks like
> version 3?), Prospero C (version 1.43), and Personal Pascal (vers. 2) from
> one dealer at the MIST Fest in Indianapolis.
>
> What I'd like to know is if there are any newer versions of the above
> programs, especially MWC and PP. I've picked up the free public version of

I have the lastest version of Fnordadel, if thats what you mean. I've
been meaning to put it up onto the net...

_
/_ /\ /_

2825. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-17 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DupBoL.M9z@iglou.com>
Source record: 9368

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: >programs, especially MWC and PP. I've picked up the free public version of

: I have one of the latest versions, 3.09. MWC ain't no more!

Hmph... So they went poof long ago. Found an 800 number inside the main manual. Now that they're gone, I'm wondering if it's possible to post all the updates on one of the Atari binaries, one of the newer ones. The ones for csd and so on would be good.

Has anyone played with Lattice C, version 5.60? How good is it?

: If you find any, let ME know, too. I am going crazy with the differences
: between different versions of C. The libraries are ALL different, and
: you can't find out what the other were supposed to do.

For now, it seems you may have to install MiNT, and install gcc with it. That way, you have a working Unix-like system. I'm about to do this, and possibly use MWC, alternating between the two.

What have you written so far? I'm about to write a Top Ten or something like that listing for Transcendence, and possibly adding support for other BBSes out there.

Reminds me... Is the author of FoReM ST still around? How about the source code?

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2826. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DuqxJu.HK4@iglou.com>
Source record: 9369

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: The latest version of MWC is (to my knowledge) 3.0.9.

That's what I've been hearing as well. I'm wondering if it's possible to go ahead and put up the update disks now that MWC is no longer. Just checked to find I have version 3.0.6.

: The MWC lexicon contains a wealth of examples. Also the C programmers
: reference from Kernigan & Richie is well worth a read. I believe it
: was updated to cover ansi so try and get an older version. Any C K&R
: programming book will suffice for the basics. There is documentation
: available off the net but I don't know where and can't vouch for its
: quality.

I've been reading through the 500+ page tome of the MWC manual, and whoa, it's quite a good read. I've been seeing the K&R books, and located the newer books at the local bookstore, and they're a little on the thin side, and are quite expensive, about $35-40. Also have C For Dummies, which gave me ideas and more insight, as well as a few others. I'll hit the local bookstores and see if I can locate that old version of K&R. Just do a Yahoo search under programming languages, and pick the one that has the category of C/C++.

: The only atari reference book I know of which is still in print is the
: compendium, reputed to be extremely comprehensive.

I believe Toad has this. I have the catalog in front of me, but can't find the book, though I have the CD ROM. It's a little useless without the book. They do have the Atari ST Tips & Tricks, and I have the Graphics & Sound book. Bravo Sierra had something the last time I was on there, so I'll be checking around for who has what again. I did do some searches while at the MIST fest in Indy, and I only wish they had it more than once a year.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2827. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Duqxoo.HnC@iglou.com>
Source record: 9370

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: I have the lastest version of Fnordadel, if thats what you mean. I've
: been meaning to put it up onto the net...

What version is this? The version I've seen around is 1.32. I'd like to see if I can modify it for use without the . commands and use multiple menus and so on. I've been reading through the code, but haven't located this part yet. Guess I gotta look some more, and print it all out.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2828. Re: All these new groups! :)

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE84C2.2E62@ccm.jf.intel.com>
Source record: 9371
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari,,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Kyle R. Hofmann wrote:
>
> The UVV (Usenet Volunteer Votetakers) handle all votes now. I'd be
> willing to write up an RFD, but I'd like to know if there's any support
> first and what conditions, i.e., moderated or not? And if so, who will
> be the moderator? (Robomoderation is an option, too, but we'd still need
> someone to run it)

I can handle moderation - either manually or automatically. That's the
easy part. Getting the RFD accepted and passing the CFV is tough.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
************************************************************
```

2829. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960718041617.7469A-100000@mars.dsv.su.se>
Source record: 9372

On 15 Jul 1996, Theodore L Hopman wrote:

> Rich Tietjens (starship@3rdplanet.com) wrote:
> : cdonat@in.tu-clausthal.de barked in comp.sys.atari.programmer on 13 Jul 96:
>
> : He said "stable." That's not like MiNT in my experience. %^(
>
> Really? I'm using Mint 1.12h3, and it's generally been rock solid for me,
> even when I'm doing programming. Of course, I _am_ running it with memory
> protection on, so that may make a difference.

And I am running FreeMiNT 1.12.5 on a MSTE. Occasionally it even recovers
after printing error messages to the console :-)

(Get it from: ftp.funet.fi/pub/atari/mint.)

// Jens M Andreasen

2830. Re: Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Roger Burrows <rzb20@juts.ccc.amdahl.com>
Message-ID: <NEWTNews.837650244.14815.rzb20@rzb20.amdahl.com>
Source record: 9373
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4sgv6u$ooi@inca01.inca.co.nz>, <gmiller@inca.co.nz> writes:
>
> I was just wondering which of the 68000's TRAP vectors are used by
> software (apart from the obvious OS vectors, of which I am familiar).
>
> A few years ago, I found that I was including the same pieces of code
> (system interrogation, cookie Jar creation/interrogation/editing, etc) in
> nearly all of the custom apps that I was writing for various people.
>
> So, I wrote a smallish (16k) TSR to be loaded at boot time that contained
> all of those functions.
>
> In order to simplify the program-to-TSR interface, I used the TRAP #0
> instruction to call it from the main app.
>
> However, it occurred to me that someone else may be using that vector.
>
> Firstly, does anyone actually use that vector, and if so, what for?

I don't believe so ... at least I've never heard of it.

> Also, if that vector has already been claimed by something, how do I
> detect it, and what other TRAP vectors are available for me?

You shouldn't care about that ... hopefully you are passing some kind of
magic cookie to the interface that no-one else will pick :-) You should
of course use XBRA to chain your trap handler to any others that may have
been installed before.

But I think it would be less risky to change your TSR into a library of
functions that you could include as required in your apps.

Roger Burrows / Anodyne Software

2831. aa

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4skibqibk1@mhafc.production.compuserve.com>
Source record: 9374

Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote

>As far as Lattice C is concerned, the latest (5.6) has make, although
>I haven't actually used it. If you're just doing multiple compiles &
>links (and you have _some_ level of Lattice C v5), why not just use a
>project file ... they're easy to set up.
>

Kermit probbaly already comes with a makefile. A few changes in the make
file like changing cc to lcc or $(CC) and the CFLAGS,LDFLAGS macros and
it will probably do everything. If I get a module that cascades messages
I handle the file with the same options in the IDE until they are fixed
and return to make.

I have compiled berkely pd yacc and flex 2.5.2, for example, with the
supplied makefiles and minor tweaks if any. Lattice although ansi will
compile K&R code.

2832. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE7543.1985@ccm.jf.intel.com>
Source record: 9375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Mike Jewison wrote:
>
> One of the problems with setting up an alt.binaries group is that,
> as has been pointed out earlier, many sites don't get parts of (or in
> a worst case scenario) the entire alt hierarchy.
>
<snip>
>
> I would propose that we try to make any group we want to see created an
> "official" group in the comp.binaries hierarchy.
>
<Further deletia>
>
> In theory, I support the creation of a binaries group - but I would rather
> not see it in the alt tree. Alas, I'm not sure we would have enough people
> voting in favour of the proposal to meet the second criteria for passage.
>
> Any thoughts?

I have a proposal all written up. It was already shot down in flames
after being submitted to the group mentors, but I am more than willing
to let someone else have the text to modify as they see fit.

Getting 100 votes is the toughest part - but I think it's likely to be a
lot easier now than it was before I brought the subject up in the entire
comp.sys.atari.* tree. I suggest a "straw" vote - who wants to be the
vote-taker? We will probably want to take a straw vote on each of the
following points:

Should comp.binaries.atari (all systems) be created?
Should comp.binaries.atari (all systems) be moderated?
Should comp.binaries.atari.8bit be created?
Should comp.binaries.atari.8bit be moderated?
Should comp.binaries.atari.st be created?
Should comp.binaries.atari.st be moderated?

I suggest that, if we can find a vote-taker, and if we can garner 100 or
more votes in favor of any of the above "straw" proposals, that we then
submit the formal RFD and try for the group. I'd also recommend a .d
group (discussion) be part of the proposal for each binary group
desired, so as to keep binaries and discussion seperated (in
consideration of those who'd like to discuss the matter but don't have
selective download ability).

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2833. WANTED ! Ethernet VME Riebel card drivers and doc !

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GGSRCEAIUP@parx.frmug.fr.net>
Source record: 9376
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

Hi,

I'm looking for the drivers and the Jumper documentation of the
Thernet VME card called RIEBEL ...

It's very very urgent !!

If you know I could find this or is you got them ... please contact
me by email as quick as possible !

With Best Regards,

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

2834. ANSITerm 1.91 now PD on the web.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.GSO.3.93.960718133953.29247A-100000@grad>
Source record: 9377
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

I have decided to release ANSITerm 1.91 in to the public domain. I have provided the executable because I cannot as yet find the source code.

You can find it at http://www.csee.usf.edu/~millert in the computers section.

Timothy Miller, millert@grad.csee.usf.edu Theoretical Linguistics
http://www.csee.usf.edu/~millert Music Theory, Computer Engineering
---
Cunning linguists are very skilled with their tongues.

2835. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31EE3BD1.15FB@in.tu-clausthal.de>
Source record: 9378

Rich Tietjens wrote:

> > > c> You mean something like MiNT?-)
> > >
> > > He said "stable." That's not like MiNT in my experience. %^(
> >
> > Do you use Multitos on it? MiNT in the console is very stable in my
> > experience.
>
> I need the ability to multitask GEM programs, so, yes, I tried to use
> MultiTOS.

MultiTOS is one of the most horrible programs available for MiNT. It is slow and insecure. Actually my Falcon with MultiTOS is slower than my old ST with Single Tos (in my feeling). I improved the priorities for the several Processes and at least got reasonable speed.

Tyhe biggest Problem with Multitos is that it won't rum with memory protection. This would at least save the programs from getting corrupted by Multitos.

> I can't say I'm terribly impressed with the speed, and since
> I can't keep it running long enough to tweak it, I don't imagine I ever
> will be.

Better try N.AES. This seems to be a lot more secure, but still won't run with Memory Protection.It is a lot faster then Multitos, and possibly improving the priorities may improve the whole performance as well.

There are Beta Versions of several free AES Clones as well: XaAES and oAESis. Both of them are definately faster than Multitos (that does not seem to be too difficult) and at least XaAES runs AFAIK with Memory Protection.

Gem Multitasking with MiNT is reasonable, as long as you don't use Multitos.

Christof

2836. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DuqyCx.J7H@iglou.com>
Source record: 9379

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: Any book that says it teaches C programming should hopefully do that.
: If the book is reasonably good, it shouldn't matter much if it happens
: to be named 'C programming with SuperC v 4.5.2a for the MegaMic III/2'.
: ANSI C is (more or less) machine independent.

Remember you gotta deal with books that have errors in it. There's comp.lang.c and comp.lang.c.moderated that have been talking about books, and the moderated group has mention of what books have errors, no matter how glaring. My only complaint about the books is how expensive they are. I've seen some that I'd like to buy, but they're overpriced, like about $30+, and one I'd seen was about $50.

: If you're talking about Atari specific things like GEM etc, that has next
: to nothing to do with C, but even then the differences are relatively
: minor.

That's what the good Professor was asking. However, if you're going to be using AES and VDI, and some others, then you will have to keep it on the Atari ST side. Converting it to IBM format, well, it's harder.

: The MGIFv5 sources are somewhere around 700kbyte (excluding all libraries)
: and compiles fine under GCC, Lattice and TurboC/PureC (I've never tried
: them under any other) with very few '#ifdef' modifications.

I'm gonna install the MiNT OS later on, and use that while I run gcc. I merely have to find the installation disks, which I've seen 9 of them. I have the older version, but want the newer version. What exactly is this MGIFv5 thing?

: A couple of data structures used by the AES and VDI (and I recall one from
: GEMDOS) have somewhat differently named components under the three
: compilers for some reason, but that isn't difficult to find or handle.

Hmm... Interesting. I'll have to check the bindings for Prospero C and see how it compares with MWC. Someone's about to send me a Laser C book, so I'll read through that once I get it.

: I remember fetching some rather good AES/VDI documentation from
: atari.archive several years ago, but I can't recall the names(s).

I'll need to run onto there and do some searches, but will have to download the index. There's some other Web sites, like one on Rich Tietjens', that has some links. I don't have the link to his site handy with me, but if you read any of his messages, you'll find it.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2837. Re: ANSITerm 1.91 now PD on the web.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: jmh@io.org
Message-ID: <4smmpl$ge2@news1.io.org>
Source record: 9380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Timothy Miller (millert@csee.usf.edu) wrote:
: I have decided to release ANSITerm 1.91 in to the public domain. I have
: provided the executable because I cannot as yet find the source code.

: You can find it at http://www.csee.usf.edu/~millert in the computers
: section.

It might be a good idea to add a formal PD release note to the archive
so that no one will be confused by the "registered users only" part
of the newto191 file, especially when users get it from a source
other than you web page.

Mike Harrison
jmh@io.org
Toronto Canada

2838. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.837775215@news.cwi.nl>
Source record: 9381
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:

>"Vell, ve got gud news und bad news. Der gud news iss dot der iss
>alrrrready ein group for der Atari binaries. Der bad news iss dot it
>iss a Cherman group, de.alt.binaries.tos zo those who do not understand
>der Deutsch vill not haff much gud luck mit der files."

Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
decided to remove it.

Woy don't you ket der Files from das Ftp oder der Way Way Way?

--

(I can't point you to a site that has the `intel outside' logo if
you're interested!)

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

2839. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31EFA282.1CFB@in.tu-clausthal.de>
Source record: 9382

Dancer wrote:

> > Well, Java is an iterpretative Language. So a slow Computer like the ST
> > wont do it too fast. There are People developing Online Compilers for
> > other Systems. This means, that the code is compiled and imediately run.
>
> Erm, no. Java is compiled. It's relative Java-script is interpreted.
> It _is_ still byte-code compilation, which means that there is overhead
> in interpreting the compiled program, but it is much lower than the
> overhead of dealing with full interpretation like javascript.
>
> This means that the Atari should be able to deal with Java much like
> other machines (ie: Not much slower than native code).

I have seen compiled Java Programs on a Sun and immediately fell
asleep...
It is really very slow. Surely Interpreting the language directly would
be even slower, but this does'n make it better.

> Downside: I have reports that Java requires _enormous_ amounts of memory
> to run. Can someone confirm or deny that? Reports I'm hearing are on the
> order of 'if you have less than 16MB don't even bother'.

Well, it does with Windows. I can't guess what ammount of Memory would
be needed on a Computer (not a Quick Toy (=PC)), but compared to the
usual difference in Memory consumptions of equal Programs on an Atari
and a PC, I guess, that 4MB should be enough on a Atari.

Christof

2840. 320 x 240 on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <Dut5w9.ApE@freenet.victoria.bc.ca>
Source record: 9383

Does anyone know what the proper graphics mode settings are to get a resolution of 320x240 on a Falcon? I know how to get 320x480 and I assumed by turning 'double - line' on it would become 320x240 but it turns out to be 320x200. Overscan gets the 240 but increases the 320 which is no good because I want the 1:3 aspect ratio. Any suggestions?

Nicholas

--

2841. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EFD88D.3DA5@ccm.jf.intel.com>
Source record: 9384

Christof Donat wrote:
>
> Rich Tietjens wrote:
>
> Better try N.AES. This seems to be a lot more secure, but still won't
> run with Memory Protection.It is a lot faster then Multitos, and
> possibly improving the priorities may improve the whole performance as
> well.

As long as I can't get either oAESis or xaAES to work with MiNT, I am
not going to spend any money for a completely untried AES replacement.
If it came with a complete, guaranteed to work MiNT package that would
be different.

> There are Beta Versions of several free AES Clones as well: XaAES and
> oAESis. Both of them are definately faster than Multitos (that does not
> seem to be too difficult) and at least XaAES runs AFAIK with Memory
> Protection.

But memory protection is not available on a 68000. And since I can't
afford a Falcon or TT (not right now, at least), it measn I'm not going
to have memory protection.

I did get the MINT030 binaries, and strangely enough, that works
reasonably well and is fairly stable. I need to study up and figure out
how to adjust the niceness properly (ALERT.ACC was burning 25% of my CPU
time and doing nothing at all as far as I could see), and I also need to
figure out how to make MiNT recognize that my serial ports are capable
of 115200 (it won't exceed 19200 on Serial2, which is simply stupid,
IMHO), but once those are doen, I think I can tolerate the slowness.
It's really not too bad with NVDI working (version 2.01, in case that
matters). The replacement file selector that's in GEM.SYS is almost as
good as Little Green FS, so there's about 30k saved anyhow.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.

****

2842. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: Checkers <jahronch@koptss03.delcoelect.com>
Message-ID: <31EF3AED.65D2@koptss03.delcoelect.com>
Source record: 9385

Robert Goodwin wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
> : The latest version of MWC is (to my knowledge) 3.0.9.
>
> That's what I've been hearing as well. I'm wondering if it's possible to
> go ahead and put up the update disks now that MWC is no longer. Just
> checked to find I have version 3.0.6.
>
That's a tough call. The copyright laws say ... But the company did decide
to go out of business and no longer distribute the sw.

As always, those of us who were too slow to get the lates updates before
the company disappeared would be thankful for them now.

Let us know if you do put them on-line.

2843. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-19 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EFD1F6.1731@ccm.jf.intel.com>
Source record: 9386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Annius Groenink wrote:
>
> Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
>
> >"Vell, ve got gud news und bad news."...
>
> Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
> ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
> decided to remove it.

Yes, but who is "we?"

I submitted several files in the last months the group existed, Annius.
I mentioned that here and in email; I never got an acknowledgement that
you received the files, nor did they appear in the newsgroup.

> Woy don't you ket der Files from das Ftp oder der Way Way Way?

I can do that, but all Atari users are not able to do so.

> (I can't point you to a site that has the `intel outside' logo if
> you're interested!)

Thanks, but one of those sites is mine. See below.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2844. Re: aa

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4sq89j$8s4@inca01.inca.co.nz>
Source record: 9292

Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote
>As far as Lattice C is concerned, the latest (5.6) has make, although
>I haven't actually used it. If you're just doing multiple compiles &
>links (and you have _some_ level of Lattice C v5), why not just use a
>project file ... they're easy to set up.

As a former owner of 5.06.02, and current user of 5.6, I must point out
that version 5.0x lacked "projects".

I believe that feature became available with v5.5.

--

Quote For The Month:

"Muttley - Do something!!!"

2845. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <837972244_OASIS_@swampdog.demon.co.uk>
Source record: 9293

In article <DuqxJu.HK4@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: The latest version of MWC is (to my knowledge) 3.0.9.
>
>That's what I've been hearing as well. I'm wondering if it's possible to
>go ahead and put up the update disks now that MWC is no longer. Just
>checked to find I have version 3.0.6.

I'd check who owns the rights now - but it would be nice to get some
sources. My particular need is for the command shell sources because
pipes and redirection don't work under MagiC. :-(

If you find out anything please let me know. :-))

>: The MWC lexicon contains a wealth of examples. Also the C programmers
>: reference from Kernigan & Richie is well worth a read. I believe it
>: was updated to cover ansi so try and get an older version. Any C K&R
>: programming book will suffice for the basics. There is documentation
>: available off the net but I don't know where and can't vouch for its
>: quality.
>
>I've been reading through the 500+ page tome of the MWC manual, and whoa,
>it's quite a good read. I've been seeing the K&R books, and located the
>newer books at the local bookstore, and they're a little on the thin side,
>and are quite expensive, about $35-40. Also have C For Dummies, which gave
>me ideas and more insight, as well as a few others. I'll hit the local
>bookstores and see if I can locate that old version of K&R. Just do a
>Yahoo search under programming languages, and pick the one that has the
>category of C/C++.

I found it rather expensive here in the UK as well so I never bought a
copy either. Trouble is, you can't get the old version in libraries
any more.

>: The only atari reference book I know of which is still in print is the
>: compendium, reputed to be extremely comprehensive.
>
>I believe Toad has this. I have the catalog in front of me, but can't find
>the book, though I have the CD ROM. It's a little useless without the
>book. They do have the Atari ST Tips & Tricks, and I have the Graphics &
>Sound book. Bravo Sierra had something the last time I was on there, so
>I'll be checking around for who has what again. I did do some searches
>while at the MIST fest in Indy, and I only wish they had it more than once

>a year.

Good luck! :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2846. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <837972552_OASIS_@swampdog.demon.co.uk>
Source record: 9294

In article <31EF3AED.65D2@koptss03.delcoelect.com>
Checkers <jahronch@koptss03.delcoelect.com> said:-

>Robert Goodwin wrote:
>>
>> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>
>> : The latest version of MWC is (to my knowledge) 3.0.9.
>>
>> That's what I've been hearing as well. I'm wondering if it's possible to
>> go ahead and put up the update disks now that MWC is no longer. Just
>> checked to find I have version 3.0.6.
>>
>That's a tough call. The copyright laws say ... But the company did decide
>to go out of business and no longer distribute the sw.
>
>As always, those of us who were too slow to get the lates updates before
>the company disappeared would be thankful for them now.

There might be some hope. While they were in business they were very
supportive. I once sent them a bug report on 3.0.5 crashing which they
could not reproduce - they sent me a free 3.0.9 anyway. :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2847. Trap Vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: Carl Barron <75066.3204@CompuServe.COM>
Message-ID: <4spq6b$ec3$1@mhadf.production.compuserve.com>
Source record: 9295

Trap Vectors:

TDI modula2 uses trap 6 to implememt coroutines, in any program compiled
that uses coroutines.
RTX used a trap vector 6, I think to emulate task switching.

2848. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DutryM.7t8@iglou.com>
Source record: 9387

Checkers (jahronch@koptss03.delcoelect.com) wrote:

: That's a tough call. The copyright laws say ... But the company did decide
: to go out of business and no longer distribute the sw.

I know. However, I would like to hear from others out there, especially Rich Tietjens about this. There's some stuff in there, though I've not looked at the files on the disks, that seem to require a manual, about the switches that the support programs use. Plus, the main manual is about 740 pages long, including the appendix, and so on. I'm not sure if I'm going to be the one to type all that in! :-) I did hear some time ago, someone did type in the entire GFA Basic manual, though I'm not sure what version. Yow. Lotta typing. There's an ST Format disk that was released a few years ago that had a GFA Special, and put GFA Basic 3.5, GFA Assembler, and GFA Raytrace on it. Shall I post this, now that I heard STF is no more after they release their final issue?

I've not heard anyone reply to my question about Matthew Singer, author of FoReM XE, FoReM ST, and a few other versions of FoReM. Is the source code for the ST still around? I ask, as I want to see how it was written, as it helps to have a few examples of BBSes written in C, if this was.

: As always, those of us who were too slow to get the lates updates before
: the company disappeared would be thankful for them now.

Like I said before, I picked this up at the MIST AtariFest in Indianapolis, together with a few other packages. When exactly did MWC go out of business? How good is Lattice C over MWC?

: Let us know if you do put them on-line.

I may do so only with the blessing of other people. If I get a lot of people saying they want me to do so, I will. I don't wish to lose my account on my ISP over this.

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2849. Re: aa

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4spqo9$50v@madeline.INS.CWRU.Edu>
Source record: 9388

In a previous article, 75066.3204@CompuServe.COM (Carl Barron) says:

>Roger Burrows <rzb20@juts.ccc.amdahl.com> wrote
>
>
>>As far as Lattice C is concerned, the latest (5.6) has make, although
>>I haven't actually used it. If you're just doing multiple compiles &
>>links (and you have _some_ level of Lattice C v5), why not just use a
>>project file ... they're easy to set up.
>>
>
> Kermit probbaly already comes with a makefile. A few changes in the make
>file like changing cc to lcc or $(CC) and the CFLAGS,LDFLAGS macros and
>it will probably do everything. If I get a module that cascades messages
>I handle the file with the same options in the IDE until they are fixed
>and return to make.
I posted to Hi-soft, and project files aren't used until 5.5.
Make is not until 5.6
Unfortunately I have 5.06.02. There appears NO way to compile kermit
with it. The Makefile was for MWC, which I have the latest (?) ver 3.09.
I can compile it with MWC, but I wanted to use a later, supported *C*.
I guess I am SOL> :-(((

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2850. UK Atari stuff for sale(1/2)

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <4sq2tk$qf1$1@mhafn.production.compuserve.com>
Source record: 9389
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
Xtra-Ram Delux populated with 2x256k SIMMS, with disk and manual,
Can take upto 4x1meg simms,Upgrade 520-1040
A number of 256k SIMMS
2 x Atari mouse
Atari STFM PSU
Atari 720k internal floppy drive
2 x Atari Keyboards
Atari STF 1040 motherboard (not sure if working)
Atari STFM 520 motherboard (not sure if working)
Neodesk 3.04
HiSoft WERCS - RSC Editor (price new ukp 34.94)
HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref
book (price new ukp 79.95)
HiSoft Forth 1.01a, With manual
HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0
Assembler, Librian, Shell) ST/STe/TT/Falcon,Full set of manuals
(price new ukp169.00)
Prospero Pascal 2.131,With 3 manuals
Introducing Atari ST Machine Code zzSoft (with Disk) (SOLD)
Atari ST VDI Vol1 Technical Reference Guide
Atari ST 3D Graphics Programming Concepts & Techniques
(Abacus Software)
68000 Assembley Language Programming 2nd Edition (Osborne
McGrawHill)
The Concise Atari St 68000 Programmer's Reference Guide
```

2851. UK atrai stuff for sale (2/2)

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <4sq30t$qf1$2@mhafn.production.compuserve.com>
Source record: 9390
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Make me an offer on the above items or things you may want to
swap.
I'm after Zero-X, Forgetmenot clock II. Video Digitiser (that
takes a
camera input), Avalon II.TOS 1.62 ROM, NVDI, 16mHz upgrade

2852. Re: Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4sq7vg$8s4@inca01.inca.co.nz>
Source record: 9391
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Roger Burrows (rzb20@juts.ccc.amdahl.com) wrote:
> In article <4sgv6u$ooi@inca01.inca.co.nz>, <gmiller@inca.co.nz> writes:
> >
> > I was just wondering which of the 68000's TRAP vectors are used by
> > software (apart from the obvious OS vectors, of which I am familiar).
> >
> > A few years ago, I found that I was including the same pieces of code
> > (system interrogation, cookie Jar creation/interrogation/editing, etc) in
> > nearly all of the custom apps that I was writing for various people.
> >
> > So, I wrote a smallish (16k) TSR to be loaded at boot time that contained
> > all of those functions.
> >
> > In order to simplify the program-to-TSR interface, I used the TRAP #0
> > instruction to call it from the main app.
> >
> > However, it occurred to me that someone else may be using that vector.
> >
> > Firstly, does anyone actually use that vector, and if so, what for?

> I don't believe so ... at least I've never heard of it.

Thanks for the response. I didn't think I'd get one, as most of the people
who post programmer-ish stuff in c.s.a.p or c.s.a.s.t seem to be app
programmers in Basic and C/C++. But I could be wrong in my appraisal of
those groups.

An early hacker-ish "guide to programming the ST" (circa 1986-ish)
published by Abacus (?) used Trap #3 for something - the local user group
has the book in it's library available for members to borrow.

> > Also, if that vector has already been claimed by something, how do I
> > detect it, and what other TRAP vectors are available for me?

> You shouldn't care about that ... hopefully you are passing some kind of
> magic cookie to the interface that no-one else will pick :-) You should
> of course use XBRA to chain your trap handler to any others that may have
> been installed before.

It installs a 'TLBX' cookie in the cookie Jar (or, if necessary, creates a
jar capable of holding 64-cookies first)

I already check that the params passed are correct, as well as the calling
protocol (which requires certain magic values to be placed in CPU
registers). At present, if something is wrong, the disambiguator will

return a null result to the caller. (That is less than ideal, however. Version 2 will improve that with a much better and somewhat faster disambiguator and dispatcher, along with a more robust calling mechanism)

Now where did I put my copy of the Compendium - I know it had some XBRA docs hidden in it...

> But I think it would be less risky to change your TSR into a library of
> functions that you could include as required in your apps.

True.

But if those ~12k of functions in the TSR are included in every program, it adds bulk to the apps.

And when one is running in a multitasking environment, where perhaps 10 different apps using those funcs are running, that means perhaps 120k of RAM will be used.

Assuming 15 functions in the TSR (I haven't counted them), each of 800-ish bytes, that totals 12000 bytes of code resident. (the remaining 3-4000 being data/stack)

Therefore, a 40-odd byte interface in each of those 10 apps to each (potentially) 800+ byte function in the TSR is more memory efficient. (40x15x10=6000 bytes in the apps, plus the 16k TSR equals 22k. 800x15x10=120000, so 120000/22000 or nearly 5.5 times more memory consumed is the functions were statically linked to each app)

And of course, if a bug is found, replacing the TSR will fix all apps simultaneously, and only a 16k TSR needs to be shipped, rather than multiple megabytes of apps - assuming the bug wasn't in the interface function)

BTW: For those who are interested - I am currently extending it to allow the boot-time loading of external modules (such as graphics converters, disc editors, and so forth) as extensions that can be used by all loaded apps. (It works, but is a little hairy at times - my implementation was a bit rushed and hence poorer than it could be) It's almost like DLLs in Widows, but not quite as dynamic.

Thanks again for your response. I'll keep your ideas in mind next time I'm editing it.

--

Quote For The Month:

"Muttley - Do something!!!"

2853. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DuvMv0.5Mt@iglou.com>
Source record: 9296

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I'd check who owns the rights now - but it would be nice to get some
: sources. My particular need is for the command shell sources because
: pipes and redirection don't work under MagiC. :-(

Do so, if you can. I was pretty much out of the ST and Atari loop for several years, like about 1988-1992. Lotta stuff to miss. I still do have many of my magazines, both 8bit and ST, that I can check through, though I'll probably start out with the year 1988 or 1989, from when I've heard it went under or something. I'm still finding out about things that I missed from time to time, though I'd heard about the MIST fest every now and then. However, one slight bonus I have is that in my MWC manual, I have an 800 number. 1-800-MWC-1700. This big tome is quite surprisingly clear of other writing, other than the 312 number in Chicago, and the 800 number. Also included with the disks and the thick manual are two other manuals, the Resource Editor and csd C Source Debugger, all clear of any writing, and in very good shape. I'm gonna spend a little time checking what's on the floppies, though I seem to be missing the first two disks of the update of the csd debugger.

I've not played with MagiC yet. Right now, some of my time is spent learning the language, and reading the sources. However, I have been looking for a command resource 'card' for gcc. I don't mean the '-' commands, but rather, the C language commands it uses.

: I found it rather expensive here in the UK as well so I never bought a
: copy either. Trouble is, you can't get the old version in libraries
: any more.

It can be expensive, yes, but if you can find places that sell books for real cheap, grab them. I've located a few of them for $5 USD or less at times, and they're still in good condition, though they're for the IBM systems, but the examples are good.

: >I'll be checking around for who has what again. I did do some searches
: >while at the MIST fest in Indy, and I only wish they had it more than once
: >a year.
:
: Good luck! :-)

I was checking with Toad on the Compendium book, but can't find it in there. Where to find it, I don't know. Probably time to scour the bookstores again like I did when I was searching for this one 10-volume book for me to read

--
Homepage: http://www.iglou.com/members/rsg0910.html

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2854. Re: aa

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <4st5bs$9b6@studs.sci.kun.nl>
Source record: 9297

In <4spqo9$50v@madeline.INS.CWRU.Edu> bdc2@po.CWRU.Edu (Boris D. Cahan) writes:

> I posted to Hi-soft, and project files aren't used until 5.5.
>Make is not until 5.6
>Unfortunately I have 5.06.02. There appears NO way to compile kermit
>with it. The Makefile was for MWC, which I have the latest (?) ver 3.09.
>I can compile it with MWC, but I wanted to use a later, supported *C*.

There are some separate `make' utilities around (check out
atari.archive.umich.edu), of which the best (I guess) is the GNU make,
but I'm not sure whether that one works without MiNT.
You can easily set them up to use your C compiler.

Good luck,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2855. Oregon Research's internet products?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: allfree@scs.unr.edu
Message-ID: <4stsja$3on@silver.scs.unr.edu>
Source record: 9298

Has anyone called Oregon Research lately? They say they're finishing "Termite TCP" and something called "I-Browse" (or "Eyebrows?"). Does anyone know about these? They sound like Internet products to me!

--
Ben Allfree
shadow@iris.yolo.com | allfree@scs.unr.edu

2856. GCC 2.7.0 for TOS/MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <4stbu1$okq@c4.hrz.uni-giessen.de>
Source record: 9299

Hi everybody!
I'm searching for GCC 2.7.0 for MiNT/TOS somewhere in the net. There is a commercialized version (CD-ROM for a heavy 30-40 buck$) but I'm not interested in paying a lot of money for some kind of freeware!!!

The reason why I'm looking for GCC in this version is that GCC 2.3.3/2.5.8/2.6.1 for MiNT/TOS has serious bugs avoiding to compile programs such as mkisofs without errors (there are no warnings but the programs do not work due to some compiler errors!).

Regards,
Torsten

P.S. Please contact me by EMail!

2857. Help! C expert with amiga and atari savvy

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4su1o8$mc2@madeline.INS.CWRU.Edu>
Source record: 9300

Help! You might have seen earlier post by me in this area. I am trying
to update Kermit, without enough knowledge of *C*.
I have MWC, the program the Atari parts were written for. So far,
I have gotten the latest version (192 beta) to compile and run, at least with
all of the capabilities of the 3-year old (189) version. That version
was VERY limited, and had no DIAL or SCRIPT capabilities. These were
not included because the Atari has no signal/alarm capabilities.
Now there is a version for the MAC and for the Amiga, that have the
full system enabled. The MAC parts are very complicated, but the Amiga
version LOOKS simple. The main problem right now is, There are apparently some
system calls that I can't figure out. I need a VOLUNTEER to help me
figure out how to translate the Amiga calls to Atari, so the MWC can figure
them out.
Anyone who helps will of course be duly acknowleged. I
have the sources for both versions.
Can anyone help????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2858. Re: ANSITerm 1.91 now PD on the web.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-21 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <837928756_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 9301

In article <Pine.GSO.3.93.960718133953.29247A-100000@grad>
Timothy Miller <millert@csee.usf.edu> wrote:-

>I have decided to release ANSITerm 1.91 in to the public domain. I have
>provided the executable because I cannot as yet find the source code.
>
>You can find it at http://www.csee.usf.edu/~millert in the computers
>section.

How different is 1.91 from 1.90? And from the ansilink sources in
tsource?
If you find the source will you send it to me?

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

2859. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4sv2dl$7kf@inca01.inca.co.nz>
Source record: 9302

Robert Goodwin (rsg0910@iglou.com) wrote:
> Has anyone played with Lattice C, version 5.60? How good is it?

Quite good - much better than 5.06.02 that I owned earlier, however it does have a few features that piss me off - especially under MultiTOS.

And, if you are using MultiTOS, you can't change to a different app until compilation is finished. You can't even call a DA or some other innocuous util. (I often get ideas half way through a 25-minute build on my TT, and cannot test them out without aborting the build.)

And the way it seems to love to hang my machine when it has two megs of RAM consumed and I try to open a fourth or fifth window - it requires a "switch it off" cold boot - the whols system has hung. It's not that I have run out of RAM. Far from it - I have at least 8-10 megs of TT RAM free at that point.

(I run Mint 1.12 with memory protection 'on')

I'd have liked a way to mark a window as "read only", so version 2.17 of my masterpiece from three weeks ago won't be accidentally altered instead of the current version.

(Sorry. I just guess I am in a bitchy mood. it really is a good product if you can spare 3-5 megs of hard drive for it. It's much faster than version 5.0)

--

Quote For The Month:

"Muttley - Do something!!!"

2860. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4sv66v$43h@orm.southern.co.nz>
Source record: 9303
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: And I still haven't found a server that seems to believe my control
: message worked. Anyone out ther in Atari land have root access at a
: news server?

Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
are staying a step ahead of you folk out there...you had better catch up
soon!!! :)

Chris W.
/|\

2861. Keyboard system vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: borst@cs.utwente.nl
Message-ID: <4sveef$4ao@pandora.cs.utwente.nl>
Source record: 9304
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I am writing driver software for a PC keyboard attached to the
MIDI ACIA of the ST. The driver converts scancodes from the PC
keyboard to equivalent Atari scancodes and then jumps to a
subroutine in the ST ROM that handles this scancode and puts
codes in the GEMDOS keyboard input buffer.

The problem now is how to find the address of this routine in ROM.
The Xbios call Kbdvbase gives vectors to routines to handle about
every type of messages from the keyboard, except for plain scancodes.

I found out that in TOS 2.06 the longword immediately before the
KBDVBASE structure is a vector to this routine. To make my driver
work for all TOS versions, I want to know which versions of TOS
use this undocumented vector. Does anybody know this?
And does anybody know at which address the routine is located for
the TOS versions that don't have this vector?

I know that jumping straight into the OS using an undocumented is
bad programming and highly non-portable, but I want to make a version
of the driver that does this because it then has the full Atari keyboard
functionality, including CNTRL+ALT+DELETE, ALT+HELP, ALT+(SHIFT)+UP/DOWN/
LEFT/RIGHT, ALT+ascii code etc. The portable version of the driver will
probably only contain code for 'normal' keystrokes.

Thanks,
Pim.

2862. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t00a4$34c_001@jf.intel.com>
Source record: 9305

In article <DutryM.7t8@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:

>: That's a tough call. The copyright laws say ... But the company did decide
>: to go out of business and no longer distribute the sw.
>
>I know. However, I would like to hear from others out there, especially
>Rich Tietjens about this.

I;m no lawyer, but my opinion is: You should make a legitimate effort to contact the last-known copyright holder(s); write any snail address you have, perform a search on both the company name and program name on AltaVista and Switchboard, post a query in several of the business newsgroups. If, after 30 days, you are unable to find/contact the copyright holders, place a disclaimer in the archive (which I assume you will be creating) stating exactly what methods you have used to try to contact the copyright holder and what results, if any you have had, and that you will immediately withdraw the archive from general distribution if anyone with a legitimate claim will contact you at (your email address and your snail address).

Of course, if you are able to contact the owner, request their permission to distribute. If they refuse, you should not post the exact text they used to do so, (of course, if all they say is "no," that will be next to impossible to avoid), but you should post that information - and wher to contact them - here, and any other place you feel it would be apropos. If they agree, again add a disclaimer as above with current contact information.

>There's some stuff in there, though I've not
>looked at the files on the disks, that seem to require a manual, about the
>switches that the support programs use. Plus, the main manual is about 740
>pages long, including the appendix, and so on. I'm not sure if I'm going
>to be the one to type all that in! :-) I did hear some time ago, someone
>did type in the entire GFA Basic manual, though I'm not sure what version.
>Yow. Lotta typing. There's an ST Format disk that was released a few years
>ago that had a GFA Special, and put GFA Basic 3.5, GFA Assembler, and GFA
>Raytrace on it. Shall I post this, now that I heard STF is no more after
>they release their final issue?

Magazines usually don't object to reposts after a year or so, but again, contact the publisher. It's plain courtesy, if nothing else - and if they plan to release a compendium, they may tell you so and you can start garnering interested potential customers for them.

>I've not heard anyone reply to my question about Matthew Singer, author of
>FoReM XE, FoReM ST, and a few other versions of FoReM. Is the source code
>for the ST still around? I ask, as I want to see how it was written, as it
>helps to have a few examples of BBSes written in C, if this was.

You might try contacting the "authors" of Turbo BBS, as Matt stated on many occasions that they had stolen his source code outright. I haven't heard from Matt in many a blue moon <G> and I think he's moved on to something else.

>: Let us know if you do put them on-line.
>
>I may do so only with the blessing of other people. If I get a lot of
>people saying they want me to do so, I will. I don't wish to lose my
>account on my ISP over this.

Given the foggy issue of copyright, it's best to try as I outlined above. I doubt that anyone except Prodigy or CompuServe (maybe AOL) would pull your account after you made an honest effort to contact the owner and failed.

BTW, in case onyone is interested, I contacted Joe Blenkle (author of the doorgame "Cows!") and he's alive and well, although without an ST. I don't know if he can still generate registered versions of Cows! but it's a fun game - well worth a trip to AltaVista to find Joe if you have a BBS that needs a wacky door.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2863. Re: 320 x 240 on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DuyCAz.57v@novice.uwaterloo.ca>
Source record: 9306

In article <Dut5w9.ApE@freenet.victoria.bc.ca>,
Nicholas Steele <uq086@freenet.Victoria.BC.CA> wrote:

>Does anyone know what the proper graphics mode settings are to get a
>resolution of 320x240 on a Falcon? I know how to get 320x480 and I
>assumed by turning 'double - line' on it would become 320x240 but it
>turns out to be 320x200. Overscan gets the 240 but increases the 320
>which is no good because I want the 1:3 aspect ratio. Any suggestions?

There should be a VGA bit that you set. This will get you the 240 lines.

Art
P.S. I'll look up some docs and follow up
--
Art
atwareck@novice.uwaterloo.ca

2864. Re: Trap vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199607220724.a59018@ms.maus.de>
Source record: 9307
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4sq7vg$8s4@inca01.inca.co.nz>, Gaven Miller (gmiller@inca.co.nz)
wrote:
>I already check that the params passed are correct, as well as the calling
>protocol (which requires certain magic values to be placed in CPU
>registers). At present, if something is wrong, the disambiguator will
>return a null result to the caller. (That is less than ideal, however.
>Version 2 will improve that with a much better and somewhat faster
>disambiguator and dispatcher, along with a more robust calling mechanism)

Etc.

Well. You don't have to use a trap at all. Just place a function pointer
into the cookie and call the functions through that interface. See
the XHDI spec as an example (http://wwwmath.uni-muenster.de/~reschke).

2865. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960722072657.27209B-100000@ganesh.lm.com>
Source record: 9308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Don't even know what root access is but I can read the spammer messages
that have already appeared there!!

On 22 Jul 1996, Chris Wilkinson wrote:

> Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
> :
> : And I still haven't found a server that seems to believe my control
> : message worked. Anyone out ther in Atari land have root access at a
> : news server?
>
> Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
> alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
> are staying a step ahead of you folk out there...you had better catch up
> soon!!! :)
>
> Chris W.
> /|\
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

2866. converter to MSDOS-format

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: fj4a013@rzaix04.uni-hamburg.de
Message-ID: <4t081o$g3h@rzsun02.rrz.uni-hamburg.de>
Source record: 9309

I have an ATARI and want to convert the files on this
machine to ascii files for MSDOS.
Is it possible to find such a converter?
Many thanks in advance.

--
Benito Gattuso
Hamburg, Germany

2867. Re: Oregon Research's internet products?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t06bu$18g_002@jf.intel.com>
Source record: 9310

In article <4stsja$3on@silver.scs.unr.edu>,
allfree@scs.unr.edu (Benjamin C. Allfree) wrote:
>Has anyone called Oregon Research lately? They say they're finishing
>"Termite TCP" and something called "I-Browse" (or "Eyebrows?"). Does
>anyone know about these? They sound like Internet products to me!

Just got off the phone with them - both products will be released this week -
and they are for the Amiga. We should join our "cousins" in celebrating this
new release, although it's of little use to us Atarians.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2868. Re: 320 x 240 on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <DuyE74.5Hx@novice.uwaterloo.ca>
Source record: 9311

In article <DuyCAz.57v@novice.uwaterloo.ca>,
Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:

>There should be a VGA bit that you set. This will get you the 240 lines.

The VsetMode (XBIOS 0x58) call should have the VGA bit (bit 4) set, and
the STMODES bit (bit 7) clear.

Art
--
Art
atwareck@novice.uwaterloo.ca

2869. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Duyy22.A3r@iglou.com>
Source record: 9312

Gaven Miller (gmiller@inca.co.nz) wrote:

: And, if you are using MultiTOS, you can't change to a different app until
: compilation is finished. You can't even call a DA or some other innocuous
: util. (I often get ideas half way through a 25-minute build on my TT, and
: cannot test them out without aborting the build.)

Very annoying, all right. I'm trying to gather more info on writing a BBS program, and have some stuff, but I don't quite get how the info is picked up from the modem. Still am reading some of this stuff...

It would be nice to be able to use the computer at the same time a user is on the board. As you can see, I'm just starting out. However, what with my previous programming with Basic, Cobol, and some Pascal, it's made easier.

: (Sorry. I just guess I am in a bitchy mood. it really is a good product
: if you can spare 3-5 megs of hard drive for it. It's much faster than
: version 5.0)

That much space is easily spared if you got a gig drive like I do...

However, someone mentioned in an email to me that it puts out code that's not exactly fast. What's up with this?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2870. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f4986d.51077946@news.sover.net>
Source record: 9313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

```
yes to >Should comp.binaries.atari (all systems) be created?
NO! to >Should comp.binaries.atari (all systems) be moderated?
yes to >Should comp.binaries.atari.8bit be created?
NO! to >Should comp.binaries.atari.8bit be moderated?
yes to >Should comp.binaries.atari.st be created?
NO! to >Should comp.binaries.atari.st be moderated?

You have my votes, let me know when it is time for the real thing.
I'll get you my vote, and all my friends too. : )
Rick
```

2871. Re: Trap Vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4t1ctv$h3@inca01.inca.co.nz>
Source record: 9314

Carl Barron (75066.3204@CompuServe.COM) wrote:
> Trap Vectors:

> TDI modula2 uses trap 6 to implememt coroutines, in any program compiled
> that uses coroutines.
> RTX used a trap vector 6, I think to emulate task switching.

Thanks for the info.

Thankfully I don't use TRAP #6 (address VBR+$18 on 68010+ machines,
$00000018 on 68000 systems).

BTW: Are TDI Modula-2 and RTX comaptible in their implementation of Trap #6?
(Just curious)

--

Quote For The Month:

"Muttley - Do something!!!"

2872. Re: MiNT stability (was: Re: Ataris new chance[...])

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: tholmbom@news.abo.fi
Message-ID: <4t28je$4le@aton.abo.fi>
Source record: 9315

thopman@uoguelph.ca (Theodore L Hopman) writes:

>PAK68/3? Of course, it may not be plug and play...And it's definitely not
>cheap. There was someone selling a very nice TT in comp.sys.atari.st for
>around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd
>version released by Michael Hormuth (sp?). FreeMiNT (which you appear to
>be using) are later versions worked on by more people. I really have to
>get around to upgrading :)

That's a German DIY project, isn't it? How can I get some info on it?

TH-96

2873. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <31F548A5.2BE8@image.dk>
Source record: 9316
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens wrote:

> And I still haven't found a server that seems to believe my control
> message worked. Anyone out ther in Atari land have root access at a
> news server?

I do Rich.

Greets
Kim Andersen

2874. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31F5A777.3BF9@inil.com>
Source record: 9317

Guy Harrison wrote:
>
> In article <DuvMv0.5Mt@iglou.com>
> rsg0910@iglou.com (Robert Goodwin) said:-
>
> >Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>
> Is there any response from those telephone numbers these days?

I think they're gone...:(

>
> >Also included with the disks and the thick manual are two other
> >manuals, the Resource Editor and csd C Source Debugger, all clear of any
> >writing, and in very good shape. I'm gonna spend a little time checking
> >what's on the floppies, though I seem to be missing the first two disks of
> >the update of the csd debugger.
>
> I never got csd myself. :-(

I bought csd debug at the 1985 chicago show and my ver has only 1 disk...

>
> --
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk
>
>

2875. PAK68/3 (was Re: MiNT stability [etc...])

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4t3dat$i4l@ccshst05.uoguelph.ca>
Source record: 9318

Thomas Holmbom IFK (tholmbom@news.abo.fi) wrote:
: thopman@uoguelph.ca (Theodore L Hopman) writes:

: >PAK68/3? Of course, it may not be plug and play...And it's definitely not
: >cheap. There was someone selling a very nice TT in comp.sys.atari.st for
: >around $350 US, if you're in the market. Anyway, my binary of MiNT is 3rd
: >version released by Michael Hormuth (sp?). FreeMiNT (which you appear to
: >be using) are later versions worked on by more people. I really have to
: >get around to upgrading :)

: That's a German DIY project, isn't it? How can I get some info on it?

: TH-96
I do believe it is based on a project from a German computer magazine. It
is now available as a commercial project from Toad (http://www.toad.net)
in the US and (IIRC) System Solutions in the UK. I don't know who the
Finnish distributors are. Toad's Web page does have a reasonably good
description of it.

THeo

2876. Re: Trap Vectors

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4t1lqa$5ea@inca01.inca.co.nz>
Source record: 9319

Gaven Miller (gmiller@inca.co.nz) wrote:
> Thankfully I don't use TRAP #6 (address VBR+$18 on 68010+ machines,
> $00000018 on 68000 systems).

(Oops: Brain wasn't plugged in fully when I typed that - the offsets from
the VBR should be $98, and $00000098 in 68000 systems)

--

Quote For The Month:

"Muttley - Do something!!!"

2877. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838233998_OASIS_@swampdog.demon.co.uk>
Source record: 9320

In article <DuvMv0.5Mt@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I'd check who owns the rights now - but it would be nice to get some
>: sources. My particular need is for the command shell sources because
>: pipes and redirection don't work under MagiC. :-(
>
>Do so, if you can. I was pretty much out of the ST and Atari loop for
>several years, like about 1988-1992. Lotta stuff to miss. I still do
>have many of my magazines, both 8bit and ST, that I can check through,
>though I'll probably start out with the year 1988 or 1989, from when I've
>heard it went under or something.

Trouble is I haven't the faintest idea where to start!

>I'm still finding out about things that I missed from time to time,
>though I'd heard about the MIST fest every now and then. However, one
>slight bonus I have is that in my MWC manual, I have an 800 number.
>1-800-MWC-1700. This big tome is quite surprisingly clear of other
>writing, other than the 312 number in Chicago, and the 800 number.

Is there any response from those telephone numbers these days?

>Also included with the disks and the thick manual are two other
>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>writing, and in very good shape. I'm gonna spend a little time checking
>what's on the floppies, though I seem to be missing the first two disks of
>the update of the csd debugger.

I never got csd myself. :-(

>I've not played with MagiC yet. Right now, some of my time is spent
>learning the language, and reading the sources. However, I have been
>looking for a command resource 'card' for gcc. I don't mean the '-'
>commands, but rather, the C language commands it uses.

It wasn't too hard to get MWC working under MagiC. The MSH will run
happily in a VT52 window, although in the end I found it better to put
the environmental vars into MAGX.INF and remove them from PROFILE. Now
MWC will run run happily from within MSH, by dragging a source to my
CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
will be invoked on which ever window is active. If it wasn't for the
broken file redirection, it would be perfect!

--

Guy Harrison

guy@swampdog.demon.co.uk

2878. Re: WWW: Midi and Sound for the atari.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t3175$3fo_003@jf.intel.com>
Source record: 9321

```
In article <4t1pq4$qv2@fling.frisbee.net.au>,
peters@frisbee.net.au (Peter Sansom) wrote:
>
>Announcing Peter's page of Atari Sound and Midi programs and resources.
>
><a href="http://www.frisbee.net.au/~peters/midi.html">Midi and Sound</a>
>Any comments and further leads would be appreciated..
>

Added to my Bookmarks list at http://www.3rdplanet.com/~starship/atari.htm

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
************************************************************
```

2879. WWW: Midi and Sound for the atari.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: peters@frisbee.net.au
Message-ID: <4t1pq4$qv2@fling.frisbee.net.au>
Source record: 9322

Announcing Peter's page of Atari Sound and Midi programs and resources.

Midi and Sound

Links to various Midi utilities, algorithmic music, sound editing and
creation. I have searched around for the most useful, interesting
programs and resources and this page is the result. No pictures, just
the facts :)

Please note that the page is aimed at ST and not Falcon , mainly because
I dont have a Falcon.
Any comments and further leads would be appreciated..

Peter Sansom
http://www.frisbee.net.au/~peters

2880. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-23 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t3175$3fo_004@jf.intel.com>
Source record: 9323

In article <Duyzrw.CF6@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:

>: You should make a legitimate effort to contact the last-known copyright >:
holder(s);
>
>I have a friend who lives in Chicago, so I can check with him. Since I'm
>deaf, I have trouble using voice on the phone, so I'm going to use the TTY
>Relay service in my state to call the 800 number. When I gave it a quickie
>test call, I got a human at the other end. I'll post the script of my
>check of the number later on.

Remind me to get in touch with you about Baudot code (I want to write a TTD
emulator for the Falcon).

>I'm hoping to find them soon, but I need info from everyone else as well.
>This isn't exactly a one-person job. [heh] You mentioned the business
>newsgroups. Which groups would this be? The biz.* groups? I seem to
>remember one of the FTP archives having something on MWC, giving something
>that was compiled by it.

There is the misc.business hierarchy, and alt.business - I'd go with misc at
first, because alt tends towards spam, as we all know. %^(

>Since Frank Charlton has mentioned that it's official that ST Format is
>quitting after the September issue, I don't think they'll object at all to
>the repost of this one disk. In all the reading of the STF mags, I've not
>seen anything that says I shouldn't put anything from the disks onto
>something else, like a BBS or the net, though I've seen on occasion some
>of the files on here and around. A CD ROM of their best sounds good.

I'd buy that.

>: You might try contacting the "authors" of Turbo BBS, as Matt stated on many
>: occasions that they had stolen his source code outright.
>
>Hmm... They did? I'd heard nothing on this. Who are the authors of TBBS? I
>don't think any of us have heard from Matt for awhile, but I guess many of
>us would like to know his email address, if he's reading this.

I don't run Turbo and don't have much more than that to give you. It's no
longer supported, either AFAIK.

>: doubt that anyone except Prodigy or CompuServe (maybe AOL) would pull your
>: account after you made an honest effort to contact the owner and failed.
>
>This is a local ISP I'm on, and I keep in occasional contact with the
>system people, so I'll check my TOS and with them. What I'm more concerned

>about is not national copyright, as in the States, but rather,
>international copyright.

Not likely a problem, either, as long as you have made that effort.

>: BTW, in case onyone is interested, I contacted Joe Blenkle (author of the
>: doorgame "Cows!")...
>
>I've got about 15 on my board alone, and am always looking for some good
>ones. A couple have a somewhat offbeat sense of humor, so I think
>something with an off-the-wall feel would probably do it.

This is definitely off the wall. Bits of it are off the planet!

>Off to AltaVista it is for me to do some checks. [Another One Bites The
>Dust in the background - hehe] Gonna do it anyway. [grin]

Good luck!

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2881. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv13z6.6Gr@iglou.com>
Source record: 9324

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >though I'll probably start out with the year 1988 or 1989, from when I've
: >heard it went under or something.
:
: Trouble is I haven't the faintest idea where to start!

That's my starting point, since my manual was dated 1988, and there's the references to it being not released any more for the STs a year or two after that. That's your starting point, on all ST mags, maybe the one that went out here in the States a few years ago. They were always reporting on some of the very good stuff. My Chicago friend sent me a couple boxes loaded with these mags, so I'll be looking around there. If anyone has other references, let me know, better yet, post them!

: Is there any response from those telephone numbers these days?

Yep. My response to Rich will tell you about it.

: >what's on the floppies, though I seem to be missing the first two disks of
: >the update of the csd debugger.
:
: I never got csd myself. :-(

So you got the original issue of csd, then?

: It wasn't too hard to get MWC working under MagiC. The MSH will run
: happily in a VT52 window, although in the end I found it better to put
: the environmental vars into MAGX.INF and remove them from PROFILE. Now
: MWC will run run happily from within MSH, by dragging a source to my
: CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
: will be invoked on which ever window is active. If it wasn't for the
: broken file redirection, it would be perfect!

Since MagiC is copyrighted, and it's a little expensive for me, I'll wait a bit til I can afford it. I've seen the newer GEMulator that doesn't require the hardware card to work. It's nice. I'll be installing MWC soon, to play around with it to see what to expect.

I see Toad is still selling Prospero C. Wonder if I can update it... Gonna try soon on that one!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2882. Re: converter to MSDOS-format

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: Guy Geens <ggeens@elis.rug.ac.be>
Message-ID: <Pine.HPP.3.90.960724121426.21213A-100000@geuze.elis.rug.ac.be>
Source record: 9325

```
-----BEGIN PGP SIGNED MESSAGE-----

On 22 Jul 1996, Benito Gattuso wrote:

> Date: 22 JUL 1996 15:51:20 GMT
> From: Benito Gattuso <fj4a013@rzaix04.uni-hamburg.de>
> Newgroups: comp.sys.atari.programmer
> Subject: converter to MSDOS-format
>
> I have an ATARI and want to convert the files on this
> machine to ascii files for MSDOS.
> Is it possible to find such a converter?
>
For pure ASCII files, you don't need any conversion. The special
characters (umlauts etc.) might get mangled up. You can't convert the
Hebrew characters, because MSDOS doesn't have them.

Check out the IdeaList package (probably on hensa or umich archives). There
is a helper program called BLINEX that will convert them for you.

- --
Guy Geens <guy.geens@elis.rug.ac.be>: Ph.D. student at ELIS -- TFCG / IMEC
Home Page: http://www.elis.rug.ac.be/ELISgroups/tfcg/staff/gg.html
finger ggeens@elis.rug.ac.be for PGP public keys (or use keyserver)

Born with a wicked charm and torn by this driving harm.
You see, it moves into me.
Brain wants to rule the heart.
Heart wants to tie the hands.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: noconv
Comment: pgp fingerprints in message headers

iQBVAwUBMfX5VXwHoCha5QR1AQEDuQIAvZSQ/kXZHC8x9vL/3l4H9TFFfhRtoCMc
Zqon+/Tp9hF06PhbG/379b2VoPUpud0mG3jPT0Zs7IPZeEoSQfV8Eg==
=CMje
-----END PGP SIGNATURE-----
```

2883. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t5dav$3uc_001@jf.intel.com>
Source record: 9326

In article <Dv13MF.64F@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:
>
>TDD/TTY emulators are interesting. There's one already out on the net, so
>search under handicap archives. I do know that there's this exact archive
>out at oak.oakland.edu, and there's a program for the IBM systems. The
>Baudot code I don't know, since I don't have the specs with me. However, I
>do own a TTY, and it gets used a lot. You should listen to the tones

OK, grabbed 3 files from various sites. I'll see what I can do with 'em.

>Aha... Reminds me. I tried the 800 number using the Relay. Twice. Both
>times there was a male answering the phone. Both times he said he didn't
>have time, and hung up, giving the operator no time to reply. How rude.
>Maybe someone else can try if I keep having trouble with him?

Rude, indeed. What's the number? email me here at Intel and I'll give him a
buzz.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2884. SozobonX library fns.

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4t5kmb$9cg@ccshst05.uoguelph.ca>
Source record: 9327

I have a couple of questions about the SozobonX libraries. I was able to install SozobonX system, get it running, and compile my C course projects with it, so everything should be set up correctly. However, there are a couple of "standard" functions, namely atof() and strtod() that don't work. Trying to use atof() make the linker claim that it can't find the symbol _atof, which is strange, because it's in the archive libc.a.
A similar message results when I try to use strtod(), except strtod is in utils.a (or something similar) rather than libc.a. Dearchiving the .o files stops the linker from complaining, but either I'm not using the functions correctly or something's wrong with them, since they're not working properly. I am aware that the double arithmetic in SozobonX isn't there (or is broken). Would a cast as float solve the problem? I didn't try that, since I really only wanted to convert strings to integers and ended up using atol().

THeo

2885. Re: converter to MSDOS-format

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <31F66240.794B@in.tu-clausthal.de>
Source record: 9328

Benito Gattuso wrote:

> I have an ATARI and want to convert the files on this
> machine to ascii files for MSDOS.
> Is it possible to find such a converter?
> Many thanks in advance.

That is easy. just format a Disk on your Dos Computer (to all: is this really necessary for disks?) and put the ASCII File from your Atari on it. Then carry the Disk to the Dos Computer and read the file (not you, let the DOS Computer do that. This is something even MSDos can do ;-). This should be all you need to do for this "conversion".

Christof

2886. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv13MF.64F@iglou.com>
Source record: 9329

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: Remind me to get in touch with you about Baudot code (I want to write a TTD
: emulator for the Falcon).

TDD/TTY emulators are interesting. There's one already out on the net, so search under handicap archives. I do know that there's this exact archive out at oak.oakland.edu, and there's a program for the IBM systems. The Baudot code I don't know, since I don't have the specs with me. However, I do own a TTY, and it gets used a lot. You should listen to the tones coming from it, as each letter is different. Due to the federal requirements of the ADA (Americans w/ Disabilities Act passed in 1990/91), all states were required to provide the Relay Services, so each state has its own number.

On my homepage is a link to the Deaf WWW and a link to learning sign language, both of which can give you a starting point, as well as using deaf as a keyword for a Yahoo search.

Aha... Reminds me. I tried the 800 number using the Relay. Twice. Both times there was a male answering the phone. Both times he said he didn't have time, and hung up, giving the operator no time to reply. How rude. Maybe someone else can try if I keep having trouble with him?

: There is the misc.business hierarchy, and alt.business - I'd go with misc
: first, because alt tends towards spam, as we all know. %^(

Right, I know about spam... Most of what I read are in the alt.* groups. Spamming galore. I was considering crossposting my message here and there, so we get maximum coverage, and both groups chat freely. However, we may not need to, from what I've found. More below.

: >of the files on here and around. A CD ROM of their best sounds good.
:
: I'd buy that.

heh... One buyer already! I've got a number of them, and it'll take time to really go through it. A CD burner or whatever would be a little expensive, but I can always send it out to someone to do it for me. What's the address of the editors of STF? Can someone bring Frank Charlton here, and see what he says about this?

As for the international copyright thing, that effort will be made, but I'm not the only one to be doing this, as I'd like others to help out as well. How about it? We're mostly talking about companies that are no longer, and the owners can still prosecute for illegal distribution. Finding the owners is a little difficult at times.

: I don't run Turbo and don't have much more than that to give you. It's no
: longer supported, either AFAIK.

That's what I figured. Neither are supported at the present time. However, I have found a number of Matthew Singers, and he's still at the Framingham, Massachusetts, address, or so it seems, from using Switchboard. AltaVista revealed a little more. I have his namesakes, or him, at Case Western Reserve University as a student, and at fau.edu in Florida, from the 8bit FAQ. A bit far from his Massachusetts home. Email has been sent, so I should have a reply after you read this, hopefully.

: This is definitely off the wall. Bits of it are off the planet!

Cows! it is, I'll nab, and see how it goes. And I thought my medieval assassin game was a little wild what with the way the prompts and responses are at times.

: >Off to AltaVista it is for me to do some checks. [Another One Bites The
: >Dust in the background - hehe] Gonna do it anyway. [grin]
:
: Good luck!

OK... Lots of things I've found, plus a couple emails waiting for me when I logged in today. One was on a question of Singer, like I said above. The second was on MWC. He mentioned an address, 60 Revere Drive, Northbrook, IL, 60062, 847-291-6700. The company went under according to an archived message I found, in February of 1995, though the company became inactive for the last several years. However, there's mention of Coherent, a Unix operating system clone of sorts, if I understand it right. Many, or at least some, of the former employees of MWC can be found on comp.os.coherent, and our Professor Boris has been talking to some of them on there. There's a few text files I found, that might be of interest, if anyone wants me to post them. All this was in a couple hours of searches.

That last mail also mentions of people attempting to get in contact with the owners of the MWC copyright, and not having much luck. It's merely one person doing all this. I'd rather have help doing this if I have trouble locating certain things.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2887. Re: 320 x 240 on Falcon?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-24 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <Dv21Jn.Ks0@freenet.victoria.bc.ca>
Source record: 9330

Thanks to everyone who posted/e-mailed with their suggestions. I was able
to get the resolution I wanted.

Nicholas

--

2888. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4t6ejq$2dj@madeline.INS.CWRU.Edu>
Source record: 9331

In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:

> In article <DuvMv0.5Mt@iglou.com>
> rsg0910@iglou.com (Robert Goodwin) said:-
>
>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>

>
>>Also included with the disks and the thick manual are two other
>>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>>writing, and in very good shape. I'm gonna spend a little time checking
>>what's on the floppies, though I seem to be missing the first two disks of
>>the update of the csd debugger.
Strange! I have MWC3.09, and csd. there is only one disk for it!
>I never got csd myself. :-(
>

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2889. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4t6no8$43t@inca01.inca.co.nz>
Source record: 9332

Robert Goodwin (rsg0910@iglou.com) wrote:
> Gaven Miller (gmiller@inca.co.nz) wrote:
> : (Sorry. I just guess I am in a bitchy mood. it really is a good product
> : if you can spare 3-5 megs of hard drive for it. It's much faster than
> : version 5.0)

> That much space is easily spared if you got a gig drive like I do...

True. But if you are using a computer that came with a 48 meg drive (as my TT used to until late last year), it can be a bit tight.

The 5.60 installer still puts a lot more stuff on the hard drive than needed (one can, when one is familiar with Lattice, delete the unneeeded, so Lattice only takes perhaps a meg or so)

> However, someone mentioned in an email to me that it puts out code that's
> not exactly fast. What's up with this?

Compilation options can be the biggie.

The "debug with register flushing" compilation mode is guarranteed to slow things down - especially if you write code that uses tight loops (an interrupt handler grabbing data "live", for example).

This is a problem with all compiled languages, especially when the compiler gets a different idea of what the code does to what you want it to do.

But you can also run the app through the supplied optimiser (an optional phase in the compile process) to speed it up by 10% (I believe that the manual gives that figure - I have never actually got that much of a speedup from it)

But even then it isn't the fastest.

If you are familiar with 68k assembler, you can speed up the "wading through treacle while pulling a fully laden logging truck" slow bits by writing in assembly language. (Or engage the assistance of a 68k assembler programmer)

The enclosed debugger, MON is good, but will not co-operate in MultiTOS. I've emailed Hisoft, and got a less than helpful response ("That's how we wrote it, and it's just a fact of life that it acts that way in the presence of MultiTOS")

Lattice is still better than Megamax C, although not as fast as Laser C (both in compilation and code produced). But it beats Laser in being able to run on my TT, and in being able to output '030 code.

--

Quote For The Month:

"Muttley - Do something!!!"

2890. Re: converter to MSDOS-format

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: "Jens M. Felderhoff" <jmf@infko.uni-koblenz.de>
Message-ID: <31F74974.1CF8@infko.uni-koblenz.de>
Source record: 9333

Guy Geens wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> On 22 Jul 1996, Benito Gattuso wrote:
>
> > Date: 22 JUL 1996 15:51:20 GMT
> > From: Benito Gattuso <fj4a013@rzaix04.uni-hamburg.de>
> > Newgroups: comp.sys.atari.programmer
> > Subject: converter to MSDOS-format
> >
> > I have an ATARI and want to convert the files on this
> > machine to ascii files for MSDOS.
> > Is it possible to find such a converter?
> >
> For pure ASCII files, you don't need any conversion. The special
> characters (umlauts etc.) might get mangled up. You can't convert the
> Hebrew characters, because MSDOS doesn't have them.

There`s a GNU tool out there, called recode that handles all sorts of
character-set specific conversions of texts.

It also handles the Atari character-set and makes it possible to convert
the first to almost any other machines` alphabet and vice versa.

The character sets comprise lots of ISO sets, ASCII, several PC and Mac
sets etc. It is available (binary) at:
ftp://ftp.uni-paderborn.de/ataritools/util/recode34.zip

Or as source code at any server that got a gnu directory.

Tschuess

Jens
--
+---+
|Jens M. Felderhoff |
+---+
|e-mail: jmf@scary.fido.de, | Fido: 2:2454/95.10@fidonet.org |
| jmf@infko.uni-koblenz.de | NeST: 90:400/601.10@nest.ftn |
+---+

2891. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838374682_OASIS_@swampdog.demon.co.uk>
Source record: 9334

In article <Dv13z6.6Gr@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>: I never got csd myself. :-(
>
>So you got the original issue of csd, then?

I've never had any copy of csd. I found the undocumented (in the
lexicon) -VCSD switch in CC.PRG by accident one day when messing with
a disk sector editor. The level of comments generated along with -S
meant I could trace bugs back to source lines anyway.

>: It wasn't too hard to get MWC working under MagiC. The MSH will run
>: happily in a VT52 window, although in the end I found it better to put
>: the environmental vars into MAGX.INF and remove them from PROFILE. Now
>: MWC will run run happily from within MSH, by dragging a source to my
>: CC.PRG icon, or better still, I can just hit CTRL-SHIFT-M and MAKE
>: will be invoked on which ever window is active. If it wasn't for the
>: broken file redirection, it would be perfect!
>
>Since MagiC is copyrighted, and it's a little expensive for me, I'll wait
>a bit til I can afford it. I've seen the newer GEMulator that doesn't
>require the hardware card to work. It's nice. I'll be installing MWC soon,
>to play around with it to see what to expect.

I wish I knew what in MagiC causes MSH to have broken pipes and
redirection!

>I see Toad is still selling Prospero C. Wonder if I can update it... Gonna
>try soon on that one!

It might be possible. I've got Prospero Pascal and if I ever had
reason to use it any more, I reckon it's flexible enough to add new
calls to.

--

Guy Harrison

guy@swampdog.demon.co.uk

2892. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838375296_OASIS_@swampdog.demon.co.uk>
Source record: 9335

In article <4t6ejq$2dj@madeline.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>
>In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:
>
>> In article <DuvMv0.5Mt@iglou.com>
>> rsg0910@iglou.com (Robert Goodwin) said:-
>>
>>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>
>
>>
>>>Also included with the disks and the thick manual are two other
>>>manuals, the Resource Editor and csd C Source Debugger, all clear of any
>>>writing, and in very good shape. I'm gonna spend a little time checking
>>>what's on the floppies, though I seem to be missing the first two disks of
>>>the update of the csd debugger.

> Strange! I have MWC3.09, and csd. there is only one disk for it!

>>I never got csd myself. :-(

My 3.0.9 came on 5 disks - I never got csd on any of them. Should
there be a sixth disk?

--

Guy Harrison

guy@swampdog.demon.co.uk

2893. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv43A7.MKK@iglou.com>
Source record: 9336

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I've never had any copy of csd. I found the undocumented (in the
: lexicon) -VCSD switch in CC.PRG by accident one day when messing with
: a disk sector editor. The level of comments generated along with -S
: meant I could trace bugs back to source lines anyway.

Probably depends on what version you have. I have the csd manual, so I
know it's there. Seems most of the posters here never got it, though some
did. I'd like to find out who did and didn't.

: >Since MagiC is copyrighted, and it's a little expensive for me, I'll wait
: >a bit til I can afford it. I've seen the newer GEMulator that doesn't
: >require the hardware card to work. It's nice. I'll be installing MWC soon,
: >to play around with it to see what to expect.
:
: I wish I knew what in MagiC causes MSH to have broken pipes and
: redirection!

There's mention that TOS can somehow be decompiled, which is how the
German people came up with MagiC, fixing a lot of bugs in there. I'd love
to see the original code.

: It might be possible. I've got Prospero Pascal and if I ever had
: reason to use it any more, I reckon it's flexible enough to add new
: calls to.

I was doing some checks on AltaVista and a few others, so I'll see what
else I can find. Some things exist with MWC, while not so with Prospero.

Reminds me... I was doing some heavy checking with the search engines and
then some. Found a few more people who were running Forem ST, and so on,
and got a couple messages, one about possibly where I can find the other
person that Matt had given the source to Forem, and the person who may be
the copyright owner of MWC, and suggested reading comp.os.coherent.

I'm on my way...

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2894. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv2t0D.1H0@iglou.com>
Source record: 9337

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: >do own a TTY, and it gets used a lot. You should listen to the tones
:
: OK, grabbed 3 files from various sites. I'll see what I can do with 'em.

Great! Let me know what you may plan on doing with it.

: Rude, indeed. What's the number? email me here at Intel and I'll give him
: buzz.

Just emailed you on this... Let me know what you find.

Reminds me. I just got a reply from Matt Singer. One of two emails to two Singers netted him, in a pretty fast response, though short. Maybe someone else can help out with some things he said...

He said that he had given the code to a couple people, but who, he can't remember. Anyone know anything on this? He also talked about the TBBS program, a clone of his Forem ST program, and said that the people hailed from Canada. He'd rather forget about them, probably an interesting nightmare that happened. Finally, he mentioned that there was someone who edited his ST-Term to PD-Term, and posted it all over. I'm going to check back with him later, to see if he still has his old ST stuff around.

I don't have much info on the Turbo BBS program, but if someone used it, and still has it somewhere, let me know. I'll be checking with AltaVista, but I think the IBM systems have something similar.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2895. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_31f7cacd_Magnus.Kollberg@p11.straight.ct.se>
Source record: 9338

In a message Gaven Miller wrote to All :
GM> Quite good - much better than 5.06.02 that I owned earlier, however it
GM> does have a few features that piss me off - especially under MultiTOS.

It sure does. The editor is one.

GM> And, if you are using MultiTOS, you can't change to a different app
GM> until compilation is finished. You can't even call a DA or some other
GM> innocuous util. (I often get ideas half way through a 25-minute build on
GM> my TT, and cannot test them out without aborting the build.)

What about using QED as the editor insteed? Has anyone modified it to work with
Lattic C? I know that there are a version to use QED with DevPac insteed of
that editor (as bad as the one supplied with Lattice C).

QED is very nice.

Cheers,
Magnus Kollberg

2896. WORDS per line of video memory?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <Dv48DE.4M9@freenet.victoria.bc.ca>
Source record: 9339

Does anyone know the correct number of words per line in 320 x 200 16-bit color mode on the Falcon? Logic says 320(pixels per line) * 1(16 bit color equals 2 bytes or 1 word) for a total of 320 words per line. Is this wrong? I ask because if I fill the first 320 words of screen memory 2 lines are drawn. It must be an easy answer but I'm stumped.

Nicholas

--

2897. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838415686_OASIS_@swampdog.demon.co.uk>
Source record: 9340

In article <Dv43A7.MKK@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Probably depends on what version you have. I have the csd manual, so I
>know it's there. Seems most of the posters here never got it, though some
>did. I'd like to find out who did and didn't.

I originally purchased 3.0.5 - there was no csd with it. MWC sent me
3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a
disk of its own then I suppose I could have missed out on it, not
having purchased 3.0.9 directly.

>There's mention that TOS can somehow be decompiled, which is how the
>German people came up with MagiC, fixing a lot of bugs in there. I'd love
>to see the original code.

I did a tiny bit of investigating of the broken shell. The bug is
always the same. Even a simple "ls > z" ...

r_look.c: 52: assert(p) failed.
waiting for newline ...

[then MSH quits]

This appears to be down to Fforce() and Fdup(), although I'm not
certain of that - I'd have to do some test code to refresh my memory.
It might just have been MWC's dup() and dup2().

>: It might be possible. I've got Prospero Pascal and if I ever had
>: reason to use it any more, I reckon it's flexible enough to add new
>: calls to.
>
>I was doing some checks on AltaVista and a few others, so I'll see what
>else I can find. Some things exist with MWC, while not so with Prospero.

MWC is easy enough to upgrade for newer OS functions, especially TOS
ones. Gem ones are a little more longwinded but still easy.

--

Guy Harrison

guy@swampdog.demon.co.uk

2898. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv4uII.BE2@iglou.com>
Source record: 9242

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I originally purchased 3.0.5 - there was no csd with it. MWC sent me
: 3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a
: disk of its own then I suppose I could have missed out on it, not
: having purchased 3.0.9 directly.

OK... I checked my end closely. Apparently, when you bought MWC, you got the software, thick manual, and Resource Editor manual. Seems my package had csd included, when the previous owner bought it separately. Someone says, thought it might have been you, that there's something comparable, the -VCSD switch. My Release Notes that came with the package I have mentions this. I quote from it; "Include csd debug information in the objects and executable." Sounds like you can use the debugger while in the cc program. There's also the db program, which is the assembler-level symbolic debugger.

: I did a tiny bit of investigating of the broken shell. The bug is
: always the same. Even a simple "ls > z" ...

How does this ls thing work? Do you have the unassembled code lying around? I'd like to see it.

: This appears to be down to Fforce() and Fdup(), although I'm not
: certain of that - I'd have to do some test code to refresh my memory.
: It might just have been MWC's dup() and dup2().

I keep forgetting... What does MSH stand for again? The Fforce and Fdup have something to do with file handles, which can easily have something to do with the infamous 40 folder bug. That's different than the dup and dup2, which have to do with file descriptors.

: MWC is easy enough to upgrade for newer OS functions, especially TOS
: ones. Gem ones are a little more longwinded but still easy.

Right. I've read through the manual about this, and the AES and GEM ones seem to be pretty easy, creating GEMboxes for alerts and so on. Haven't read up on the VDI one, as I'm on K right now, going through it page by page. Worth the time, though! I'm gonna need to look up more info in detail on GEMDOS, AES, and VDI programming, though someone mentioned some good places on the Web for them.

Also, there's going to be a new subject coming up about MWC emails. Don't let the subject confuse you. It's a message from me, that I've crossposted to here and comp.os.coherent, where some of the ex-employees of MWC lurk, from what others tell me. I'm hoping to get a good discussion going here, that's hopefully educational. Ye gods, the history I keep coming across!

I've got a bit of folded paper that's rapidly filling up with writing from my searches out there.

I've located still more people who may help out in locating those who wrote Forem ST (that is, the people that Matt gave the source code to), TurboBBS, and QuickBBS. All this is netting me several emails a day, plus I'm sending out others, other than my normal replies.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2899. falcon 030 for sale

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-26 00:00:00 UTC
From: paul smith <paul@frisbee.net.au>
Message-ID: <31F85377.32F2@frisbee.net.au>
Source record: 9243

atari 030 falcon. 4 meg ram, 65 meg ide drive, 1.44 floppy, external drive, cd rom, and tape drive.....$900.

paul

2900. Re: MWC e-mail

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv4t0M.9oC@iglou.com>
Source record: 9244
Cross-posted to: comp.os.coherent,comp.sys.atari.programmer

Robert Thelen (rthelen@uhc.com) wrote:

: Does MWC still exist? What products do they produce/market? Can someone
: tell me how to post a response without having to pad with extra character so
: my response is longer than the original message to which I am responding?

MWC went out of business in early 1995, from the results of my intensive use of the various search engines out there. From what I've been told by various people, the ex-employees hang out here and mostly lurk.

I'm here for a few reasons. Mark Williams C was released for the Atari ST systems for a short time, then for the next several years, up to the passing of the company, Mark Williams Company was dormant. If someone can check, what was the last release of the Atari ST version of the Mark Williams C package? It's 3.0.9 from what I've heard. Is Bob Shwatz still around? How do I contact him? In my manual, there's an 800 number, 1-800-692-1700, that's still in use. I tried calling through a TTY relay service, since I'm deaf, but the person who answered was incredibly rude to the operator and I, refusing to even let us get in a word edgewise before unceremoniously hanging up on us, saying he had no time. Another fellow tried calling, but seems he had no better luck, with the guy on the other end sounding weird, and he was unable to understand much of the conversation. Now, who *IS* the present owner of this number?

Finally, this message is being posted to comp.sys.atari.programmer and comp.os.coherent, since the people in both groups will want to see the answers posted, as there's a discussion about this on the c.s.a.p group.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2901. TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-26 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <4tafj8$en5@dux.dundee.ac.uk>
Source record: 9245

hi

Can anyone tell me a what addresses the ST keeps the x,y text location of
the cursor??

I am trying to control the cursor from GNU C.

Thanks
Davy

--
><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\---/

2902. GFA page under construction, help...

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-26 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-2607960347040001@trh-ppp13.interlink.no>
Source record: 9341

Hi all GFA programmers!

I am currently updating my website, and want to include a page for GFA programmers, since I have found no such thing on the web. I already have a page for Face Value (GFA-tool) and a general Atari page...

I need your help. I want to collect all patches, utilities etc, so people can download (or preferably pointers to FTP...). I know about A La Card, M_TUNF, GFA_PATCH (1.07?), but I am sure there is more (a FAQ, f.ex).

Preferably in english, but I have resigned to the fact that most of the good stuff is in german, so that is ok, too. Just make sure to explain what it is (my german is a bit rusty...:-).

Please e-mail: vegard@interlink.no

Vegard Hofsoy

PS: http://www.mediadrom.no/mediadrom/vegard/faceval.html
http://www.mediadrom.no/mediadrom/vegard/munch.html
http://www.mediadrom.no/mediadrom/vegard/atari.html

2903. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838568932_OASIS_@swampdog.demon.co.uk>
Source record: 9246

In article <Dv4uII.BE2@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I originally purchased 3.0.5 - there was no csd with it. MWC sent me
>: 3.0.9 after I wrote pointing out a bug. If 3.0.9 came with csd on a
>: disk of its own then I suppose I could have missed out on it, not
>: having purchased 3.0.9 directly.
>
>OK... I checked my end closely. Apparently, when you bought MWC, you got
>the software, thick manual, and Resource Editor manual. Seems my package
>had csd included, when the previous owner bought it separately. Someone
>says, thought it might have been you, that there's something comparable,
>the -VCSD switch. My Release Notes that came with the package I have
>mentions this. I quote from it; "Include csd debug information in the
>objects and executable." Sounds like you can use the debugger while in the
>cc program. There's also the db program, which is the assembler-level
>symbolic debugger.

>: I did a tiny bit of investigating of the broken shell. The bug is
>: always the same. Even a simple "ls > z" ...
>
>How does this ls thing work?

Much the same as the unix ls command.

>Do you have the unassembled code lying around? I'd like to see it.

I'm afraid not, ls is wired into the MWC command shell. I'm sure you
could get a good idea of its functions by looking at unix source.

>: This appears to be down to Fforce() and Fdup(), although I'm not
>: certain of that - I'd have to do some test code to refresh my memory.
>: It might just have been MWC's dup() and dup2().
>
>I keep forgetting... What does MSH stand for again?

MicroSHell.

>The Fforce and Fdup have something to do with file handles, which can
>easily have something to do with the infamous 40 folder bug. That's
>different than the dup and dup2, which have to do with file
>descriptors.

MagiC does not suffer from the 40 folder bug. One thing I forgot to
mention is that the shell gets as far as creating the redirected file.

As it is zero length then the shell obviously packed up before it got
to issuing an Fclose().

>: MWC is easy enough to upgrade for newer OS functions, especially TOS
>: ones. Gem ones are a little more longwinded but still easy.
>
>Right. I've read through the manual about this, and the AES and GEM ones
>seem to be pretty easy, creating GEMboxes for alerts and so on. Haven't
>read up on the VDI one, as I'm on K right now, going through it page by
>page. Worth the time, though! I'm gonna need to look up more info in
>detail on GEMDOS, AES, and VDI programming, though someone mentioned some
>good places on the Web for them.

Here's a section showing how I added some newer Gem functions. Boring,
but perfectly possible. It could be simplified further with the MWC
library code sources because crystal() could be used I guess.

```
.globl global_
.prvi
set_global:
move.w global_,gl /ap_version
move.w global_ + 2,gl + 2 /ap_count
move.w global_ + 4,gl + 4 /ap_id
move.l global_ + 6,gl + 6 /ap_private
move.l global_ + 10,gl + 10 /ap_ptree
move.l global_ + 14,gl + 14 /ap_1resz
move.l global_ + 18,gl + 18 /ap_2resv
move.l global_ + 22,gl + 22 /ap_3resv
move.l global_ + 26,gl + 26 /ap_4resv
rts

.globl appl_getinfo_
.shri
appl_getinfo_:
link a6,$0
jsr set_global

move.w $130,co /op-code
move.w $1,co + 2 /ii
move.w $5,co + 4 /io
move.w $0,co + 6 /ai
move.w $0,co + 8 /ao

move.w 8(a6),ii /info requested

move.w $200,d0 /GEMDOS
move.l $apb,d1
trap $2

move.w io,d0 /retv

movea.l 10(a6),a0 /rr.x
move.w io + 2,(a0)
```

```
movea.l 14(a6),a0 /rr.y
move.w io + 4,(a0)

movea.l 18(a6),a0 /rr.w
move.w io + 6,(a0)

movea.l 22(a6),a0 /rr.h
move.w io + 8,(a0)

unlk a6
rts

.globl form_xdial_
.shri
form_xdial_:
link a6,$0
jsr set_global

move.w $51,co
move.w $9,co + 2
move.w $1,co + 4
move.w $2,co + 6
clr.w co + 8

move.w 8(a6),ii
move.w 10(a6),ii + 2
move.w 12(a6),ii + 4
move.w 14(a6),ii + 6
move.w 16(a6),ii + 8
move.w 18(a6),ii + 10
move.w 20(a6),ii + 12
move.w 22(a6),ii + 14
move.w 24(a6),ii + 16
move.w 26(a6),ii + 18
move.l 28(a6),ai
clr.l 32(a6)

move.w $200,d0
move.l $apb,d1
trap $2

move.w io,d0

unlk a6
rts

[snip more bindings]

.prvd

apb: .long $co,$gl,$ii,$io,$ai,$ao

co: .blkw 5
gl: .blkw 15
ii: .blkw 128
```

```
io: .blkw 128
ai: .blkl 64
ao: .blkl 64
```

gemdos, bios and xbios functions are trivial - simply define a macro
in the same manner as the relevent header file.

>Also, there's going to be a new subject coming up about MWC emails. Don't
>let the subject confuse you. It's a message from me, that I've crossposted
>to here and comp.os.coherent, where some of the ex-employees of MWC lurk,
>from what others tell me. I'm hoping to get a good discussion going here,
>that's hopefully educational. Ye gods, the history I keep coming across!
>I've got a bit of folded paper that's rapidly filling up with writing from
>my searches out there.

I saw it. Good luck!

--

Guy Harrison

guy@swampdog.demon.co.uk

2904. Re: WORDS per line of video memory?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-27 00:00:00 UTC
From: pedtober@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <4tcr0h$u8e@news.gu.se>
Source record: 9247

Nicholas Steele (uq086@freenet.Victoria.BC.CA) wrote:

> Does anyone know the correct number of words per line in 320 x 200 16-bit
> color mode on the Falcon? Logic says 320(pixels per line) * 1(16 bit
> color equals 2 bytes or 1 word) for a total of 320 words per line. Is
> this wrong? I ask because if I fill the first 320 words of screen memory
> 2 lines are drawn. It must be an easy answer but I'm stumped.

It is definitely 320 words per line in 320x200x16.

You may have by accident(!?) set the linedoubling bit, which also works in
RGB-mode and gives a resolution of 320x100 but it still looks like 200
lines.

Are you sure you don't move longword or something else which makes you
move twice as much??

Any help?? If not, it's quite a weird computer you have! :)

- Tomas

--
NoBrain/NoCrew
pedtober@ped.gu.se
http://www.tripnet.se/~tomas

2905. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4tg8g6$8q3@agate.berkeley.edu>
Source record: 9248
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
Kevin Savetz <savetz@northcoast.com> wrote:
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.

(snip snip snip)

Excellent! This will save on mailing and acquisition costs definitely!
Unfortunately I only have 2 or three issues left in my collection (they
went the way of my 800xl - disappeared under mysterious circumstances)
but this was one of the best, most focussed magazines ever. One thing
you might add is a link to the Antic disk archive at ftp.clark.net,
under /pub/atari/mag/antic/. Maybe you can even place a link to the
appropriate file in articles instead of giving the computer listing.
I just checked the archive and the files are under directories corres-
ponding to each issue, that is the disks are not just one zip'd blob
file each.

Oh, and can you post the permission letter to the newsgroup, and have
the info placed into the appropriate FAQs (especially newbie). That
may lessen the confusion later on and the charges of copywrite infringe-
ment from people who don't follow this thread.

>Cheers,
>Kevin Savetz

- Anthony

2906. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <31FBBC15.73CE@pacbell.net>
Source record: 9249
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...
> Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

2907. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <31FBBE52.1B8B@pacbell.net>
Source record: 9250
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Forgot to mention I have a PageScan Color as well.

Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

2908. Re: converter to MSDOS-format

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: fou@ufou.on-luebeck.de
Message-ID: <54@ufou.on-luebeck.de>
Source record: 9251

In article <31F66240.794B@in.tu-clausthal.de> Christof Donat
<cdonat@in.tu-clausthal.de> writes:
>That is easy. just format a Disk on your Dos Computer (to all: is this
>really necessary for disks?) [...]
>

If you use "Pumpup" to format your disks, you can select a DOS compatible
format for both DD and HD floppies.

These disks can even be read by a Macintosh using PC Exchange.

--
Franz

2909. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31fbc96foscar9896bb@client1.news.psi.net>
Source record: 9252
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
savetz@northcoast.com says...
> I am happy to announce the launch of the Digital Antic Project.

Wow - great! Incredible! Awesome! Thanks!

=)

Oscar

2910. ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-2807960902500001@news.northcoast.com>
Source record: 9253
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I am happy to announce the launch of the Digital Antic Project. Antic magazine was the premiere magazine devoted to 8-bit Atari computers. Antic, like the 8-bit Atari, has been forgotten by all but a small minority...

The Digital Antic Project is a small crusade to put all of the old issues of Antic (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of the first two issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

The site is at http://www.northcoast.com/savetz/antic/dap.html

Your comments, suggestions and help are welcome!

Current contents of the site include:

----- April 1982 - Vol.1 No. 1
Products in Depth - A survey of three word processors
Starting Line - Glossary for the novice
Systems Guide - Memory Map, part one
Pilot - Pilot your Atari
Tape Topics - Some help for cassette owners
In the Public Domain - Chicken
Forth Factory - Multi-tasking in Forth
Assembly Language - A keyboard mask
Editorial
Software Reviews
Useful Tricks - Assembler-editor cartridge
Looking at Books
Kids Korner
GTIA
What's in a Name? ANTIC and Atari
User Notes - how to tell if you have a GTIA chip

----- June 1982 - Vol.1 No. 2
Modems
Dialing For Data
Communications Software
Assembly Language - Move-it
Starting Line - Screen Editing

'Tari Talkers - Speech Synthesis Comparison
Tricks of the Trade - Game Program Techniques
Pilot Your Atari - Large Text
In the Public Domain - Death Star
Systems Guide - Memory Map
Pascal - A First Look
GTIA
Forth Factory
I/O Board
Inside Atari
When the Chips are Down
New Products
Looking At Books
Kids Korner

Cheers,
Kevin Savetz
savetz@northcoast.com

2911. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-28 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FBECFF.5846@fast.net>
Source record: 9254
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...
>
> The Digital Antic Project is a small crusade to put all of the old issues
> of Antic (and eventually its sister magazine, STart) on the Internet. I
> have received permission from the publisher of Antic to make the material
> available on the Internet for free.
>
> The site currently features the complete text of the first two issues, as
> well as cover art and memorable ads from the magazine. More material will
> be added as time permits -- faster if YOU volunteer to help by scanning,
> HTMLizing, or proofreading.
>
> The site is at http://www.northcoast.com/savetz/antic/dap.html
>
> Your comments, suggestions and help are welcome!
>
> Current contents of the site include:
>
> ----- April 1982 - Vol.1 No. 1
> Products in Depth - A survey of three word processors
> Starting Line - Glossary for the novice
> Systems Guide - Memory Map, part one
> Pilot - Pilot your Atari
> Tape Topics - Some help for cassette owners
> In the Public Domain - Chicken
> Forth Factory - Multi-tasking in Forth
> Assembly Language - A keyboard mask
> Editorial
> Software Reviews
> Useful Tricks - Assembler-editor cartridge
> Looking at Books
> Kids Korner
> GTIA
> What's in a Name? ANTIC and Atari
> User Notes - how to tell if you have a GTIA chip
>
> ----- June 1982 - Vol.1 No. 2
> Modems

> Dialing For Data
> Communications Software
> Assembly Language - Move-it
> Starting Line - Screen Editing
> 'Tari Talkers - Speech Synthesis Comparison
> Tricks of the Trade - Game Program Techniques
> Pilot Your Atari - Large Text
> In the Public Domain - Death Star
> Systems Guide - Memory Map
> Pascal - A First Look
> GTIA
> Forth Factory
> I/O Board
> Inside Atari
> When the Chips are Down
> New Products
> Looking At Books
> Kids Korner
>
> Cheers,
> Kevin Savetz
> savetz@northcoast.com

Is it Antic that had a way to improve the 800's video??
If so, please add this to the sight.

2912. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31fc4e98.4712305@news.sover.net>
Source record: 9255
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I have all the Antic and STart issues w/ Antic, and thought about doing this myself. Unfortunately, My friend with a nice flatbed scanner is off to CA visiting a girl he met on IRC. <g> I will be glad to help when he returns. I had thought about digitizing every page until I found out how long that would take, and also how much free HD space I have compared to how much this would take. Also, I need some very good OCR software to come into my possesion, one that does fonts, text placement, line drawing, etc etc.. The package included with his scanner needed alot of help when we tried to ocr the table of contents page of one antic mag.

I would love to see a digital version of every Antic mag online, and catalogued to boot! Both text versions and the actual digitized page, large enough to be readable of course. Any other suggestions? (so far we are dreaming unless someone can donate server space(digitized pages of info get large fast.)

Rick

2913. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31fc5a34.7684299@news.sover.net>
Source record: 9256
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 29 Jul 1996 05:53:20 GMT, eru@sover.net (Rick Ziegler) wrote:

>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so
>far we are dreaming unless someone can donate server space(digitized
>pages of info get large fast.)
Reread the first part of the thread, we got server space covered
already...oops.... :)

What image dimensions do you want for the covers and ads? also, if we
were to digitize every page for _reading_, what image dimensions do we
want? All my mags are almost pristine in condition, provided enough
time I could put them all online, but are there other altruistic
individuals with both a scanner and a large collection of Antics (and
Analog!)?

Anyone know of a program that takes a digitized magazine page and
automatically html-izes it? Now that would be cool.

Rick

2914. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4ti765$nib@news.xmission.com>
Source record: 9257
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz (savetz@northcoast.com) wrote:
: I am happy to announce the launch of the Digital Antic Project. Antic
: magazine was the premiere magazine devoted to 8-bit Atari computers.
: Antic, like the 8-bit Atari, has been forgotten by all but a small
: minority...

The site looks really good. I have every issue of Antic & Analog and
access to a color scanner. I'll see what I can do about helping you
out. This is a very good idea!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2915. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzwwznfdim.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9258

In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) writes:

|> hi
|> Can anyone tell me a what addresses the ST keeps the x,y text location of
|> the cursor??

Depends on TOS version, not to be used outside TOS.

|> I am trying to control the cursor from GNU C.

```
printf ("\33Y%c%c", row, column);
fflush (stdout);
```

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2916. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-2907961104390001@news.northcoast.com>
Source record: 9259
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4tg8g6$8q3@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:

> Unfortunately I only have 2 or three issues left in my collection (they
> went the way of my 800xl - disappeared under mysterious circumstances)
> but this was one of the best, most focussed magazines ever.

Great - well, anyone with any or all of: some issues, a scanner, or knowledge of HTML is invited to help. :)

> One thing
> you might add is a link to the Antic disk archive at ftp.clark.net,
> under /pub/atari/mag/antic/. Maybe you can even place a link to the
> appropriate file in articles instead of giving the computer listing.

I will be doing that. Unfortunatly, the Antic disks didn't start until 1984, but the magazine started in 1982. So there are about 18 issues of diskless code. :(

> Oh, and can you post the permission letter to the newsgroup, and have
> the info placed into the appropriate FAQs (especially newbie). That
> may lessen the confusion later on and the charges of copywrite infringe-
> ment from people who don't follow this thread.

The information is available in the "About" section of the Web site.

http://www.northcoast.com/savetz/antic/dap.html

--KMS

2917. What happened to everyone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: PETEPP@smaug.devry.ca
Message-ID: <4tivu8$ecg@foam.devry.ca>
Source record: 9260

Hey! What happened to this newsgroup? Last time I looked at this (which was about a year ago) there were lots of articles on lots of things, and I liked reading some of the stuff on here. Now it appears that nobody likes to post messages here anymore! So, if anyone can tell me what happened, I sure would be grateful.

Peter

2918. Re: Ataris new chance ? JAVA and the "mini-networks-computer" ??!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <4tj7g6$kkc@lira.i-way.co.uk>
Source record: 9261

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> mumbled
indistinctly:

>As long as I can't get either oAESis or xaAES to work with MiNT, I am
>not going to spend any money for a completely untried AES replacement.
>If it came with a complete, guaranteed to work MiNT package that would
>be different.

XaAES is still very much beta, so I don't very many people to get it
working. I have had a lot of trouble getting oAESis to work myself (it
varies from release to release though).

>> There are Beta Versions of several free AES Clones as well: XaAES and
>> oAESis. Both of them are definately faster than Multitos (that does not
>> seem to be too difficult) and at least XaAES runs AFAIK with Memory
>> Protection.

Actually, XaAES still (even on my personal version, not yet released)
has problems with memory protection that I've not managed to sort out
yet :(

>I did get the MINT030 binaries, and strangely enough, that works
>reasonably well and is fairly stable. I need to study up and figure out
>how to adjust the niceness properly (ALERT.ACC was burning 25% of my CPU

Use the PS_CPX in the Xcontrol panel. XaAES, oAESis and AES4.1 all
support launching apps with pre-set priorities (XaAES and oAESis go a
little further with their multi-process / multi-user support as well).

Craig.

2919. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FD8579.1A9A@fast.net>
Source record: 9262
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

```
Rick Ziegler wrote:
>
> On Mon, 29 Jul 1996 05:53:20 GMT, eru@sover.net (Rick Ziegler) wrote:
>
> >I would love to see a digital version of every Antic mag online, and
> >catalogued to boot! Both text versions and the actual digitized page,
> >large enough to be readable of course. Any other suggestions? (so
> >far we are dreaming unless someone can donate server space(digitized
> >pages of info get large fast.)
> Reread the first part of the thread, we got server space covered
> already...oops.... : )
>
> What image dimensions do you want for the covers and ads? also, if we
> were to digitize every page for _reading_, what image dimensions do we
> want? All my mags are almost pristine in condition, provided enough
> time I could put them all online, but are there other altruistic
> individuals with both a scanner and a large collection of Antics (and
> Analog!)?
>
> Anyone know of a program that takes a digitized magazine page and
> automatically html-izes it? Now that would be cool.
>
> Rick

Not really, but with a scanner and OCR software, one could import text
into word/wordperfect: it shouldn't be that hard to convert...
```

2920. Gem Keyboard Buffer

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: Mike Jackman <mickey@two-dogs.demon.co.uk>
Message-ID: <31FD01B8.69D6@two-dogs.demon.co.uk>
Source record: 9263

Does anyone know how I can insert characters into the Gem keyboard
buffer using Prospero C ?

Cheers, Mikey

2921. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: mnementh@netcom.com
Message-ID: <mnementhDvBF48.E1E@netcom.com>
Source record: 9264
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

rziegler@sover.net wrote:
>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so

I wouldn't mind seeing a digital version (maybe with Postscript too)
on a CD-ROM....

2922. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tii0g$1so_003@jf.intel.com>
Source record: 9265
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
savetz@northcoast.com (Kevin Savetz) wrote:
>
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.
>Antic, like the 8-bit Atari, has been forgotten by all but a small
>minority...
>
>The Digital Antic Project is a small crusade to put all of the old issues
>of Antic (and eventually its sister magazine, STart) on the Internet. I
>have received permission from the publisher of Antic to make the material
>available on the Internet for free.

Kevin, I still have an unpublished article for Antic or STart (I think it was
for Antic, it's on 5.25-inch) that I'd like to submit. Wil you add it if I
post it to you? If so, please email me your snail address and I'll pop it in
the Blue Box down at the corner.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2923. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tj5m5$2lg_010@jf.intel.com>
Source record: 9266
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <31FD2977.2781@cs.byu.edu>,
Eric Sokolowsky <esok@cs.byu.edu> wrote:
>
>I would love to help out on this project. I would be willing to
>HTML-ize text (as long as it can be scanned in and converted to text
>with some OCR previously). I think that articles should be done in HTML
>format, with illustrations as scanned-in pictures. I could even crop
>images to place in illustrations. Too bad I don't have convenient
>access to a flatbed color scanner. :(However, I have most Antic and
>Analog magazines.

A quick and easy way to add plain text in columns is to use the <pre> tag
(indicating preformatted text). Use the <H> tags for headlines, and
inline graphics, and the pages can look just like the original pages
without much storage overhead.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2924. C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4tik0t$4ag@nyheter.chalmers.se>
Source record: 9267

In article <4t6no8$43t@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Robert Goodwin (rsg0910@iglou.com) wrote:
>> Gaven Miller (gmiller@inca.co.nz) wrote:
...
>> However, someone mentioned in an email to me that it puts out code that's
>> not exactly fast. What's up with this?

It's not true, if you know how to treat the optimizer.

>Compilation options can be the biggie.

Yes, and those aren't really very well explained in the Lattice C docs.

In the optimization dialog, only three of the options should be selected
to produce well optimized code. One of the four must be deselected (the
second IIRC) or things fall apart.
How's that for confusing?

Apart from that, the optimizer is very buggy.
Not that it produces incorrect code, but it fails to optimize for
incredibly strange reasons. It can actually produce worse code than you
get by turning it off completely!

I emailed HiSoft about the problems several years ago (before 5.60), but
they never did anything about it.

The most important thing to remember is that the optimizer _hates_
16 bit integers. Most optimization seems to be simply turned off when
those appears.

>But you can also run the app through the supplied optimiser (an optional
>phase in the compile process) to speed it up by 10% (I believe that the
>manual gives that figure - I have never actually got that much of a
>speedup from it)

The optimizer can give _very_ large speedups, like more than ten times.
Depending on what kind of code you write, you may also have next to no
speedup. And then there are the bugs I mentioned above...

On a real program (MGIF) I've gotten about five times speedup or so over
the unoptimized version for some functions.

By the way, someone wondered what MGIF was. I suggest you take a look at
my WWW page. See the .sig at the end.

>But even then it isn't the fastest.

Actually, it's the best I've found for some things, even beating GCC.
TurboC/PureC is a joke in comparison.

It would be interesting to hear what other compilers do about the
following short program I threw together yesterday:
(Please, note that the program is not supposed to do anything useful.
It's just a test of optimization performance).

```
#define ROWS 25
#define COLS 25

void main(void)
{
long i, j, k;
long array[ROWS][COLS];

for(i = 0; i < ROWS * COLS; i++)
*((long *)array + i) = 0;

k = COLS * ROWS;
for(i = 0; i < ROWS; i++)
for(j = 0; j < COLS; j++)
array[i][j] += i * k;
}
```

I will post my results from Lattice C, PureC and GCC soon (like tomorrow).

>The enclosed debugger, MON is good, but will not co-operate in MultiTOS.

How about that third part source level debugger (I forgot it's name)?
I've never tried it myself, since I use GCC about 99% of the time, but
wasn't it even FreeWare?

>Lattice is still better than Megamax C, although not as fast as Laser C
>(both in compilation and code produced). But it beats Laser in being able

I would be _extremely_ surprised if Laser C produced anywhere near the
same quality of code as Lattice C on the program above.
If those bugs hadn't prevented the optimization from working most of the
time it would have been a much more popular compiler.

TurboC/PureC are _very_ fast at compiling, but do next to no optimization
at all. They're rather good at register allocation, however, which means
that on simple code they can often seem to be very good optimizers.
The register passing of function arguments also helps a lot.

As you'll see when I post the code generated from the program above (or
if you try it yourselves), which may seem simple, TurboC/PureC are actually
quite pathetic.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2925. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31FD2977.2781@cs.byu.edu>
Source record: 9268
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I would love to help out on this project. I would be willing to HTML-ize text (as long as it can be scanned in and converted to text with some OCR previously). I think that articles should be done in HTML format, with illustrations as scanned-in pictures. I could even crop images to place in illustrations. Too bad I don't have convenient access to a flatbed color scanner. :(However, I have most Antic and Analog magazines.

This is a really good idea! Way to go!

2926. New Atari Web Page!

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4tjiad$kh0@express.ior.com>
Source record: 9269

-=* NEW ATARI WEB PAGE *=-

I've built a web page, due to my boredom :) If you'd like to see
what's come out of it, check it out!

http://www.ior.com/~danbrown/

It should be friendly to all browsers (lynx, CAB, and Netscape)

It contains a good listing of Atari Companies, Music, and more!
It is still under construction, so is being updated almost daily!

2927. Re: What happened to everyone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tj321$2lg_005@jf.intel.com>
Source record: 9270

In article <4tivu8$ecg@foam.devry.ca>,
PETEPP@smaug.devry.ca (BA070001) wrote:

>Hey! What happened to this newsgroup? Last time I looked at this (which
>was about a year ago) there were lots of articles on lots of things, and
I liked
>reading some of the stuff on here. Now it appears that nobody likes to
post
>messages here anymore! So, if anyone can tell me what happened, I sure
>would be grateful.

Nothing happened - you must have hit the newsgroup at exactly the wrong
time of day!

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

2928. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-30 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvC7Kw.6GG@iglou.com>
Source record: 9271

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >: I did a tiny bit of investigating of the broken shell. The bug is
: >: always the same. Even a simple "ls > z" ...
: >
: >How does this ls thing work?
:
: Much the same as the unix ls command.

I'd like to try doing this myself. Mind giving me a sequence of steps on what to use and where to do it to do this? Doing this command, the ls > z would be to send a listing of the files to a file.

: >Do you have the unassembled code lying around? I'd like to see it.
:
: I'm afraid not, ls is wired into the MWC command shell. I'm sure you
: could get a good idea of its functions by looking at unix source.

I've seen some Unix sources, but guess it's time for me to look into it some more. I'm about to install MiNT and GCC onto a 1.6 gig drive, as well as MWC, to do a bit of switching between the two. Since the 0.95 install of MiNT is on the Atari Compendium CD I picked up on when i was at the MIST AtariFest, I'll install it from there, then do installs on the subsequent installs til I get to 1.41 and patchlevel 46.

: >I keep forgetting... What does MSH stand for again?
:
: MicroSHell.

That's right... I was reading my manual, and realized it meant that. Still am a bit of distance from finishing up reading it.

Reminds me, I'm about to write a program of my own that does Top 10s of various places of the Transcendence BBS. Top 10 of posters, calls, uploads, downloads, as well as Bottom Ten. I'm going to be using the qsort command, and am wondering about sorting an array, without sorting just one column... I was considering a struct arrayname with several parts to it, namely, username, posts, calls, uploads, and downloads. I'll read the index file, counting the users already on, then make a subroutine to read them in, putting them into the array, and then sort.

: MagiC does not suffer from the 40 folder bug. One thing I forgot to
: mention is that the shell gets as far as creating the redirected file.
: As it is zero length then the shell obviously packed up before it got
: to issuing an Fclose().

It doesn't? Most interesting. I gotta get it sometime. So the shell just 'forgets' to close the file after creating it? Apparently there's no error checking if I'm understanding you right.

: Here's a section showing how I added some newer Gem functions. Boring,
: but perfectly possible. It could be simplified further with the MWC
: library code sources because crystal() could be used I guess.

Read it, but it looks more like assembler to me. I'm considering trying 68K after I learn it some more. I never really got into 6502 assembler when I was playing with my 8bit. However, if I wish to get a little more complex, I'll use GCC and its updated command listings.

: gemdos, bios and xbios functions are trivial - simply define a macro
: in the same manner as the relevent header file.

The compiler creates the headers for you, though all you need to do is write the actual coding yourself, according to the stuff I've been going through. There are some header files that you don't write, that I've seen that merely help out in writing your program. There's a QBBS.H file in the LazyBBS source code I've read through that's in the umich archives, that seems to be a QBBS style message base setup, though you have to be the one to write the actual message base. Shall I post this file?

: I saw it. Good luck!

Thank you. Now all I need to is find Bob Swartz, owner and president, if I'm understanding right, of Coherent and Mark Williams Company. I suspect he's in the Northbrook, IL area, about 30 minutes outside Chicago, and he could be in Chicago somewhere. So far, I've found no email address, neither have I found a snailmailing address, though I found an email address of coherent@vma.cc.nd.edu. I emailed that, but no response yet. I did a telnet to the smtp port at nd.edu, and did a vrfy of it. Came back with something that looked like a mailhost at irishvma, whatever that is. If you do a whois on mwc.com, it'll tell you who it is. Below is what I've gotten so far...

$ whois mwc.com

Mark Williams Company (MWC-DOM1)

60 Revere Drive #250
Northbrook, IL 60062
Domain Name: MWC.COM

Administrative Contact, Technical Contact, Zone Contact:
Dennison, John R. (JRD) jrd@MWC.COM
(708) 291-6700 ext. 121

Record last updated on 15-Jun-94.
Record created on 13-Feb-91.

Domain servers in listed order:

NETCOMSV.NETCOM.COM 192.100.81.101
NS.NETCOM.COM 192.100.81.105

(Hmm... Most interesting. Just now noticed this. Wonder if a few Netcom
people will remember any of the MWC techs? Who do I write to at Netcom?)

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ finger rs@mwc.com
[mwc.com]
connect: No route to host

$ traceroute mwc.com

traceroute to mwc.com (192.132.12.100), 30 hops max, 40 byte packets
1 gator.iglou.com (192.107.41.4) 17 ms 7 ms 7 ms
2 137.39.195.125 (137.39.195.125) 56 ms 55 ms 59 ms
3 137.39.195.125 (137.39.195.125) 84 ms !H^C

^C^C^Z[1] + Stopped (user) traceroute mwc.com

(I had to... Would have just said no route... A ping would be the same.)

$ whois 137.39.195.125

No match for "137.39.195.125".

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ whois uu.net

UUNET Technologies, Inc. (UU-DOM)
3060 Williams Drive Ste 601
Fairfax, VA 22031
USA

Domain Name: UU.NET

Administrative Contact, Technical Contact, Zone Contact:
UUNET, AlterNet [Technical Support] (OA12) help@UUNET.UU.NET
+1 (800) 900-0241

Billing Contact:
Payable, Accounts (PA10-ORG) ap@UU.NET
(703) 206-5600
Fax: (703) 641-7702

Record last updated on 23-Jul-96.
Record created on 20-May-87.

Domain servers in listed order:

```
NS.UU.NET 137.39.1.3 (remember the 137.39 above?)
UUCP-GW-1.PA.DEC.COM 16.1.0.18 204.123.2.18
UUCP-GW-2.PA.DEC.COM 16.1.0.19
NS.EU.NET 192.16.202.11

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.

$ telnet mwc.com smtp
Trying 192.132.12.100 ...
telnet: connect: No route to host
telnet> quit

$ finger coherent@vma.cc.nd.edu
[vma.cc.nd.edu]
connect: Connection refused

$ telnet vma.cc.nd.edu smtp
Trying 129.74.4.21 ...
Connected to vma.cc.nd.edu.
Escape character is '^]'.

220 VMA.CC.ND.EDU running IBM VM SMTP V2R2 on Sat, 27 Jul 96 22:07:52 EST
vrfy coherent
250 <coherent@VMA.CC.ND.EDU> via MAILER@IRISHVMA
quit

221 VMA.CC.ND.EDU running IBM VM SMTP V2R2 closing connection

Connection closed by foreign host.

$ finger mailer@irishvma
unknown host: irishvma

$ whois irishvma
No match for "IRISHVMA".

The InterNIC Registration Services Host contains ONLY Internet Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.
-----------------------
```

That's what I've gotten from my checks and then some. Any other ideas? I'm running out of them rather quick.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2929. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-30 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4tlocb$c0m@madeline.INS.CWRU.Edu>
Source record: 9272

In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) says:

>In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
writes:
>
>|> hi
>|> Can anyone tell me a what addresses the ST keeps the x,y text location of
>|> the cursor??
>
>Depends on TOS version, not to be used outside TOS.
>
>|> I am trying to control the cursor from GNU C.
>
>printf ("\33Y%c%c", row, column);
>fflush (stdout);
Yeh, this moves it, but where does it save it??
Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
I thought they were supposed to save the present cursor location,
and move it back when done.
But that doesn't seem to do it for me.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2930. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4tllh8$rru@charm.magnus.acs.ohio-state.edu>
Source record: 9273
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4tj5m5$2lg_010@jf.intel.com>,
Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> wrote:
>A quick and easy way to add plain text in columns is to use the <pre> tag
>(indicating preformatted text). Use the <H> tags for headlines, and
>inline graphics, and the pages can look just like the original pages
>without much storage overhead.

Don't do it!
<pre> is great for some things, but here we DON'T CARE about the
original layout, we care about the information itself. If you try to
do multiple columns, it will just make it harder to read -- and
convert to other forms.

--
========== R o b F u n k ==========|==========> funk+@osu.edu <==========
"Why are you here? Snap out of it. |rfunk@magnus.acs.ohio-state.edu
Wake up. It's all illusions." |rfunk@freenet.columbus.oh.us
"I LIKE THE MOVIE" -- Richard Bach |http://er4www.eng.ohio-state.edu/~funkr

2931. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-30 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-3007960939130001@news.northcoast.com>
Source record: 9274
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <31fc4e98.4712305@news.sover.net>, rziegler@sover.net wrote:

> I would love to see a digital version of every Antic mag online, and
> catalogued to boot! Both text versions and the actual digitized page,
> large enough to be readable of course. Any other suggestions? (so
> far we are dreaming unless someone can donate server space(digitized
> pages of info get large fast.

We're using OCR to make text versions of the pages. Covers and necessary images are being scanned as JPEGs.

We won't be doing graphical scans of all the pages: its a TREMENDOUS waste of disk space (5K for the text of an average article, vs. about 1MB for the "actual digitized pages.") Its the INFORMATION that is important and useful, not the layout. And the information is much more useful and searchable as HTML.

--KMS

2932. SozobonX ld memory violations

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-30 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4tlsjj$jk8@ccshst05.uoguelph.ca>
Source record: 9275

OK, I tried RTFMing on this, but I couldn't find anything. When I'm using SozobonX to do my C programming assignments, I occassionally get memory violations (type: free) when ld is run by cc. The weird thing is, it's usually caused by adding one puts() or printf() statement; when I comment out the statement, everything is compiled and linked just fine. I suspect that ld may not be allocating enough memory for itself, and there's a switch (-B <n>) to fix this. But how do I pass ld a switch from the makefile? I tried running ls by itself on my .o files, and it was unable to find such symbols as __argc and __argv (and others, which I can't recall ATM). In what library are these symbols?

THeo

2933. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyz3f28ohj3.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9276

```
In article <4tlocb$c0m@madeline.INS.CWRU.Edu>, bdc2@po.CWRU.Edu (Boris D. Cahan) writes:

|> In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) says:

|>> In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
writes:
|>>
|>> |> hi
|>> |> Can anyone tell me a what addresses the ST keeps the x,y text location of
|>> |> the cursor??
|>>
|>> Depends on TOS version, not to be used outside TOS.
|>>
|>> |> I am trying to control the cursor from GNU C.
|>>
|>> printf ("\33Y%c%c", row, column);
|>> fflush (stdout);
|> Yeh, this moves it, but where does it save it??
|> Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
|> I thought they were supposed to save the present cursor location,
|> and move it back when done.
|> But that doesn't seem to do it for me.

ESC j and ESC k are used internally when emulating some other ESC
sequences which makes them pretty useless.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
```

2934. addressing ST centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: 101352.2326@compuserve.com
Message-ID: <4tok34$9pr@arl-news-svc-4.compuserve.com>
Source record: 9277

Hello everyone.
I seem to remember seeing an ST assembler printing routine that was supposed to work far faster than the TOS effort. Can anyone got a copy or can you direct me to it?

I've looked at the TOS BIOS listing of the routine that adresses the centronics port and there are 2 aspects that really puzzle me. Why is it that:-

* there are so many successive operations putting the machine into supervisor mode, (surely one should be enough, followed at the end of the business by the restoration of user mode).
* supposing that it *is* necessary to put the machine into supervisor mode (to write to the port address), why should all interrupts be suspended? I'd like a routine I've installed running off the Timer A interrupt to continue unabated whilst the centronics port is written to. In other words, is possible to put the machine into supervisor mode whilst leaving the Timer A interrupt enabled?

As I say, what I'd really like to do is to write to the port without disabling the Timer A interrupt!

(Actually what I'd really *really* like to do is to write to the RS232 port without disabling the Timer A interrup, but I guess this is another matter altogether. Here I'd guess that other interrupts have to be disabled otherwise the timing of the serialisation process would be compromised. And so I'm settling for the centronics port).

TIA . . .
-
Steve Wilson
101352.2326@compuserve.com

2935. Re: Gem Keyboard Buffer

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838925884_OASIS_@swampdog.demon.co.uk>
Source record: 9278

In article <31FD01B8.69D6@two-dogs.demon.co.uk>
Mike Jackman <mickey@two-dogs.demon.co.uk> said:-

>Does anyone know how I can insert characters into the Gem keyboard
>buffer using Prospero C ?

Not really but issue Kbdvbase() and disassemble the relevent interrupt
routine. The docs for Iorec() will tell you the buffer layout.

--

Guy Harrison

guy@swampdog.demon.co.uk

2936. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4to5sm$d5q@madeline.INS.CWRU.Edu>
Source record: 9279

```
In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab) says:

>In article <4tlocb$c0m@madeline.INS.CWRU.Edu>, bdc2@po.CWRU.Edu (Boris D. Cahan) writes:
>
>|> In a previous article, schwab@lamothe.informatik.uni-dortmund.de (Andreas Schwab)
says:
>
>|>> In article <4tafj8$en5@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
writes:
>|>>
>|>> |> hi
>|>> |> Can anyone tell me a what addresses the ST keeps the x,y text location of
>|>> |> the cursor??
>|>>
>|>> Depends on TOS version, not to be used outside TOS.
>|>>
>|>> |> I am trying to control the cursor from GNU C.
>|>>
>|>> printf ("\33Y%c%c", row, column);
>|>> fflush (stdout);
>|> Yeh, this moves it, but where does it save it??
>|> Just what are ESCj and ESCk (C_SAVE and C_RESTORE)???
>|> I thought they were supposed to save the present cursor location,
>|> and move it back when done.
>|> But that doesn't seem to do it for me.
>
>ESC j and ESC k are used internally when emulating some other ESC
>sequences which makes them pretty useless.

Then how does one access the addresses where the ST keeps the
x,y text location as asked in the ORIGINAL question???
I know I can put the cursor where I want with ESCY commands,
but how do I find where it WAS before I issue the ESCY command,
so I can put it back there????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu
```

2937. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838924946_OASIS_@swampdog.demon.co.uk>
Source record: 9280

In article <4tafj8$en5@dux.dundee.ac.uk>
dmitchel@mcs.dundee.ac.uk (Davy Mitchell) said:-

>hi
>
>Can anyone tell me a what addresses the ST keeps the x,y text location of
>the cursor??

Longword at LineA offset -28. 1st word is column, 2nd is row.

>I am trying to control the cursor from GNU C.

Some points to note ...

1) The LineA is not officially documented but I expect you would
get away with it.

2) The LineA variables can change at any time (ie system does a
VDI call). As this is related to the text cursor though, you
should find it does not get changed.

3) Due to (2) a multitasking system in theory could stuff the
values there at any time. In practice it probably won't. On
the other hand, there is no guarantee that the variables will
even exist on an alternate OS. If they do exist they may only
be valid in certain contexts.

For portability you would be better off starting with a known cursor
position and keeping track of it yourself. This method would also work
in a vt52 window for example.

--

Guy Harrison

guy@swampdog.demon.co.uk

2938. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838927448_OASIS_@swampdog.demon.co.uk>
Source record: 9281

In article <4tik0t$4ag@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

Just for a laugh, here's what MWC 3.0.9 managed. I had to change the
long's to short though 'cos MWC starts calling library subroutines for
32 bit math! ...

```
>#define ROWS 25
>#define COLS 25
>
>void main(void)
>{
> long i, j, k;
> long array[ROWS][COLS];
>
> for(i = 0; i < ROWS * COLS; i++)
> *((long *)array + i) = 0;
>
> k = COLS * ROWS;
> for(i = 0; i < ROWS; i++)
> for(j = 0; j < COLS; j++)
> array[i][j] += i * k;
>}
>
```

```
main_ link a6, $0xFB0E
main_+0x4 movem.l ${d5-d7,a5}, (a7)
main_+0x8 lea 0xFFFFFB1E(a6), a5
main_+0xC moveq.l $0x0, d7
main_+0xE cmpi.w $0x271, d7
main_+0x12 bge main_+0x24
main_+0x14 move.w d7, d0
main_+0x16 ext.l d0
main_+0x18 lsl.l $0x2, d0
main_+0x1A movea.l d0, a0
main_+0x1C adda.l a5, a0
main_+0x1E clr.l (a0)
main_+0x20 addq.w $0x1, d7
main_+0x22 bra main_+0xE
main_+0x24 move.w $0x271, d5
main_+0x28 moveq.l $0x0, d7
main_+0x2A cmpi.w $0x19, d7
main_+0x2E bge main_+0x5A
main_+0x30 moveq.l $0x0, d6
main_+0x32 cmpi.w $0x19, d6
```

```
main_+0x36 bge main_+0x56
main_+0x38 move.w d7, d0
main_+0x3A ext.l d0
main_+0x3C lsl.l $0x2, d0
main_+0x3E movea.l d0, a1
main_+0x40 adda.l a5, a1
main_+0x42 move.w d6, d0
main_+0x44 ext.l d0
main_+0x46 lsl.l $0x1, d0
main_+0x48 movea.l d0, a0
main_+0x4A adda.l (a1), a0
main_+0x4C move.w d7, d0
main_+0x4E muls.w d5, d0
main_+0x50 add.w d0, (a0)
main_+0x52 addq.w $0x1, d6
main_+0x54 bra main_+0x32
main_+0x56 addq.w $0x1, d7
main_+0x58 bra main_+0x2A
main_+0x5A movem.l (a7), ${d5-d7,a5}
main_+0x5E unlk a6
main_+0x60 rts
```

--

Guy Harrison

guy@swampdog.demon.co.uk

2939. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-07-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <838932114_OASIS_@swampdog.demon.co.uk>
Source record: 9282

In article <DvC7Kw.6GG@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>: Much the same as the unix ls command.
>
>I'd like to try doing this myself. Mind giving me a sequence of steps on
>what to use and where to do it to do this? Doing this command, the ls > z
>would be to send a listing of the files to a file.

Erm, I'm not too clear on your paragraph above? I'll take it to mean
coding ...

Usage: ls [-adlrt] [file ...]
When used without options or arguments, ls prints on stdout the names
of all files in the current directory, sorted alphabetically. If used
with argument 'file', it prints only 'file' if found, or an error message
if not.
Options:
-a List all files (including '.' and '..')
-d Treat directories like files
-f Flag directories with trailing "\"
-l Use long format; give full information on file type and date
-r Reverse the order of all sorting
-t Sort by times, normally newest first (default: sort by name)
-w produce wide listing (defeated by l)

so it is really only a case of using the ST functions

Fgetdta() Fsetdta() Fsfirst() Fsnext()

with appropriate formatting and filtering. Output should be via
fprintf(stdout,...). The redirection of the output is the
responsibility of the command shell.

>That's right... I was reading my manual, and realized it meant that. Still
>am a bit of distance from finishing up reading it.

It takes a while!

>Reminds me, I'm about to write a program of my own that does Top 10s of
>various places of the Transcendence BBS. Top 10 of posters, calls,
>uploads, downloads, as well as Bottom Ten. I'm going to be using the qsort
>command, and am wondering about sorting an array, without sorting just one
>column... I was considering a struct arrayname with several parts to it,
>namely, username, posts, calls, uploads, and downloads. I'll read the

>index file, counting the users already on, then make a subroutine to read
>them in, putting them into the array, and then sort.

qsort() would be the best solution for MWC because shellsort() has a
bug which iirc limits its capability to 32K arrays.

From your description you could adopt one of two methods - either scan
the file then allocate space for the structure array and its contents
or use a linked list and allocate as you go. The first method is
easier but you would have to adopt the second if the file scanning
took too much time. Using qsort() on the 1st is trivial

qsort(array_base,num_array_elements,sizeof(structure),sort_func)

the 2nd method would require you to create an array of pointers

p = calloc(num_array_elements,sizeof(structure*));
qsort(p,num_array_elements,sizeof(structure*),sort_func)

>: MagiC does not suffer from the 40 folder bug. One thing I forgot to
>: mention is that the shell gets as far as creating the redirected file.
>: As it is zero length then the shell obviously packed up before it got
>: to issuing an Fclose().
>
>It doesn't? Most interesting. I gotta get it sometime. So the shell just
>'forgets' to close the file after creating it? Apparently there's no error
>checking if I'm understanding you right.

I wasn't too clear. When TOS creates a file (Fcreate()) the directory
entry is created immediately. Fwrite() can then write as much data as
it likes but unless Fclose() is called that data gets lost and the
file ends up as zero length (lots of floating clusters). As MSH ends
up leaving a zero length file then it almost certainly means that MSH
must have barfed before Fclose() else the file would contain
something.

>: Here's a section showing how I added some newer Gem functions. Boring,
>: but perfectly possible. It could be simplified further with the MWC
>: library code sources because crystal() could be used I guess.
>
>Read it, but it looks more like assembler to me. I'm considering trying
>68K after I learn it some more. I never really got into 6502 assembler
>when I was playing with my 8bit. However, if I wish to get a little more
>complex, I'll use GCC and its updated command listings.

It is. I was showing it is still possible to upgrade MWC for new
system calls. With access to the crystal() function source it would
probably be possible using only C. My guess would be that new AES and
VDI functions could be added simply by adding parameters to a table.

>: gemdos, bios and xbios functions are trivial - simply define a macro
>: in the same manner as the relevent header file.
>

>The compiler creates the headers for you, though all you need to do is
>write the actual coding yourself, according to the stuff I've been going
>through. There are some header files that you don't write, that I've seen
>that merely help out in writing your program.

Simply adding this to osbind.h is all that is required to make MWC
support Bconmap(), a function that was not around when MWC was written

#define Bconmap(a) (long) xbios(44,a)

It's that easy!

>There's a QBBS.H file in the LazyBBS source code I've read through
>that's in the umich archives, that seems to be a QBBS style message
>base setup, though you have to be the one to write the actual message
>base. Shall I post this file?

ER, I dunno!

>: I saw it. Good luck!
>
>Thank you. Now all I need to is find Bob Swartz, owner and president, if
>I'm understanding right, of Coherent and Mark Williams Company. I suspect
>he's in the Northbrook, IL area, about 30 minutes outside Chicago, and he
>could be in Chicago somewhere. So far, I've found no email address,
>neither have I found a snailmailing address, though I found an email
>address of coherent@vma.cc.nd.edu. I emailed that, but no response yet. I
>did a telnet to the smtp port at nd.edu, and did a vrfy of it. Came back
>with something that looked like a mailhost at irishvma, whatever that is.
>If you do a whois on mwc.com, it'll tell you who it is. Below is what I've
>gotten so far...
>
>$ whois mwc.com
>
>Mark Williams Company (MWC-DOM1)
>
> 60 Revere Drive #250
> Northbrook, IL 60062
> Domain Name: MWC.COM
>
> Administrative Contact, Technical Contact, Zone Contact:
> Dennison, John R. (JRD) jrd@MWC.COM
> (708) 291-6700 ext. 121
>
> Record last updated on 15-Jun-94.
> Record created on 13-Feb-91.
>
> Domain servers in listed order:
>
> NETCOMSV.NETCOM.COM 192.100.81.101
> NS.NETCOM.COM 192.100.81.105
>

>(Hmm... Most interesting. Just now noticed this. Wonder if a few Netcom
>people will remember any of the MWC techs? Who do I write to at Netcom?)

From the date of the last update and the address (same as my manual),
plus the routing you post below it looks like this could be well out
of date. :-(

[snip]

>That's what I've gotten from my checks and then some. Any other ideas? I'm
>running out of them rather quick.

Try emailing some of the people who've posted on the coherent group?
Surely somebody there must know who took over MWC?

That done, I think it can be said that enough effort has been made to
track down the copyright?

--

Guy Harrison

guy@swampdog.demon.co.uk

2940. Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4tru6q$6lm@zot.io.org>
Source record: 9192
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Hello!

very sorry to bother you. I was wondering if someone could point me towards some good NET references on how to program on ther Atari 8-bit computer. Be in in BASIC, or Macine, Game or utility I am interested in learning how to code on the Atari, and the specifics involved with it. I am currently knowelgable of 80x86 C, ASM and of course basic. If someone could give me some starying points/books/code I would be greatly appreciative. Thanks again.

David Bennett
sunlord@io.org

2941. Re: Hide the mouse pointer!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839014272_OASIS_@swampdog.demon.co.uk>
Source record: 9193

In article <4tov91$6aa@kaon.kuai.se>
dhedberg@yin.kuai.se (Daniel Hedberg) said:-

>Hi all,
>
>I have recently started to program GEM. I'm doing everything in
>assembler, you probably think I'm stupid, but that's the language I'm
>most familiar with. 8-)
>
>However, I would like to know how to properly hide the mouse cursor while
>updating graphics on the screen (in windows etc). As far as I know, you
>should not use Line-A, correct?

Yes, use either the VDI or AES - it doesn't really matter which,
except that you should try and keep to the same "level" as best you
can. Personally, I have always used the AES graf_mouse(). Vague
description ...

control 0 78
1 1
2 1
3 1
4 0

intin 0 mouse type index (mti)

mti 0 arrow
1 vertical bar
.. (other shapes)
7 outline crosshairs
255 user defined (addrin[0] = 37 word array or NULL)
256 turn mouse off
257 turn mouse on

intout 0 0 on error, else no error.

>PS. If there's anyone else out there programming GEM in assembler, it would
>be nice to get in contact. DS.

I use C myself but I'm sure there are one or two other people who
prefer assembler. :-)

--

Guy Harrison

guy@swampdog.demon.co.uk

2942. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgeo$r8_001@jf.intel.com>
Source record: 9194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <32006a8f.68395358@news3.news.demon.net>,
andy@troas.demon.co.uk (Andy D) wrote:

>On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
>
>>
>>yes to >Should comp.binaries.atari (all systems) be created?
>>NO! to >Should comp.binaries.atari (all systems) be moderated?
>>yes to >Should comp.binaries.atari.8bit be created?
>>NO! to >Should comp.binaries.atari.8bit be moderated?
>>yes to >Should comp.binaries.atari.st be created?
>>NO! to >Should comp.binaries.atari.st be moderated?
>>
>>You have my votes, let me know when it is time for the real thing.
>>I'll get you my vote, and all my friends too. :)
>>Rick
>
>Me too. :)
>
>Especially as my provider just cut down the expiry on alt.binaries.*
>to 5 days. comp.binaries.* is still 14 days.
>
>*.warez.* is 2 days!!!!!

OK, that's exactly 2 explicit replies. I am currently working with another
person to get the proposal properly assembled; it will be announced in all of
the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and
again when the CFV (Call For Votes) comes around. You MUST subscribe to
news.groups to particiapte in the discussions - something that was /not/ told us
when the RFD to remove our previous binaries group was opened. This is a
nuisance, but you'll only have to carry the group for a month or so, as a 21-day
discussion period is required, and the CFV can take palce between 21 and 30 days
after posting.

If anyone else has any comments, PLEASE make them now, either here or in email.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

2943. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqklg$r8_006@jf.intel.com>
Source record: 9195
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
>
>I noticed the atari subdirectory on cyberspy2 is no longer there.
>Any confirmations?

What's the URL?

I did get in touch with the Webmaster at http://www.filez.com, and he's adding an "Atari" button to the search engine there. Very nice guy, I sent him the most common file extensions for Atari archives, and Hallvard's list of Atari ftp sites.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

2944. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: cconway@ea.com
Message-ID: <cconway-0108961736010001@cconway.ea.com>
Source record: 9196
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

```
> In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
> >
> >I noticed the atari subdirectory on cyberspy2 is no longer there.
> >Any confirmations?
>

I don't see it anymore either...
```

2945. MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <31FFF629.7955@wtgab.demon.co.uk>
Source record: 9283

I bought Nark Williams C version 3.05? in the UK in (I think) 1979 or 1980. By that version all the manuals (apart from CSD) had been compiled into one huge mega-manual of around 1000 pages. As far as I know CSD was never bundled and had to be bought as a seperate product. In fact (if memory serves) I had to order it direct from MW in the USA since I couldn't find any British mail order company that stocked it. It snuck through customs in a plain brown padded envelope with a customs declaration saying there was nothing valuable inside! MWC 3.05 thru 3.09 (which is I think the last version) come on five disks and CSD comes on one disk. It is an excellent debugger with every feature you get nowadays in Delphi or CodeWarrior (and most of them worked better!)

Because I bought CSD from MW directly I got sent their various final offers including the opportunity to buy the complete source for all the libraries (I didn't).

Adding calls to new functions in the ROMS is very simple. crystal.s is provided and is the assembler binding. It is heavily commented and you just add the new function call's bindings and write the rest in C. Thats how I added the calls to the extended file Selector (the one that lets you add a custom message in the file selector). Accessing the STe's sound hardware took no more than writing a header file and a small library of functions (an evening) to make it simple in future.

Although it is a *very* K&R compiler it is one of the best - and the optimisation flags *really work*. The assembler provided is more than adequate for those little hacks required for the Vertical Blank Queue or Cookie Jars.

I'm writing this from (fond) memory as I 'upgraded' to a PowerMac in March/April '94 and sold my 4Mb STe (with NeoDesk etc) to my musician brother-in-law as a MIDI workstation...

If there is any (UK) reader of this post who wants MWC/CSD with all the manuals etc (in other words a legal transference of title to the software - no bootlegs here!) I *could* try and get them back (since he probably isn't using them!) but I imagine he'd want a few quid for them...

And it does seem *strange* that with 40 Megabytes of RAM and 1.25Gb of hard disk it seems to take *longer* to compile a project now than it did then - but thats probably nostalgia...

William T Goodall
bill@wtgab.demon.co.uk

2946. Hide the mouse pointer!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4tov91$6aa@kaon.kuai.se>
Source record: 9284

Hi all,

I have recently started to program GEM. I'm doing everything in assembler, you probably think I'm stupid, but that's the language I'm most familiar with. 8-)

However, I would like to know how to properly hide the mouse cursor while updating graphics on the screen (in windows etc). As far as I know, you should not use Line-A, correct?

PS. If there's anyone else out there programming GEM in assembler, it would be nice to get in contact. DS.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

2947. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvG27B.Fn5@iglou.com>
Source record: 9285

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Erm, I'm not too clear on your paragraph above? I'll take it to mean
: coding ...

In a way, it's coding, yes, but you mentioned a way to get the TOS code disassembled, like the German people did with MagiC. I'm familiar with the ls command, as my provider is on Suns, and uses the Unix software. Been using it for years, though I've been on for close to two years, on a shell account, never have gone SLIP or whatever.

: with appropriate formatting and filtering. Output should be via
: fprintf(stdout,...). The redirection of the output is the
: responsibility of the command shell.

Sounds about right, or so it seems. I'll later on check the MiNT sources and see how they do it. I've saved your message to a file for later use. If you're using it on a modem environment, you'll wish to direct the output to both serial and console. I'll read up more on those commands.

: >That's right... I was reading my manual, and realized it meant that. Still
: >am a bit of distance from finishing up reading it.
:
: It takes a while!

A mouthful it is, all right. Wish I could get a second manual, as it looks like I'll be constantly referring to it. I emailed the fellow who does the ST version of gcc, and asked him about a command listing, like a 'reference card' of sorts, that I could refer to. He says it should be in the archive of the gcc source code, in texinfo. Gotta check that once I get MiNT installed. Been a little busy lately. Installed a 1.6 gig drive and CD ROM into a desktop case, replacing the old ICD case, for easier access when necessary. I'm enjoying it. Even have a 50 meg partition just for MiNT itself.

: qsort() would be the best solution for MWC because shellsort() has a
: bug which iirc limits its capability to 32K arrays.

That's what I'm gonna use. I located some other sorting routines, all using qsort, including one that's a bubble sort. A friend of mine was talking about this sort of thing.

: From your description you could adopt one of two methods - either scan
: the file then allocate space for the structure array and its contents
: or use a linked list and allocate as you go. The first method is
: easier but you would have to adopt the second if the file scanning
: took too much time. Using qsort() on the 1st is trivial

I'd say the first one is good, as I'll be allocating and deallocating as I go. Transcendence has two user files, the first is just a listing of users and their handles. I'll read that. I'll have a struct arrayname of that, plus of the main user file. Once I get the number of users who are on, I'll call the next routine to sort according to your qsort line. Then on to the others, using that same qsort line being called when needed. Before I get started, I'll write up a short routine to list how many, and so on, and add to it as I go. That way, I'll have fewer errors, and the job isn't too daunting.

Like I said, a two-dimensional array, or maybe multidimensional, is what I'll be using, containing the user's handle, number of calls, downloads, uploads, and posts. Qsort will be used on that.

: I wasn't too clear. When TOS creates a file (Fcreate()) the directory
: entry is created immediately. Fwrite() can then write as much data as
: it likes but unless Fclose() is called that data gets lost and the
: file ends up as zero length (lots of floating clusters). As MSH ends
: up leaving a zero length file then it almost certainly means that MSH
: must have barfed before Fclose() else the file would contain
: _something_.

Guess someone made a nice-size programming mistake. Always include one close statement for every time you open, or check to see if it's already open before you issue the open command. Then when you quit the program or system, you get bad clusters, zero-length files, etc. I see that every now and then with some people who have horror stories of this sort of thing. I once tried defragging a friend's old IBM system, and I mean old, a microchannel. [gag] He had bad clusters all over. Every time they got fixed, more would show up, and to make things worse, more programs and directories would disappear. He takes one look at me, obviously knowing I'm getting nervous, says he'll format and reinstall. heh... Same thing can happen on any computer if you're not careful.

: It is. I was showing it is still possible to upgrade MWC for new
: system calls. With access to the crystal() function source it would
: probably be possible using only C. My guess would be that new AES and
: VDI functions could be added simply by adding parameters to a table.

Most interesting. You mention this below. This is something I have to try myself sometime. Remember I'm still trying to get started in C, and am searching for books, and have found, but not bought, them yet. Toad and Ben Smith both have some good ones. There's one I located not long ago that's not an Atari one, but will get it anyway due to the good reviews it's gotten from users. It's The Waite Group's C Primer Plus. I don't know if it sells in the UK, but I'm sure it may.

: >There's a QBBS.H file in the LazyBBS source code I've read through
: >that's in the umich archives, that seems to be a QBBS style message
: >base setup, though you have to be the one to write the actual message
: >base. Shall I post this file?
:
: ER, I dunno!

Go ahead and get it. If you can't find the file, I'll post it here for you and all. It's a pretty short file.

: From the date of the last update and the address (same as my manual),
: plus the routing you post below it looks like this could be well out
: of date. :-(

Yep. Looks like it. Joe Dennison, former MWC.com contact as you saw earlier, contacted me, and said for sure MWC is gone for good. The InterNIC has not yet removed them from their whois databases.

: Try emailing some of the people who've posted on the coherent group?
: Surely somebody there must know who took over MWC?

Likd I said above, I may have found something. Dennison gave me what looks like a possible address, so I'll be checking it out. Heck, I could probably write a text file on what I've done in my MWC searches! Now to do a crosspost on here, c.s.a.st, and c.s.a.8bit about searching for the TBBS and Forem ST authors. As you remember what I said earlier, Matt Singer said he had given the source to a couple other people, but can't remember who. So, I'm hoping someone in those groups would remember, as it seems none of those, except for a few, are here in the c.s.a.p group.

: That done, I think it can be said that enough effort has been made to
: track down the copyright?

Not yet! :-) Still am trying. Got loads of mail for awhile when I got started in the searches, and still have most of those mails, which number about 20. Once I do some more, and still fail, I can honestly say that I tried, with you and Rich backing me up, as well as all those who are reading these threads.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2948. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4tpnvg$so5@nyheter.chalmers.se>
Source record: 9286

In article <838927448_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
> In article <4tik0t$4ag@nyheter.chalmers.se>
> d8klojo@dtek.chalmers.se (Johan Klockars) said:-
>
>
>Just for a laugh, here's what MWC 3.0.9 managed. I had to change the
>long's to short though 'cos MWC starts calling library subroutines for
>32 bit math! ...

I've started a new thread about compiler optimization, since this one
is really about another matter.

>long's to short though 'cos MWC starts calling library subroutines for
>32 bit math! ...

Even for add and sub?
All the compilers will of course do that for the multiplication, but
as you'll see in my article only PureC actually did any multiplication
at all. I mention there that even PureC will of course use 'muls' if the
numbers are 16 bit integers.

[Clear loop code removed]

Now that sure isn't good!

[Double loop code deleted]

But that can't even work after the type of clearing I did!
It should give a bus error on the line:

>main_+0x4A adda.l (a1), a0

MWC has for some reason decided that 'array' is an array of pointers
to longs, but it isn't. It's an array of arrays of long!
(The C equivalent of a standard two dimensional array.)

It can't be legal to treat my definition/declaration of 'array' that
way. It certainly won't work in this case.

Are you sure you compiled the same program?

By the way, please direct followups to the other thread.
It's probably a good idea to include the code as well.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2949. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <32006a8f.68395358@news3.news.demon.net>
Source record: 9287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:

>
>yes to >Should comp.binaries.atari (all systems) be created?
>NO! to >Should comp.binaries.atari (all systems) be moderated?
>yes to >Should comp.binaries.atari.8bit be created?
>NO! to >Should comp.binaries.atari.8bit be moderated?
>yes to >Should comp.binaries.atari.st be created?
>NO! to >Should comp.binaries.atari.st be moderated?
>
>You have my votes, let me know when it is time for the real thing.
>I'll get you my vote, and all my friends too. :)
>Rick

Me too. :)

Especially as my provider just cut down the expiry on alt.binaries.*
to 5 days. comp.binaries.* is still 14 days.

.warez. is 2 days!!!!!

--
andy@troas.demon.co.uk

2950. source btoa

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3200f15af8b3a0@xs4all.nl>
Source record: 9288

Where can I find the source code for btoa?

--


```
_____________________________________________________________________
| | vertaler | translator | traductor |
| Jos den Bekker |Engels en Spaans|English and Spanish|espaï¿½ol e inglï¿½s|
|<josdb@xs4all.nl>|---------------------------------------------------|
| | WWW: http://xs4all.nl/~josdb |
---------------------------------------------------------------------
```

2951. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <32010FB6.5B9@iexist.att.com>
Source record: 9289
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...

What happened to Michael Current's effort to get the same thing going?
In fact what happened to Michael Current? Anyway, if he is still around
maybe he already has some of the issues scanned. I had volunteered to
help but never got around to it. I do have some of the later issues
of Antic but I gave most of them away at the Atari Mistfest last month.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

2952. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvHFF4.8HA@iglou.com>
Source record: 9290

wtg (wtg@wtgab.demon.co.uk) wrote:

: into one huge mega-manual of around 1000 pages. As far as I know CSD was
: never bundled and had to be bought as a seperate product. In fact (if

Aha! That's what I thought. Looks like I was pretty much right on this one, saying that I thought CSD was not bundled with the MWC package. More history unfolding! Guy H, now you know. :-)

: Because I bought CSD from MW directly I got sent their various final
: offers including the opportunity to buy the complete source for all the
: libraries (I didn't).

[sigh] I wish you had. Would have been nice.

: Adding calls to new functions in the ROMS is very simple. crystal.s is
: provided and is the assembler binding. It is heavily commented and you
: just add the new function call's bindings and write the rest in C. Thats
: how I added the calls to the extended file Selector (the one that lets
: you add a custom message in the file selector). Accessing the STe's
: sound hardware took no more than writing a header file and a small
: library of functions (an evening) to make it simple in future.

If you can, can you post these? I'd love to take a look at this sort of thing, since I'm just starting out, and would like to see what others have done and so on.

: Although it is a *very* K&R compiler it is one of the best - and the
: optimisation flags *really work*. The assembler provided is more than
: adequate for those little hacks required for the Vertical Blank Queue or
: Cookie Jars.

I believe MWC, from the manuals, have an ANSI version, not just the K&R things. They released the ANSI version later on, I believe what we all have now.

: If there is any (UK) reader of this post who wants MWC/CSD with all the
: manuals etc (in other words a legal transference of title to the
: software - no bootlegs here!) I *could* try and get them back (since he
: probably isn't using them!) but I imagine he'd want a few quid for
: them...

The only problem here is that MWC is no more. They went out in early '95 after being dormant in the Atari arena for several years. You can easily sell the stuff to someone with no problems. Now just posting the stuff on the net, with the full executables and install disks, well, I don't know yet. I'm still attempting to get in contact with the former owner of MWC,

Robert Swartz. I'm getting a little close, or so it seems.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2953. Re: Hide the mouse pointer!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-01 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <4tqajo$on@nyheter.chalmers.se>
Source record: 9291

In article <4tov91$6aa@kaon.kuai.se>,
>However, I would like to know how to properly hide the mouse cursor while
>updating graphics on the screen (in windows etc). As far as I know, you
>should not use Line-A, correct?

Try using graf_mouse(M_OFF,...);

Regards, Christer

2954. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <838965716_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 9197

There are SIX disks with MWC 3.09.
I have sitting before me a red labeled disk "csd", disk 1 of 1.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

2955. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839067422_OASIS_@swampdog.demon.co.uk>
Source record: 9198

In article <DvG27B.Fn5@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>In a way, it's coding, yes, but you mentioned a way to get the TOS code
>disassembled, like the German people did with MagiC. I'm familiar with the
>ls command, as my provider is on Suns, and uses the Unix software. Been
>using it for years, though I've been on for close to two years, on a shell
>account, never have gone SLIP or whatever.

Ah, right! No, I wanted the source for the command shell (I've now
discovered it was never made public). Other command shells can
redirect ok so the bug must be in MWC. Additionally, there is mention
of something wierd about file handles in the startup code source.
Perhaps this is more than a coincidence?

>: with appropriate formatting and filtering. Output should be via
>: fprintf(stdout,...). The redirection of the output is the
>: responsibility of the command shell.
>
>Sounds about right, or so it seems. I'll later on check the MiNT sources
>and see how they do it. I've saved your message to a file for later use.
>If you're using it on a modem environment, you'll wish to direct the
>output to both serial and console. I'll read up more on those commands.

If you've got a working example of the TOS Fforce() and Fdup() code
that would be good - the simpler the better. Anything I write seems to
fail - this could be down the "wierdness" in the startup code
triggering something in somw way. Who knows!

>That's what I'm gonna use. I located some other sorting routines, all
>using qsort, including one that's a bubble sort. A friend of mine was
>talking about this sort of thing.

Someone did send me some source for shellsort() but since my HD got
wiped I can't find anything.

>: I wasn't too clear. When TOS creates a file (Fcreate()) the directory
>: entry is created immediately. Fwrite() can then write as much data as
>: it likes but unless Fclose() is called that data gets lost and the
>: file ends up as zero length (lots of floating clusters). As MSH ends
>: up leaving a zero length file then it almost certainly means that MSH
>: must have barfed before Fclose() else the file would contain
>: _something_.
>
>Guess someone made a nice-size programming mistake.

Have a look at crts0.s - they were obviously struggling with something
there. Lack of docs was probably the cause. It is just possible that
patching the MSH startup will fix it.

>Always include one close statement for every time you open, or check
>to see if it's already open before you issue the open command.

exit() will close open files for you, and iirc stdio files opened
locally should be closed when their scope ends but I would never rely
on the latter for obvious reasons. I prefer to close files myself in
any case.

>Then when you quit the program or system, you get bad clusters,
>zero-length files, etc. I see that every now and then with some people
>who have horror stories of this sort of thing. I once tried defragging
>a friend's old IBM system, and I mean old, a microchannel. [gag] He
>had bad clusters all over. Every time they got fixed, more would show
>up, and to make things worse, more programs and directories would
>disappear. He takes one look at me, obviously knowing I'm getting
>nervous, says he'll format and reinstall. heh... Same thing can happen
>on any computer if you're not careful.

It's the faster way to implement a filing system. The other way would
be to force the disk to be updated for each cluster so if there was a
crash only the current uncompleted cluster might be lost. Naturally,
this would be very slow as no cacheing of any sort would be
permissable.

>: It is. I was showing it is still possible to upgrade MWC for new
>: system calls. With access to the crystal() function source it would
>: probably be possible using only C. My guess would be that new AES and
>: VDI functions could be added simply by adding parameters to a table.
>
>Go ahead and get it. If you can't find the file, I'll post it here for you
>and all. It's a pretty short file.

okay.

>: That done, I think it can be said that enough effort has been made to
>: track down the copyright?
>
>Not yet! :-) Still am trying. Got loads of mail for awhile when I got
>started in the searches, and still have most of those mails, which number
>about 20. Once I do some more, and still fail, I can honestly say that I
>tried, with you and Rich backing me up, as well as all those who are
>reading these threads.

I'm sad to discover the MSH source is not available. :-(

--

Guy Harrison

guy@swampdog.demon.co.uk
http://swampdog.demon.co.uk

2956. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839065332_OASIS_@swampdog.demon.co.uk>
Source record: 9199

```
In article <4tpnvg$so5@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>>long's to short though 'cos MWC starts calling library subroutines for
>>32 bit math! ...
>
>Even for add and sub?

nope.

>All the compilers will of course do that for the multiplication, but
>as you'll see in my article only PureC actually did any multiplication
>at all. I mention there that even PureC will of course use 'muls' if the
>numbers are 16 bit integers.

>But that can't even work after the type of clearing I did!
>It should give a bus error on the line:
>
>>main_+0x4A adda.l (a1), a0

I should have run it! [below]

>MWC has for some reason decided that 'array' is an array of pointers
>to longs, but it isn't. It's an array of arrays of long!
>(The C equivalent of a standard two dimensional array.)

It wasn't MWC. It was me being a complete idiot! ;-)

>It can't be legal to treat my definition/declaration of 'array' that
>way. It certainly won't work in this case.
>
>Are you sure you compiled the same program?

Nope, I changed the long's to ints and then because it refused to
assign "array" to a register, I tried forcing it with **a=array I
would imagine! I'm not sure exactly what I did 'cos I had been up for
over a day and deleted it as soon as I'd posted it, else we could all
see the gibberish I wrote. I do remember I didn't increase the stack
so that would have stuffed it in any case!

Let's try again ...

/* increase 2K stack a bit */
long _stksize =16386L;

#define ROWS 25
#define COLS 25
```

```
void main()
{register long array[ROWS][COLS];
register long i, j, k;

for(i = 0; i < ROWS * COLS; i++)
*((long *)array + i) = 0
;

k = COLS * ROWS;
for(i = 0; i < ROWS; i++)
for(j = 0; j < COLS; j++)
array[i][j] += i * k
;
}
```

which produced ...

```
main_ link a6, $0xF628
main_+0x4 movem.l ${d3,d5-d7,a3}, (a7)
main_+0x8 moveq.l $0x0, d7
main_+0xA cmpi.l $0x271, d7
main_+0x10 bge main_+0x22
main_+0x12 move.l d7, d0
main_+0x14 lsl.l $0x2, d0
main_+0x16 movea.l d0, a0
main_+0x18 adda.l a6, a0
main_+0x1A clr.l 0xFFFFF63C(a0)
main_+0x1E addq.l $0x1, d7
main_+0x20 bra main_+0xA
main_+0x22 move.l $0x271, d5
main_+0x28 moveq.l $0x0, d7
main_+0x2A cmpi.l $0x19, d7
main_+0x30 bge main_+0x6C
main_+0x32 moveq.l $0x0, d6
main_+0x34 cmpi.l $0x19, d6
main_+0x3A bge main_+0x68
main_+0x3C move.l d6, d3
main_+0x3E lsl.l $0x2, d3
main_+0x40 moveq.l $0x64, d0
main_+0x42 move.l d0, -(a7)
main_+0x44 move.l d7, -(a7)
main_+0x46 jsr lrmul
main_+0x4C addq.w $0x8, a7
main_+0x4E movea.l d0, a3
main_+0x50 adda.l a6, a3
main_+0x52 adda.l d3, a3
main_+0x54 move.l d5, -(a7)
main_+0x56 move.l d7, -(a7)
main_+0x58 jsr lrmul
main_+0x5E addq.w $0x8, a7
main_+0x60 add.l d0, 0xFFFFF63C(a3)
main_+0x64 addq.l $0x1, d6
```

```
main_+0x66 bra main_+0x34
main_+0x68 addq.l $0x1, d7
main_+0x6A bra main_+0x2A
main_+0x6C movem.l (a7), ${d3,d5-d7,a3}
main_+0x70 unlk a6
main_+0x72 rts
```

and for ints ...

```
long _stksize =16386L;

#define ROWS 25
#define COLS 25

void main()
{register int array[ROWS][COLS];
register int i, j, k;

for(i = 0; i < ROWS * COLS; i++)
*((int *)array + i) = 0
;

k = COLS * ROWS;
for(i = 0; i < ROWS; i++)
for(j = 0; j < COLS; j++)
array[i][j] += i * k
;
}

main_ link a6, $0xFB12
main_+0x4 movem.l ${d5-d7}, (a7)
main_+0x8 moveq.l $0x0, d7
main_+0xA cmpi.w $0x271, d7
main_+0xE bge main_+0x22
main_+0x10 move.w d7, d0
main_+0x12 ext.l d0
main_+0x14 lsl.l $0x1, d0
main_+0x16 movea.l d0, a0
main_+0x18 adda.l a6, a0
main_+0x1A clr.w 0xFFFFFB1E(a0)
main_+0x1E addq.w $0x1, d7
main_+0x20 bra main_+0xA
main_+0x22 move.w $0x271, d5
main_+0x26 moveq.l $0x0, d7
main_+0x28 cmpi.w $0x19, d7
main_+0x2C bge main_+0x58
main_+0x2E moveq.l $0x0, d6
main_+0x30 cmpi.w $0x19, d6
main_+0x34 bge main_+0x54
main_+0x36 move.w d6, d1
main_+0x38 ext.l d1
main_+0x3A lsl.l $0x1, d1
```

```
main_+0x3C move.w d7, d0
main_+0x3E muls.w $0x32, d0
main_+0x42 movea.l d0, a0
main_+0x44 adda.l a6, a0
main_+0x46 adda.l d1, a0
main_+0x48 move.w d7, d0
main_+0x4A muls.w d5, d0
main_+0x4C add.w d0, 0xFFFFFB1E(a0)
main_+0x50 addq.w $0x1, d6
main_+0x52 bra main_+0x30
main_+0x54 addq.w $0x1, d7
main_+0x56 bra main_+0x28
main_+0x58 movem.l (a7), ${d5-d7}
main_+0x5C unlk a6
main_+0x5E rts
```

Is this 16 bit / 32 bit behaviour typical of the other compilers?

--

Guy Harrison

guy@swampdog.demon.co.uk
http://swampdog.demon.co.uk

2957. ON SALE QUICKLY ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GHCRCFALUP@parx.frmug.fr.net>
Source record: 9200
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
On sale quickly :

-MegaST4 + 19" monochrome graphic card
+ ICD speed card 290$
-TT030 8Mo RAM/170Mo HD 1 720$
+ carte Matrox 1208
800x600 16M couleurs
1280x1024 256 couleurs
-Spectre GCR 110$
-Lecteur de disquette externe Kumana 27$
-Disque dur SCSI 500Mo externe avec cable 163$

More shipment from France.

Just contact me by email !

Regards,

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net
```

2958. Re: Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intl.com
Message-ID: <4tt3bc$1ms_001@jf.intel.com>
Source record: 9201
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

In article <4tru6q$6lm@zot.io.org>, sunlord@zot.io.org (David Bennett) wrote:

>very sorry to bother you. I was wondering if someone could point me
>towards some good NET references on how to program on ther Atari
>8-bit computer. Be in in BASIC, or Macine, Game or utility I am
>interested in learning how to code on the Atari, and the specifics
>involved with it. I am currently knowelgable of 80x86 C, ASM and of
>course basic. If someone could give me some starying
>points/books/code I would be greatly appreciative. Thanks again.

David, there is a whole world of 8-bit users and programmers out there; most of them are hanging out in comp.sys.atari.8bit, and I have a pointer to a couple of good 8-bt references at http://www.3rdplanet.com/~starship/atari.htm - you may have some problems getting in, US West (the local phone company) has major trunk line problems right now, and I don't know who owns the T-1 trunk to the Sprintlink backbone. If you can't get it today, keep trying - they promised to have it fixed before Tuesday (that's right, 5 days or more to fix major problems - that's why many people call them "US Worst").

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

2959. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4ttphp$fp6@mark.ucdavis.edu>
Source record: 9202
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: I did get in touch with the Webmaster at http://www.filez.com, and he's
: adding an "Atari" button to the search engine there.

I just looked and the button is there. Such service! It works a charm
too. I've been looking for a copy of "Noroach" for ages (most everybody
put it in a TT folder and here I was looking in the boot utilities
folders).

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

2960. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpa3$1jc_002@jf.intel.com>
Source record: 9203
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <4ttphp$fp6@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:

>Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
>:
>: I did get in touch with the Webmaster at http://www.filez.com, and he's
>: adding an "Atari" button to the search engine there.
>
>I just looked and the button is there. Such service! It works a charm
>too. I've been looking for a copy of "Noroach" for ages (most everybody
>put it in a TT folder and here I was looking in the boot utilities
>folders).

Hmm, not much I can edit out of that. Oh, well.

If you use the service and like it, send 'em feedback. I think, like most
similar web sites, they are supported by advertising, so any feedback they get
will help them sell the site to more advertisers, allowing them to buy faster
servers and sell more ads... You know how it works. <G>

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

2961. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960802195328.15151B-100000@ganesh.lm.com>
Source record: 9204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Didn't know that you wanted the replies yet! Just in case you do. I am
behind the proposal 100%. See you on news.groups for the discussion.

On Thu, 1 Aug 1996, Rich Tietjens wrote:

> In article <32006a8f.68395358@news3.news.demon.net>,
> andy@troas.demon.co.uk (Andy D) wrote:
>
> >On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
> >
> >>
> >>yes to >Should comp.binaries.atari (all systems) be created?
> >>NO! to >Should comp.binaries.atari (all systems) be moderated?
> >>yes to >Should comp.binaries.atari.8bit be created?
> >>NO! to >Should comp.binaries.atari.8bit be moderated?
> >>yes to >Should comp.binaries.atari.st be created?
> >>NO! to >Should comp.binaries.atari.st be moderated?
> >>
> >>You have my votes, let me know when it is time for the real thing.
> >>I'll get you my vote, and all my friends too. :)
> >>Rick
> >
> >Me too. :)
> >
> >Especially as my provider just cut down the expiry on alt.binaries.*
> >to 5 days. comp.binaries.* is still 14 days.
> >
> >*.warez.* is 2 days!!!!!
>
> OK, that's exactly 2 explicit replies. I am currently working with another
> person to get the proposal properly assembled; it will be announced in all of
> the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and
> again when the CFV (Call For Votes) comes around. You MUST subscribe to
> news.groups to particiapte in the discussions - something that was /not/ told us
> when the RFD to remove our previous binaries group was opened. This is a
> nuisance, but you'll only have to carry the group for a month or so, as a 21-day
> discussion period is required, and the CFV can take palce between 21 and 30 days
> after posting.
>
> If anyone else has any comments, PLEASE make them now, either here or in email.
>
>
> *!* Opinions expressed herein are those of the writer only *!*
> Unsolicited Email of a commercial nature delivered to this address is

> subject to a $500 charge. Emailing such items, whether manually or
> automatically, constitutes acceptance of these terms and conditions.
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

2962. C and Assembly programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: Stuart@shaw1.demon.co.uk
Message-ID: <839116088_OASIS_@shaw1.demon.co.uk>
Source record: 9205

Does anyone know how I can get information on C and Assembly.

--

COULD YOU VOTE!! SEE BELOW!!
##Qa'Pla##
################ From Stuart Shaw (stu) ##########################
################ E-Mail: Stuart@shaw1.demon.co.uk ##########################
################ Want ya Chat: Find me on #atari ##########################
##
WHY NOT VOTE IN MY VOTE! IF YOU HAVE ALREADY VOTED DON'T
##
############ STARTREK vs DR. WHO ########################
##Results: 58 13 ########################
##
##
######OASIS CRASHED AGAIN!! WHY DON'T RENAME IT TO CRASHIS###################
##

2963. Web page update

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpj1$to_001@jf.intel.com>
Source record: 9206
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I just finished updating my Atari bookmarks page at
http://www.3rdplanet.com/~starship/atari.htm - the changes are mostly to make it
easier to get around on the pages, with some cosmetic mods and a bunch of new
links (including a new section, "References," for helping you find out how to do
STuff).

There are sections for both 8-bit and TOS-based systems. Pop in and take a
look sometime!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

2964. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4tt277$it0@inca01.inca.co.nz>
Source record: 9207

Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
> My message responding to what:
> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >> in reference to my Usenet post:
> ...
> >But you can also run the app through the supplied optimiser (an optional
> >phase in the compile process) to speed it up by 10% (I believe that the
> >manual gives that figure - I have never actually got that much of a
> >speedup from it)

> The optimizer can give _very_ large speedups, like more than ten times.
> Depending on what kind of code you write, you may also have next to no
> speedup. And then there are the bugs I mentioned above...

Evidently, either I write code that is very close to what the optimiser thinks is "perfect" (chuckle), or else I write code that the optimiser just wont even bother trying to unravel. Methinks it's the second. (Obfuscation rules - OK!)

Perhaps your code is written in such a manner that the optimiser can apply all it's bag of tricks to it. (Maybe you write code tuned to the tools you use?)

> >Lattice is still better than Megamax C, although not as fast as Laser C
> >(both in compilation and code produced). But it beats Laser in being able

Maybe I just wrote code that Laser found easy to optimise in the parser or the code generator phase.

I seem to recall it [Laser] was a 16-bit integer, software floating point (which got linked in even if you didn't need it, slowing everything down needlessly), and had all variables at absolute 32-bit addresses (which makes it hard to run multiple instances of the same prog in RAM using the same code segment, but different data segments for each instance)

Speed wise, a moderately graphic GEM app I wrote in 1989-91 using Megamax and then it's successor Laser C ran quite reasonably on the 1040 STFM and the Mega 4 ST that replaced it.

Laser C ran entirely in RAM, caching all files in its own RAM cache - RAM discs would slow it down.

Lattice, on the other hand, runs entirely from disc (the only exception being if the source file is open in one of the editor windows). A RAM disc would speed it up significantly.

Converting the code from Laser C's K&R syntax to the ANSI syntax when I upgraded to Lattice C in 1991 (v5.06.02) created a slower and, if I my memory serves, bulkier program. Although, some bugs in my code were squished by ANSIfying the source, the prog did no more than the previous incarnation, but ran slower.

Some more gripes I have with Lattice C:

Unrolling loops (a common first or second optimisation strategy used by most optimisers) is something Lattice C does not appear to do - even when the loop has little to do, and the index range is constant)

The supplied assembler, ASM, is hopeless when compared to Devpac 3.1 at generating Lattice C object files. One cannot unroll loops (using the REPT/ENDR combo). There are some IF/ENDC conditionals that are not as reliable as Devpac.

But, on the whole, I like it in spite of it's faults.

--

Quote For The Month:

"Shazbot!"

2965. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvJo4r.Eot@iglou.com>
Source record: 9208

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: Ah, right! No, I wanted the source for the command shell (I've now
: discovered it was never made public). Other command shells can
: redirect ok so the bug must be in MWC. Additionally, there is mention
: of something wierd about file handles in the startup code source.
: Perhaps this is more than a coincidence?

I don't know... Good question. I'm not sure about the redirection thing
that you did that showed this stuff, unless I'm still confused here.
heh... Possible coincidence, I don't know. I wonder if they also found a
way to disassemble the TOS code?

: If you've got a working example of the TOS Fforce() and Fdup() code
: that would be good - the simpler the better. Anything I write seems to
: fail - this could be down the "wierdness" in the startup code
: triggering something in somw way. Who knows!

I have nothing on this yet. Probably is better to use the regular file
open/close routines.

: Someone did send me some source for shellsort() but since my HD got
: wiped I can't find anything.

Found something on one of the FTP sites out there, but nothing on
shellsort(). Lemme look at the files I found, and post what I found if it
includes shellsort(). Next message will include the bubblesort routine.

: Have a look at crts0.s - they were obviously struggling with something
: there. Lack of docs was probably the cause. It is just possible that
: patching the MSH startup will fix it.

Haven't looked at it yet. There's so many other things I'm doing now, that
I'll be looking at that later on. But of course, lack of docs can easily
be the cause, if Atari refused to provide them with what they needed.
Seems that was Atari's worst thing, forcing people to pay before they
revealed what they called proprietary secrets. Maybe some of those people
could finally bring out some of those things.

: exit() will close open files for you, and iirc stdio files opened
: locally should be closed when their scope ends but I would never rely
: on the latter for obvious reasons. I prefer to close files myself in
: any case.

As always, but there's always going to be some bug showing up that will
cause the program to open an already-opened file. The manual mentions this
as well, closing all files, flushes the buffers, and returns control to

the calling program. As usual, the Pexec() command pops up.

: It's the faster way to implement a filing system. The other way would
: be to force the disk to be updated for each cluster so if there was a
: crash only the current uncompleted cluster might be lost. Naturally,
: this would be very slow as no cacheing of any sort would be
: permissable.

Of course, a cache and be useful, but not when your system decides to take
a nosedive and take all the cache contents with it. I tried using it on my
system. Bad idea. It slowed it down so much, that a normal write took too
long to do. Haven't used it since, neither on my STE, Mega4, or 486.
Losing the current uncompleted cluster can make you lose more than your
data, rather, make you have crosslinked clusters, bad data areas, etc.
I've seen it once too often. Once on my 8bit after a rather huge download
spanning a bit of time, and a couple hundred sectors, it puked. Took two
hours to fix. Got it back. Heck, I remember losing a good file to error
164, the dreaded mislink error, which linked the sector to itself.

: >Go ahead and get it. If you can't find the file, I'll post it here for you
: >and all. It's a pretty short file.
:
: okay.

Better yet, I'll post it for all to read... As below...

```
/*
* QBBS Message base structures header file
*
* Public Domain.
*/

#ifndef WORD
#define WORD short
#endif

#ifndef LONG
#define LONG unsigned long
#endif

#ifndef UWORD
#define UWORD unsigned short
#endif

#ifndef BYTE
#define BYTE char
#endif

typedef struct
{
char from[36];
char to[36];
char subject[72];
```

```
char time[20];
LONG stamp;
LONG msgoffset;
UWORD reserved1;
UWORD reply_to;
UWORD attrib;
WORD mailer[8];
UWORD size;
UWORD read_count;
UWORD cost;
UWORD o_zone;
UWORD o_net;
UWORD o_node;
UWORD o_point;
UWORD d_zone;
UWORD d_net;
UWORD d_node;
UWORD d_point;
}

QBBS_MHEADER;

/* user.bbs */

#define MAXLOGIN 7
#define MAXNAME 30
#define MAXPASS 12
#define MAXPHONE 12
#define MAXLOC 10

typedef struct {
BYTE junk; /* !! pascal strings !! :-( */
char name[36];
char city[26];
char pass[16];
char phone[12];
char reserved1[13]; /* dataph */
char reserved2[6]; /* tm */
char reserved3[9]; /* date */
BYTE attrib; /* Bit0: Delete, Bit1: ClrScr, Bit3: FSE */
BYTE flags[4];
WORD credit;
WORD lastday; /* since 1/1/70, time()/86400 on unix systems */
WORD posted;
WORD isansi;
WORD security;
WORD calls;
WORD upload;
WORD download;
WORD dlkb;
WORD dlkb_today;
```

```
WORD seconds_today;
WORD scr_len;
char login[8]; /* lazybbs extension */
} QBBS_USERS;

#define GetUserFlag(u,c,n) (u->flags[c] & (1<<n))
#define SetUserFlag(u,c,n) (u->flags[c]|=(1<<n))
#define ResetUserFlag(u,c,n) (u->flags[c]&=(!(1<<n))

#define USATTR_KILLED 0x01
#define USATTR_FSE 0x07

#define KILLFLAG 0x8000
#define POSTFLAG 0x0100 /* 'Local' */
#define PRVTFLAG 0x0001 /* 'Private' */
#define CRASFLAG 0x0002 /* crashmail */
#define RCVDFLAG 0x0004 /* mail read */

#define StrPasToC(a) (a[(int)(*((char *)a-1))]=0)
#define StrCToPas(a) (*((char *)a-1)=strlen(a))
```

That's it... Interesting item. Seems to set up the way the userlog is set up on the main BBS program. Gotta print out the whole thing, all .c, .h. and .doc files.

```
: >Not yet! :-) Still am trying. Got loads of mail for awhile when I got
: >started in the searches, and still have most of those mails, which number
: >about 20. Once I do some more, and still fail, I can honestly say that I
: >tried, with you and Rich backing me up, as well as all those who are
: >reading these threads.
:
: I'm sad to discover the MSH source is not available. :-(
```

Don't be yet. I'm not done by a long shot. There must have been some employees who took home the source code just before they left for the final time. Our diamond in the rough. Probably would be even better if I could actually find Bob Swartz. I got an address from the fellow who was the sysadmin, so I tried it, but still no answer. Probably got around 30-40 mails so far about all this.

In the next few days, I'll be posting a message to here, .8bit, and .st about the TurboBBS, QBBS, and Forem ST sources.

```
--
Homepage: http://members.iglou.com/rsg0910
```

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2966. Re: C and Assembly programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvKuxK.BF1@iglou.com>
Source record: 9209

Stuart (Stuart@shaw1.demon.co.uk) wrote:

: Does anyone know how I can get information on C and Assembly.

Just follow the threads here on this base. We've been talking about C programming on the STs as well as some older compilers.

Rich Tietjens has a good homepage to start you out with. It's http://www.3rdplanet.com/~starship/atari.htm. I've been there and it's a rather good webpage. Mine, well, it needs improvement, but I'll be putting more stuff on it about the Atari systems, though I've got a link to one of the largest lists of links, from a fellow in France or Finland.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2967. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-03 00:00:00 UTC
From: af221@ccn.cs.dal.ca
Message-ID: <4tvsnv$h0c@apollo.isisnet.com>
Source record: 9210

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

: Can anyone tell me a what addresses the ST keeps the x,y text location of
: the cursor??

: I am trying to control the cursor from GNU C.

Not sure if this helps, but...

Unlike the MS-DOS machines, the Atari is entirely graphic based. It doesn't have a memory location as requested, exactly. However, in the LineA variable table are a few that seem to resemble the ones you are looking for.

V_SAV_XY
-$14E to $14B (Decimal = -334 to -331)
The first word contains the horizontal position of the saved text cursor, while the second word contains its vertical position.

V_CUR_AD
-$022 to -$01F (Decimal = -034 to -031)
Current text cursor address

V_CUR_OF
-$01C to -$019 (Decimal = -030 to -029)
Byte Offset from screen base address to the top of the first text character

V_CUR_XY
-$01C to -$019 (Decimal = -028 to -025)
The character position of the text cursor. The first word contains the column number, while the second word contains the row number.

Also

DESTX
+$04C to +$04D (Decimal = +076 to +077)
Horizontal screen position where character will be printed.

DESTY
+$04E to +$04F (Decimal = +078 to +079)
Vertical screen position where character will be printed.

These are all Line A Variables. This information is from the Compute!'s Technical Reference Guide, Atari ST Volume 3 - TOS, by Sheldon Leemon.

You might also want to look at the Volume 1, which covered the VDI.

What were you trying to do?

<<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
George / Seo\ras Seto
Internet Address: af221@ccn.cs.dal.ca

2968. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <32054005.A33@wtgab.demon.co.uk>
Source record: 9211

Robert Goodwin (rsg0910@iglou.com) wrote:
<elision>
> : Adding calls to new functions in the ROMS is very simple. crystal.s is
> : provided and is the assembler binding. It is heavily commented and you
> : just add the new function call's bindings and write the rest in C. Thats
> : how I added the calls to the extended file Selector (the one that lets
> : you add a custom message in the file selector). Accessing the STe's
> : sound hardware took no more than writing a header file and a small
> : library of functions (an evening) to make it simple in future.
>
> If you can, can you post these? I'd love to take a look at this sort of
> thing, since I'm just starting out, and would like to see what others have
> done and so on.

I will be posting the sources for extended file selector in MWC, STe
sound
hardware access in MWC, GEM application startup and shutdown (half way
to a
GEM application shell) and probably some other bits and pieces in a few
days.
I rescued the sources off my old hard drive (which my brother-in-law now
owns
as part of his MIDI setup) today and ZIPped them onto 720K disks which I
thought STe/NeoDesk had formatted as 720K DOS compatible disks - but my
Mac
doesn't think they are DOS disks! So I'll have to copy the files onto
REAL
DOS 720K disks on a PC or ST (Tuesday at the earliest) and sort them out
before I can post them.

> : Although it is a *very* K&R compiler it is one of the best - and the
> : optimisation flags *really work*. The assembler provided is more than
> : adequate for those little hacks required for the Vertical Blank Queue or
> : Cookie Jars.
>
> I believe MWC, from the manuals, have an ANSI version, not just the K&R
> things. They released the ANSI version later on, I believe what we all
> have now.

Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
of
same vintage on SUN/VAX whatever. The main ommission (and the one that
makes
people think it isn't *at all*) is ANSI function prototyping (Most other
compiler vendors put that in first and left the *more important bits*

till
later.) _But_ it does push structures onto the stack instead of
requiring
pointers (they get copied up to a limit (some weird size limited by
PC-relative addressing.)) Which I always liked because (most (of (the
(algorithms) I) write) are) recursive. (Why work out how to do it
yourself
when recursion makes the computer do the job - that's what they're for!)

--

William T Goodall

wtg@wtgab.demon.co.uk

2969. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dvn9tu.CA6@iglou.com>
Source record: 9212

wtg (wtg@wtgab.demon.co.uk) wrote:

: I will be posting the sources for extended file selector in MWC, STe
: sound hardware access in MWC, GEM application startup and shutdown (half
: way to a GEM application shell) and probably some other bits and pieces
: in a few days.

Good stuff here. There's something that brings up the file selector from GEM without having to rely on programming it yourself.

: I rescued the sources off my old hard drive (which my brother-in-law now
: owns as part of his MIDI setup) today and ZIPped them onto 720K disks
: which I thought STe/NeoDesk had formatted as 720K DOS compatible disks -
: but my Mac doesn't think they are DOS disks! So I'll have to copy the
: files onto *REAL* DOS 720K disks on a PC or ST (Tuesday at the earliest)
: and sort them out before I can post them.

Hmm... If your Mac has System 7.5 or better, it can read the DOS 1.44 disks with no trouble. You gotta thank your brother for not deleting the stuff from the hard drive, though! I do know the ST can read the DOS 720K disks, while a TT and Falcon will read 1.44 disks fine. I did a comparison of how the Falcon and IBM systems format their disks, and the Falcon gives you a few K more.

: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
: of same vintage on SUN/VAX whatever. The main ommission (and the one
: that makes people think it isn't *at all*) is ANSI function prototyping
: (Most other compiler vendors put that in first and left the *more
: important bits* till later.) _But_ it does push structures onto the
: stack instead of requiring pointers (they get copied up to a limit
: (some weird size limited by PC-relative addressing.)) Which I always
: liked because (most (of (the (algorithms) I) write) are) recursive.
: (Why work out how to do it yourself when recursion makes the computer do
: the job - that's what they're for!)

But of course, the computer is supposed to make the job easier for the programmer instead of harder. There's been mention of stacks and pointers together and separate in my manual, which I'm about done reading, and probably will read it again. Sometimes the thing that drives you nuts is how all the vendors consider certain things important, while others aren't. Thus, you get some code that works on one compiler, but on another, you need a little modification. Then you get those packages that are so good, that they create lazy programmers, that tend to forget how to do a certain thing.

However, when you go cross-platform, you need to come up with something that will work with little or no modification, yet readable and understandable to all, even the newbies. I come across stuff every now and then that's not even commented, and the only things you gotta work with, are the system output printfs and other things. If you can't figger that thing out, then compile and run, and hope it works.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2970. Re: Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4u3vmj$ghi@madeline.INS.CWRU.Edu>
Source record: 9213
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

(Dave asks for programming resources for A8.)
Dave. You gotta have mapping the Atari from Compute. You have Atari BASIC. Read Bill Kendrick's Newbie FAQ on how to use Atari BASIC. (Lon Poole's 'Your Atari Computer' is a great book on it. There is much source code in magazines, assembler, BASIC and ACTION! Get some old ANALOGs, full of source code. (Antics too). Uhmm. What else. The Cleveland Freenet has a reference area that is good for a lot of things, I would not be surprised if there isn't reference materials there for programming (sorry I don't know specifically.)
There's plenty of BASIC code in the umich archive, I bet.
And finally, I'll offer you to look at my considerable pd library and you can pick BASIC programs you might want to look at, much of my pd object files I don't have source code for.

2971. REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4u4l03$sdm@orm.southern.co.nz>
Source record: 9214
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Request: Please create alt.binaries.atari.st
Use: For Atari users to send out public domain / shareware binaries,
programming efforts,
help other users with binary setup for example
Internet connection software (PPP and the like)
unmoderated, due to the lack of response from our previous moderator

This group is not to be used for the distribution of commercial software,
registration keys, etc.

SPAM, Advertisments etc, are undesirable, however tend to be impossible
to stop, but I believe that the general Atari community will not mind the
posting of such material, due to the fact that we would be able to get
and send binaries.

I believe that there some Atari binaries newsgroups floating around,
however not many people can get them, and the traffic doesn't get
distributed.

Please, comments, suggestions, alterations, and most of all support for
such a group are very welcome here!

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

2972. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: grobe@netins.net
Message-ID: <009A6635.617B853A@netins.net>
Source record: 9215
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian Forsythe) writes:
>Request: Please create alt.binaries.atari.st

I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups would be available at many moreo sites than an alt.* group so I suggest you contact Kyle.

Jonathan Grobe grobe@netins.net

2973. Degas/Degelite format to Imagic

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: woondiensten <gossie@euronet.nl>
Message-ID: <32067CFA.1CD4@euronet.nl>
Source record: 9216

How can I save an Image made in Degas or Degelite in a way Imagic can read and handle the image. Both programs use different extentions. Degas in low resolution can't make *.IC images, wich Imagic needs

2974. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <4u5q1a$d0j@mark.ucdavis.edu>
Source record: 9217
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Julian Forsythe (clifton@southern.co.nz) wrote:
: Request: Please create alt.binaries.atari.st

Although it is not available everywhere, alt.binaries.atari already exists expressly for the purposes you outlined in your post. alt.binaries.atari.st is unlike to propogate anywhere that a.b.a doesn't, and if the issue is 8-bit traffic in that newsgroup, the 8-bitters have their own alt.binaries group already. I think we could probably reach agreement with them not to post to each other's binaries groups. A more useful effort would be to create an Atari binaries group in the comp heirarchy, using a.b.a until said group can be created. comp.binaries.atari (or comp.banries.atari.st and comp.binaries.atari.8 if your prefer) would be accessible by more people.

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

2975. Project,

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32063b88.6417488@news.airtime.co.uk>
Source record: 9218

Ok this is not a Question, but just to let peeps know what I am
programming, well just one question? is anyone else making any games ?

Platformer,
8 way smooth scrolling (smoother than HERO)
Animated backgrounds,
2d, but walks behind most scenery effect,
FAST 8 pixels scrolling, (think of SONIC speed):)
Hidden rooms
Invisible Platforms
Enhanced sound if run on a STe
The largest single play area seen on an ATARI Platformer,
Works on *ALL* TOS versions, *NO* fixers needed,
Needs minimum of One meg and FM or STe
Falcon Version in production, currently working but this is proving
. difficult as I dont own a bloody Falcon<G>

This is aimed to be a *Fun* fast and enjoyable platformer, with a few
difficulties, but not too many, the artwork is of the highest standard
and beats any I have used to date,Not by me I must add as I can't draw
to save my life:)

The game will be ready in time for release at the upcoming ATARI
shows,
The game will be FREEWARE and no charges,donations or any monitory
gains will be asked for,
For more information on STOSSER Softwares many FREEWARE titles, drop
into my web page:)

So anyone else making games ??

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2976. Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: dhedberg@zen.kuai.se
Message-ID: <4u5qqr$j6s@kaon.kuai.se>
Source record: 9219

Hi,

Is there anyone who knows how to take advantage of the "extended type"
thing in Interface? Do you need a special GEM-Library or something?
Please, help me someone, it's really frustating when the dialogs and
other objects doesn't look like they are supposed to do. (as they do in
Interface).

--
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

2977. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-05 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <4u4lhb$6gj@dux.dundee.ac.uk>
Source record: 9220

George Seto (af221@ccn.cs.dal.ca) wrote:
: What were you trying to do?

Thanks for the info :-)
What I was trying to do was to home the cursor to the top left corner after clearing the screen. This is for a C++ text adventure game which I am writing. Minor thing but makes the display a bit nicer.

I was hoping to be able to trap the cursor and eventually write a little editor but it is (obviously) not as simple as I thought :-)

Cheers,

Davy

--
><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\---/

2978. Programming the Atari 2600

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: georgeb@metronet.com
Message-ID: <4u71a3$om1@newnews.metronet.com>
Source record: 9221

Hi,

Anybody got any info on programming and creating carts for the 2600?
Can it be done and where should I start with hardware/softare. Email:
<georgeb@metronet.com>.

Thanks.

George Broussard

2979. Re: Degas/Degelite format to Imagic

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: mattes@unconfigured.xvnews.domain
Message-ID: <DvpvEx.88C@news.dlr.de>
Source record: 9222

hello < person with no name>!

>.How can I save an Image made in Degas or Degelite in a way Imagic can
>read and handle the image. Both programs use different extentions. Degas
>in low resolution can't make *.IC images, wich Imagic needs

On ATARI there are a lot of programms, that can convert a lot of
image formats . So you have to look for a programm that can do this.
(GemView, CharlyImage,Graphtool,Papillon, and so on..)
The file_format, that is known by the most graphik programms on ATARI is
the *.(x)img format.
I hope this will help you

Greetings from Goettingen
Matthias

2980. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4u7q7p$818@madeline.INS.CWRU.Edu>
Source record: 9223

Just thought you might like to know! CSD was sold separately.
From the coupon in the back of my 3.09 manual:
MWC was $179.95
CSD was $69.95
Library source code was "Call"

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

2981. Re: addressing ST centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960806154004.16060A@vesta.amp.uni-hannover.de>
Source record: 9224

On Wed, 31 Jul 1996, Stephen Wilson wrote:

> Hello everyone.
> I seem to remember seeing an ST assembler printing routine that was
> supposed to work far faster than the TOS effort. Can anyone got a copy
> or can you direct me to it?
>
> I've looked at the TOS BIOS listing of the routine that adresses the
> centronics port and there are 2 aspects that really puzzle me. Why is
> it that:-

The programmers of TOS spend a lot of effort to make it inefficient.
That's why it is so slow. And due to that it is a rather bad idea to
watch the TOS routines working to learn how it works.

> * there are so many successive operations putting the machine into
> supervisor mode, (surely one should be enough, followed at the end of
> the business by the restoration of user mode).
> * supposing that it *is* necessary to put the machine into supervisor
> mode (to write to the port address), why should all interrupts be
> suspended? I'd like a routine I've installed running off the Timer A
> interrupt to continue unabated whilst the centronics port is written
> to. In other words, is possible to put the machine into supervisor
> mode whilst leaving the Timer A interrupt enabled?

Not supposing, it *is* neccessary to be in Super mode while accessing the
port. However, staying in Super mode until the access is finished should
work. And AFAIK it is not neccessary to disable interupts either for
proper port access.

> As I say, what I'd really like to do is to write to the port without
> disabling the Timer A interrupt!

Just do it.

> (Actually what I'd really *really* like to do is to write to the RS232
> port without disabling the Timer A interrup, but I guess this is
> another matter altogether. Here I'd guess that other interrupts have
> to be disabled otherwise the timing of the serialisation process would
> be compromised. And so I'm settling for the centronics port).

Any RS232 port access is even easier. All timing is done by the hardware,
so the only reason to switch off interupts is to be fast enough to catch
arriving bytes in time if a high port speed has been chosen. If you do
the receiving part as an interrupt routine triggered by the port, you
don't even need to care about this.

Note that there are more than one port on other machines, and any program doing something with one port should be able to do it with any port. This involves a fair bit of programming, of course, unless you use a serial port library, like the DEVICE-LIB by Jan Kriesten.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

2982. Programming the Atari 2600

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: georgeb@metronet.com
Message-ID: <4u8aeb$qt6@newnews.metronet.com>
Source record: 9225

Hi,

Can anyone point me in the direction for materials to program for the
2600? Everything from writing the code to burning the chips? Any
help would be appreciated. Emal: <georgeb@metronet.com>

Thanks.

George Broussard

2983. Where's the source for NOSPOP3

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <839404616_OASIS_@cameo.co.uk>
Source record: 9226
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,demon.ip.support.atari

Does anyone have the source for NOS/POP3? I'd like to modify the following to improve unattended sessions:

1 - Automatically email me session reports as to success of:
Email drop
Email pickup
News drop
News pickup

2 - Tidy up news posting:
My provider only needs one group statement before posting, not the two that NOS sends.

3 - Exit on carrier loss. Nos seems to stay active on carrier loss ignoring all "ppp sl0 idle 60" settings.

ATB,
Karl

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

2984. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4u7egd$ef@nyheter.chalmers.se>
Source record: 9227

```
In article <839065332_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
> In article <4tpnvg$so5@nyheter.chalmers.se>
> d8klojo@dtek.chalmers.se (Johan Klockars) said:-
...
>It wasn't MWC. It was me being a complete idiot! ;-)

;-)

>Let's try again ...
>
>/* increase 2K stack a bit */
>long _stksize =16386L;
>
>#define ROWS 25
>#define COLS 25
>
>void main()
>{register long array[ROWS][COLS];
> register long i, j, k;
>
> for(i = 0; i < ROWS * COLS; i++)
> *((long *)array + i) = 0
> ;
>
> k = COLS * ROWS;
> for(i = 0; i < ROWS; i++)
> for(j = 0; j < COLS; j++)
> array[i][j] += i * k
> ;
>}

Doesn't MWC automatically allocate variables to registers?

[Assembly code deleted]

That's a bit worse than what TurboC/PureC did, but as for them no
real optimization is being done at all.

>Is this 16 bit / 32 bit behaviour typical of the other compilers?

Take a look at the code they produced in the other thread.

Generally, unless you specify that you want code for an '020 or better,
all multiplications by non-constants will be done via library calls.
To do differently, the compilers would have to realize that the numbers
are guaranteed to be small.
```

TurboC/PureC did the index calculation via a direct 'muls' even for long
variables, but that's because they don't allow >16 bit indices...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2985. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4u7dfu$bv@nyheter.chalmers.se>
Source record: 9228

In article <4tt277$it0@inca01.inca.co.nz>,
Gaven Miller <gmiller@inca.co.nz> wrote:
>Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
>> My message responding to what:
>> >Robert Goodwin (rsg0910@iglou.com) wrote:
>> >> in reference to my Usenet post:
...
>Evidently, either I write code that is very close to what the optimiser
>thinks is "perfect" (chuckle), or else I write code that the optimiser
>just wont even bother trying to unravel. Methinks it's the second.

The problem is very likely that you use 16 bit integers (don't you?).
I think most people do that on the Atari and that upsets Lattice's optimizer.

>Perhaps your code is written in such a manner that the optimiser can apply
>all it's bag of tricks to it. (Maybe you write code tuned to the tools you
>use?)

It does happen that I write some things in ways I know GCC will handle well,
but that usually means that some other compiler will do a lousy job.
With a good compiler you really shouldn't have to worry much about the way
you write the code. As you could see in my article in the other thread,
there's often no point in using temporary pointers/values or ++addressing.

>I seem to recall it [Laser] was a 16-bit integer, software floating point
>(which got linked in even if you didn't need it, slowing everything down
>needlessly), and had all variables at absolute 32-bit addresses (which

I guess you mean all _global_ variables or it wouldn't have been possible
to do recursion. GCC normally does the same, but there's a flag that I
can't recall to make it use base relative globals instead.
I never use that flag since it tends to cause slower code.

>makes it hard to run multiple instances of the same prog in RAM using the
>same code segment, but different data segments for each instance)

I know MiNT can take advantage of such code, but I've never written any
software for which it would've been useful.

>Lattice, on the other hand, runs entirely from disc (the only exception
>being if the source file is open in one of the editor windows). A RAM disc
>would speed it up significantly.

A cached harddisk should be about the same, but I've not found a cache
program I trust on my Falcon with Outside, unfortunately.

>Unrolling loops (a common first or second optimisation strategy used by
>most optimisers) is something Lattice C does not appear to do - even when
>the loop has little to do, and the index range is constant)

Even GCC won't do that unless you tell it to.

>But, on the whole, I like it in spite of it's faults.

I very seldom use Lattice C itself, but the manuals are almost always on
my desk. The last release of them is almost unreadable, though.
Someone must have set his word processor up incorrectly.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2986. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.839412063@news.cwi.nl>
Source record: 9229
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

grobe@netins.net (Jonathan Grobe) writes:

>In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian Forsythe)
writes:
>>Request: Please create alt.binaries.atari.st

>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
>comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
>would be available at many moreo sites than an alt.* group so I
>suggest you contact Kyle.

Please DON'T DO THIS! I was the last moderator for
comp.binaries.atari.st and it was collectively decided best to
discontinue the groups. We had at most one or two postings a month!
These days it is _much_ better to upload software to a web or ftp
site and post an _announcement_ on one of the news groups!

Really, such a group is just a waste of the little bandwidth it
produces, and the space in people's .newsrc files!

I sincerely hope that people that have a memory that goes back further
than 6 months will vote NO on this RFD.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

2987. Re: Project,

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4u9sbj$98q@orm.southern.co.nz>
Source record: 9230

Tony Greenwood (stosser@airtime.co.uk) wrote:

: 8 way smooth scrolling (smoother than HERO)
Sounds great!

: Animated backgrounds,
Even better!

: 2d, but walks behind most scenery effect,
Like in prince of persia?

: Enhanced sound if run on a STe
YAY!

: The largest single play area seen on an ATARI Platformer,
Cool!

: Needs minimum of One meg and FM or STe
Great! Every game should be for a minimum of 1 meg now... sorry 512k
users, but the 512k games suck compared to the 1 meg ones... just look at
Obsession....

: This is aimed to be a *Fun* fast and enjoyable platformer, with a few
: difficulties, but not too many, the artwork is of the highest standard
: and beats any I have used to date,Not by me I must add as I can't draw
: to save my life:)
A bit like me... where's your artist from? If you don't mind me asking.

: The game will be FREEWARE and no charges,donations or any monitory
: gains will be asked for,
YAY!!!

: So anyone else making games ??
Until recently I've been working on a few games... one like Tank Wars,
another like LORD (a door game for BBS's) and a port of Gorilla Gorilla
from the XT IBM :) however these projects have been put on hold for a
while (exams looming in the near future :()

Also a POKWER tester is, with about half an hour's work, ready to
release... it tests and graphs how fast you can type the word POKWER :)
A new concept thanks to "Belgarath" from Nomads Online (a great site to
visit with lots of interesting people to meet.... telnet chch.nol.co.nz
to get there).

Also, how can I get my STOS programmes to be compatible with all TOS
versions?! I've tried the POKWER tester on a TT and it ran REALLY nice
until I tried to exit, where it promptly decided to crash :(.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

"I'd prefer the non-smoking lifeboat, please."

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

2988. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: Adam Roach <adam.roach@exu.ericsson.se>
Message-ID: <3208B2B2.237C228A@exu.ericsson.se>
Source record: 9231
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Annius Groenink wrote:
>
> grobe@netins.net (Jonathan Grobe) writes:
>
> >I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
> >comp.binaries.* groups for the Atari and Atari ST.
>
> Please DON'T DO THIS! I was the last moderator for
> comp.binaries.atari.st and it was collectively decided best to
> discontinue the groups. We had at most one or two postings a month!
> These days it is _much_ better to upload software to a web or ftp
> site and post an _announcement_ on one of the news groups!

I agree with you strongly on this point. However, it is completely
impossible to keep various users from posting binaries in the
newsgroups. If they will not do it the correct way, at least give
them a place that's more appropriate. As an analogy, if you have
a dog that refuses to releive itself outdoors, do you give it
a *more* acceptable place indoors, or just allow it to continue
shitting on the sofa? These people are going to defecate in our
newsgroups, so there may as well be a more appropriate place for
it.

> I sincerely hope that people that have a memory that goes back further
> than 6 months will vote NO on this RFD.

I've read the official line on this (that the group was dissolved by
mutual agreement between you and the readership) and I've heard
stories from the other side (that the users were by and large unaware
that the group was being dissolved). For some reason, dejanews is
missing this critical period in c.b.a.st, so I can't verify either
side's story; however, I warn everyone to take both sides' claims
with a grain of salt. (I'm a bit confused by the lack of any formality
in the dissolution of the group, though. I'm aware that no procedures
exist for deleting groups, but this seemed particularly unceremonious).

--
Adam Roach -- adam.roach@exu.ericsson.se -- Standard Disclaimers, etc. <*>
Cahn's Axiom:
When all else fails, read the instructions.

2989. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960807143218.9922B-100000@asia.lm.com>
Source record: 9232
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Could be that the reason for the one or two posts per month was that
every time I tried to post to that group, my post never appeared! I have
heard several other people here on c.s.a.s complaining of the same
experience! If you need to do something other than just post to the group
with PINE, then there should have been a FAQ telling us how to go about
posting to the group! This was the only moderated group that I
encountered on Usenet and still have no idea what is the proper procedure
for posting to such a group!

On Wed, 7 Aug 1996, Annius Groenink wrote:

> grobe@netins.net (Jonathan Grobe) writes:
>
> >In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian Forsythe)
writes:
> >>Request: Please create alt.binaries.atari.st
>
> >I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
> >comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
> >would be available at many moreo sites than an alt.* group so I
> >suggest you contact Kyle.
>
>
> Please DON'T DO THIS! I was the last moderator for
> comp.binaries.atari.st and it was collectively decided best to
> discontinue the groups. We had at most one or two postings a month!
> These days it is _much_ better to upload software to a web or ftp
> site and post an _announcement_ on one of the news groups!
>
> Really, such a group is just a waste of the little bandwidth it
> produces, and the space in people's .newsrc files!
>
> I sincerely hope that people that have a memory that goes back further
> than 6 months will vote NO on this RFD.
>
> --
> Annius V. Groenink .... avg@cwi.nl
> Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
> .. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
> .. zfc@zfc.nl ....
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

2990. Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839532576_OASIS_@swampdog.demon.co.uk>
Source record: 9233

In article <DvJo4r.Eot@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: Ah, right! No, I wanted the source for the command shell (I've now
>: discovered it was never made public). Other command shells can
>: redirect ok so the bug must be in MWC. Additionally, there is mention
>: of something wierd about file handles in the startup code source.
>: Perhaps this is more than a coincidence?
>
>I don't know... Good question. I'm not sure about the redirection thing
>that you did that showed this stuff, unless I'm still confused here.
>heh... Possible coincidence, I don't know. I wonder if they also found a
>way to disassemble the TOS code?

I dunno. I'm sure somebody must have attempted it.

>: If you've got a working example of the TOS Fforce() and Fdup() code
>: that would be good - the simpler the better. Anything I write seems to
>: fail - this could be down the "wierdness" in the startup code
>: triggering something in somw way. Who knows!
>
>I have nothing on this yet. Probably is better to use the regular file
>open/close routines.

True. It is not too much of a problem.

>: Someone did send me some source for shellsort() but since my HD got
>: wiped I can't find anything.
>
>Found something on one of the FTP sites out there, but nothing on
>shellsort(). Lemme look at the files I found, and post what I found if it
>includes shellsort(). Next message will include the bubblesort routine.

Okay.

>: Have a look at crts0.s - they were obviously struggling with something
>: there. Lack of docs was probably the cause. It is just possible that
>: patching the MSH startup will fix it.
>
>Haven't looked at it yet. There's so many other things I'm doing now, that
>I'll be looking at that later on. But of course, lack of docs can easily
>be the cause, if Atari refused to provide them with what they needed.
>Seems that was Atari's worst thing, forcing people to pay before they
>revealed what they called proprietary secrets. Maybe some of those people

>could finally bring out some of those things.

That would be useful. I did consider buying them but at the price and
not knowing what is was I would be getting, I decided against it.

>: exit() will close open files for you, and iirc stdio files opened
>: locally should be closed when their scope ends but I would never rely
>: on the latter for obvious reasons. I prefer to close files myself in
>: any case.
>
>As always, but there's always going to be some bug showing up that will
>cause the program to open an already-opened file. The manual mentions this
>as well, closing all files, flushes the buffers, and returns control to
>the calling program. As usual, the Pexec() command pops up.

More so with multitasking. Even more reason to not leave files open
longer than necessary.

>: It's the faster way to implement a filing system. The other way would
>: be to force the disk to be updated for each cluster so if there was a
>: crash only the current uncompleted cluster might be lost. Naturally,
>: this would be very slow as no cacheing of any sort would be
>: permissable.
>
>Of course, a cache and be useful, but not when your system decides to take
>a nosedive and take all the cache contents with it. I tried using it on my
>system. Bad idea. It slowed it down so much, that a normal write took too
>long to do. Haven't used it since, neither on my STE, Mega4, or 486.
>Losing the current uncompleted cluster can make you lose more than your
>data, rather, make you have crosslinked clusters, bad data areas, etc.
>I've seen it once too often. Once on my 8bit after a rather huge download
>spanning a bit of time, and a couple hundred sectors, it puked. Took two
>hours to fix. Got it back. Heck, I remember losing a good file to error
>164, the dreaded mislink error, which linked the sector to itself.

I get quite a few floating clusters under MagiC. Most of those are
down to my programs bombing when I'm testing them. Other than having
to run something to retrieve then once a month or so, I don't get any
serious disk problems any more.

>: >Go ahead and get it. If you can't find the file, I'll post it here for you
>: >and all. It's a pretty short file.
>:
>: okay.
>
>Better yet, I'll post it for all to read... As below...

>#define StrPasToC(a) (a[(int)(*((char *)a-1))]=0)
>#define StrCToPas(a) (*((char *)a-1)=strlen(a))
>
>That's it... Interesting item. Seems to set up the way the userlog is set
>up on the main BBS program. Gotta print out the whole thing, all .c, .h.

>and .doc files.

Those Pascal to C conversion macros at the end look dicey. You'd have
to ensure a is passed as &a[1] when issuing them.

>: I'm sad to discover the MSH source is not available. :-(
>
>Don't be yet. I'm not done by a long shot. There must have been some
>employees who took home the source code just before they left for the

I'd be very happy if you could find one. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

2991. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839523860_OASIS_@swampdog.demon.co.uk>
Source record: 9234

In article <Dvn9tu.CA6@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>wtg (wtg@wtgab.demon.co.uk) wrote:
>
>: I will be posting the sources for extended file selector in MWC, STe
>: sound hardware access in MWC, GEM application startup and shutdown (half
>: way to a GEM application shell) and probably some other bits and pieces
>: in a few days.
>
>Good stuff here. There's something that brings up the file selector from
>GEM without having to rely on programming it yourself.
>
>: I rescued the sources off my old hard drive (which my brother-in-law now
>: owns as part of his MIDI setup) today and ZIPped them onto 720K disks
>: which I thought STe/NeoDesk had formatted as 720K DOS compatible disks -
>: but my Mac doesn't think they are DOS disks! So I'll have to copy the
>: files onto *REAL* DOS 720K disks on a PC or ST (Tuesday at the earliest)
>: and sort them out before I can post them.
>
>Hmm... If your Mac has System 7.5 or better, it can read the DOS 1.44
>disks with no trouble. You gotta thank your brother for not deleting the
>stuff from the hard drive, though! I do know the ST can read the DOS 720K
>disks, while a TT and Falcon will read 1.44 disks fine. I did a comparison
>of how the Falcon and IBM systems format their disks, and the Falcon gives
>you a few K more.
>
>: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
>: of same vintage on SUN/VAX whatever. The main ommission (and the one
>: that makes people think it isn't *at all*) is ANSI function prototyping
>: (Most other compiler vendors put that in first and left the *more
>: important bits* till later.) _But_ it does push structures onto the
>: stack instead of requiring pointers (they get copied up to a limit
>: (some weird size limited by PC-relative addressing.)) Which I always
>: liked because (most (of (the (algorithms) I) write) are) recursive.
>: (Why work out how to do it yourself when recursion makes the computer do
>: the job - that's what they're for!)
>
>But of course, the computer is supposed to make the job easier for the
>programmer instead of harder. There's been mention of stacks and pointers
>together and separate in my manual, which I'm about done reading, and
>probably will read it again. Sometimes the thing that drives you nuts is
>how all the vendors consider certain things important, while others
>aren't. Thus, you get some code that works on one compiler, but on

>another, you need a little modification. Then you get those packages that
>are so good, that they create lazy programmers, that tend to forget how to
>do a certain thing.
>
>However, when you go cross-platform, you need to come up with something
>that will work with little or no modification, yet readable and
>understandable to all, even the newbies. I come across stuff every now
>and then that's not even commented, and the only things you gotta work
>with, are the system output printfs and other things. If you can't figger
>that thing out, then compile and run, and hope it works.

Under K&R ...

```
typedef struct {
int fred,
jim;
} EG;

main()
{EG wibble;

op(wibble);
op(&wibble);
}
```

are one and the same thing (pointer always passed), whereas ansi (thus
MWC also) passes a copy of the whole structure for the 1st and a
pointer for the 2nd.

If compiling K&R code you then need to replace all occurrences of
op(wibble) with op(&wibble). It will then compile correctly on both.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

2992. Re: Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839524844_OASIS_@swampdog.demon.co.uk>
Source record: 9235

In article <4u5qqr$j6s@kaon.kuai.se>
dhedberg@zen.kuai.se (Daniel Hedberg) said:-

>Hi,
>
>Is there anyone who knows how to take advantage of the "extended type"
>thing in Interface? Do you need a special GEM-Library or something?
>Please, help me someone, it's really frustating when the dialogs and
>other objects doesn't look like they are supposed to do. (as they do in
>Interface).

That's for you to decide. They are bits unused by Gem therefore you
can use them to represent anything you want. You might implement a
FLASHABLE object for instance!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

2993. Atarians in Calgary, Alberta?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: PETEPP@smaug.devry.ca
Message-ID: <4uanhe$lu7@foam.devry.ca>
Source record: 9236
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

I'm looking for fellow Atari users in the
great city of Calgary, Alberta.
Is there anyone out there? If there is,
please e-mail me!!!
I'm interested in finding out just how many
Atarians there are in Calgary, and finding out
about where I can get Atari hardware/software
in Calgary.

Besides, it would be nice to see that there
are still plenty of Atari supporters around,
especially in the city where I live.

Y'all come back now, y'hear?

Chow,

Sentinel

##
Peter Epp
Code-name: Sentinel
E-mail: PETEPP@smaug.devry.ca
##

2994. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: Russ Allbery <rra@cs.stanford.edu>
Message-ID: <qum20hizo3l.thoron@cyclone.Stanford.EDU>
Source record: 9237
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In news.groups, Adam Roach <adam.roach@exu.ericsson.se> writes:

> (I'm a bit confused by the lack of any formality in the dissolution of
> the group, though. I'm aware that no procedures exist for deleting
> groups, but this seemed particularly unceremonious).

In general, if a moderated group has extremely low traffic (on the order of a message a year or so) and the moderator requests or agrees with the removal of the group, it will be removed. (This just recently happened with news.lists.ps-maps, for example.) Since all postings to the group have to be approved by the moderator anyway, if the moderator decides to stop approving articles the group is essentially dead. In that case, either a new moderator needs to be chosen or the group should be deleted.

I believe that the normal action for most moderated groups (news.lists.ps-maps was a special case) is to post a message to the group asking which option the readers want. I'm not familiar with the details of this particular situation.

Note followups.

--
Russ Allbery (rra@cs.stanford.edu) <URL:http://www.eyrie.org/~eagle/>

2995. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3208debe.19069478@news.airtime.co.uk>
Source record: 9238
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 7 Aug 1996 10:01:03 GMT, avg@cwi.nl (Annius Groenink) wrote:

>I sincerely hope that people that have a memory that goes back further
>than 6 months will vote NO on this RFD.

You and countless others are missing the point, you only just missed
it though, in fact it's right under your nose!!!!
How many more people have joined the internet in the last 6+months?
now there is real software to use on the ATARI then more ATARIans will
join the internet, it is only in the last six months or so that the
magazines (now defunct) started to push the concept of the internet
and let the masses know that you can play on a standard ATARI ST,
What does it matter what it was like six months ago, this whole idea
started about four weeks ago and has had massive support in c.s.a.st,
you nearly had it there, it was the folk on here six months ago that
got rid of the group, NOT US <smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

2996. Re: Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4uak36$f5e@ccshst05.uoguelph.ca>
Source record: 9239

Daniel Hedberg (dhedberg@zen.kuai.se) wrote:

: Is there anyone who knows how to take advantage of the "extended type"
: thing in Interface? Do you need a special GEM-Library or something?
: Please, help me someone, it's really frustating when the dialogs and
: other objects doesn't look like they are supposed to do. (as they do in
: Interface).

As I understand it, (and I'm no GEM programmer--next project) from what I gather from the ProGEM series by Tim Oren, to use an extended object type, you have to supply a pointer to a routine which will handle the object type. GEM obviously doesn't know what to do with it, so you have to handle it yourself. There are libraries available that supply functions to handle snazzy stuff like pop-ups...

THeo

2997. Re: SozobonX library fns.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-07 00:00:00 UTC
From: jmpatat@asi.fr
Message-ID: <4ubad6$4sl@s2.asi.fr>
Source record: 9240

thopman@uoguelph.ca (Theodore L Hopman) wrote:

there are a
>couple of "standard" functions, namely atof() and strtod() that don't
>work.

Just verify if _atof(and others) are in alphabetical order in libc.a.

Some linkers assume to work with sorted symbols, and have options to
go over(?) 'lib' more than once.

Float in sozobon are in another lib, but I remember some limitations
with printf and other(have a look in documentation).

With sozobon 2.0 I found a bug with optimizer(tops) with some
functions. I removed some options of tops and could re-compile libc.a
and used it. I don't know of next version.

I remember also an option speeding the link if you have enough
memory(I think more than 512K).

Please note they are old memory(5 years). So verify them.

Thierry

2998. Re: Atarians in Calgary, Alberta?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <4ucbkq$gb1@scanner.worldgate.com>
Source record: 9142
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

BA070001 (PETEPP@smaug.devry.ca) wrote:
: I'm looking for fellow Atari users in the
: great city of Calgary, Alberta.
: Is there anyone out there? If there is,
: please e-mail me!!!
: I'm interested in finding out just how many
: Atarians there are in Calgary, and finding out
: about where I can get Atari hardware/software
: in Calgary.

: Besides, it would be nice to see that there
: are still plenty of Atari supporters around,
: especially in the city where I live.

: Y'all come back now, y'hear?

: Chow,

B
: Sentinel

: ##
: ## Peter Epp ##
: ## Code-name: Sentinel ##
: ## E-mail: PETEPP@smaug.devry.ca ##
: ##
Check the Computer Paper for the two Atari clubs in Calgary. There

are mroe of you than you think!

LeslieB
B
B
B
B
B

2999. C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: Kevin Dixon <kevin-dixon@psion.com>
Message-ID: <3209CBDE.56CC@psion.com>
Source record: 9143

I've been off the Atari scene for quite a while, and was
wondering if there are and C++ compilers for the ST?
Anything along the lines of GCC or a commericial product.

K

3000. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: Fabrice Girardot <Fabrice.Girardot@imag.fr>
Message-ID: <3209EE7B.41C6@imag.fr>
Source record: 9144

Kevin Dixon wrote:
>
> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.
>
> K

There is a old version of GCC (can't remember wich one) working
without a multitasking OS.
It works on my F030, and I don't know if it could work if powered
by a 68000.

Fabrice.
mailto:Fabrice.Girardot@imag.fr
http://www-cami.imag.fr/~girardot/

3001. Re: Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839596918_OASIS_@swampdog.demon.co.uk>
Source record: 9145

In article <4uak36$f5e@ccshst05.uoguelph.ca>
thopman@uoguelph.ca (Theodore L Hopman) said:-

>Daniel Hedberg (dhedberg@zen.kuai.se) wrote:
>
>: Is there anyone who knows how to take advantage of the "extended type"
>: thing in Interface? Do you need a special GEM-Library or something?
>: Please, help me someone, it's really frustating when the dialogs and
>: other objects doesn't look like they are supposed to do. (as they do in
>: Interface).
>
>As I understand it, (and I'm no GEM programmer--next project) from what I
>gather from the ProGEM series by Tim Oren, to use an extended object
>type, you have to supply a pointer to a routine which will handle the
>object type. GEM obviously doesn't know what to do with it, so you have
>to handle it yourself. There are libraries available that supply
>functions to handle snazzy stuff like pop-ups...

better clarify before it gets too confused ... :-)

This the G_PROGDEF / G_USERDEF ob_type=24. ob_spec points to a USERBLK
/ APPLBLK / APPL_BLK structure which basically describes to the AES
routines (supplied by you) which can draw and manipulate your custom
object.

The "extended flags" are available for you to use in describing
various non standard attributes of your custom object. They are not
mandatory. You could just stick with SELECTABLE for instance.

For example, if you implemented your own form_do() routine, you may
decide it would be nice to have a flashing attribute - you could then
use one bit out of the extended flags ob_flags to represent FLASHABLE,
and one out of extended flags ob_state to indicate FLASHING.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3002. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839590804_OASIS_@swampdog.demon.co.uk>
Source record: 9146

In article <3209496D.3DDE@wtgab.demon.co.uk>
wtg <wtg@wtgab.demon.co.uk> said:-

>Guy Harrison wrote:

>> If compiling K&R code you then need to replace all occurrences of
>> op(wibble) with op(&wibble). It will then compile correctly on both.
>
>Exactly - MWC isn't fully ANSI but it *does* pass structures by value
>(if you want it to) which makes a *huge* difference to the coding of
>recursive routines. I remember using the Sun workstation compiler
>around 1990 and although it had ANSI prototypes it didn't support
>structs by value (whereas MWC didn't have ANSI prototypes but *did* have
>structs by value.) A simple substitution would simply not work *at all*
>(obviously - *recursion*) - you have to go and build an auxiliary stack
>to keep the data structures on which uglifies a nice simple algorithm.

I must be missing something - surely the addition of a local
declaration and a memcpy() will simulate it?

```
ansi(a)
WHATEVER a;
{
...
ansi(a);
}
```

```
k&r(ap)
WHATEVER *ap;
{WHATEVER a;
memcpy(&a,ap,sizeof(WHATEVER));

...
k&r(&a);
}
```

>Of course nowadays passing lots of data on the stack is a *bad idea*.

True, but that was the days before decent memory allocation was
common to all systems. I remember a college Pascal which was strictly
implemented, it was therefore impossible to release dynamically
allocated memory!

Just for the hell of it one day, I got MWC to malloc() itself a new
stack each time it was nearly exhausted. Talk about non portable! :-)

>I'll leave it to the language lawyers to comment on op(wibble) vs
>op(&wibble) under K&R but my recollection is that only the op(&wibble)
>version is legal K&R and op(wibble) could only work under K&R if the
>compiler silently (and erroneously) changed it for you... (lint, lint,
>lint).

iirc, you are correct. op(wibble) was not legal but most compilers did
assume &wibble rather than barf.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3003. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <3209E207.167EB0E7@ena-east.ericsson.se>
Source record: 9147

```
Kevin Dixon wrote:
>
> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.
>
> K

Someone please correct me if I'm wrong here!

You can install Linux and use the whole GNU toolbox,
gcc, g++, gas, etc. but you currently need a 68030 to do so
which means you need a Falcon, TT, or bucks to add a PAK
upgrade to your ST (my be some kernel issues with PAK, not
sure about this).

I think (this is where I may be wrong) a port to the 68000
is currently being worked on but I don't know if it is available
yet so you may have to wait a while if you have your heart
set on using GNU C/C++

Regards,

--
,-----------------------------------------------------------------.
| ERICSSON /// |
| |
| Brian T. Hutchinson |
| Software Engineer |
| Private Radio Systems |
| |
| Ericsson Inc. Telephone: (804)948-6442 |
| Mountain View Road, Room 2630 FAX: (804)948-6340 |
| Lynchburg, VA 24502 hutch@ena-east.ericsson.se |
| |
`-----------------------------------------------------------------'
```

3004. Re: Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: dhedberg@yin.kuai.se
Message-ID: <4ud6ca$89p@kaon.kuai.se>
Source record: 9148

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: As I understand it, (and I'm no GEM programmer--next project) from what I
: gather from the ProGEM series by Tim Oren, to use an extended object
: type, you have to supply a pointer to a routine which will handle the
: object type. GEM obviously doesn't know what to do with it, so you have
: to handle it yourself. There are libraries available that supply
: functions to handle snazzy stuff like pop-ups...

Yes, people have been telling me to use the GEM-Libraries available.
However, I am doing all programming in assembler, and there are
unfortunatly no library for assembler. Thank you for your help, though!

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
---
oOo oOo
U U

3005. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839599224_OASIS_@swampdog.demon.co.uk>
Source record: 9149

In article <avg.839412063@news.cwi.nl>
avg@cwi.nl (Annius Groenink) said:-

>grobe@netins.net (Jonathan Grobe) writes:
>
>>In article <4u4l03$sdm@orm.southern.co.nz>, clifton@southern.co.nz (Julian Forsythe) writes:
>>>Request: Please create alt.binaries.atari.st
>
>>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD to create
>>comp.binaries.* groups for the Atari and Atari ST. comp.binaries.* groups
>>would be available at many moreo sites than an alt.* group so I
>>suggest you contact Kyle.
>
>
>Please DON'T DO THIS! I was the last moderator for
>comp.binaries.atari.st and it was collectively decided best to
>discontinue the groups. We had at most one or two postings a month!

What is your objection? No-one if forcing you to be moderator for the
new group.

>These days it is _much_ better to upload software to a web or ftp
>site and post an _announcement_ on one of the news groups!

Rather the reverse - a heavily overloaded binaries group would be
better forced onto ftp sites to reduce bandwidth.

>Really, such a group is just a waste of the little bandwidth it
>produces, and the space in people's .newsrc files!

Above.

>I sincerely hope that people that have a memory that goes back further
>than 6 months will vote NO on this RFD.

Mine does ...

I posted numerous times here and in the removed groups asking how it
was done. Never got a single reply.

In the "discussion" for its removal, I suggested you simply find
another moderator. This was ignored.

When the "discussion" was over, I voted against its removal, again
suggesting the above, or in view of the light traffic, that moderation
could be removed all together. Ignored again.

I saw 2 posts against its removal and 3 for. Nobody had a clue what was going on and ignored the thread. Perhaps you got many more but you did not summarise.

People need to be seeing software!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3006. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: Graham Beint <Graham.Beint@insignia.co.uk>
Message-ID: <320A3C65.2F93@insignia.co.uk>
Source record: 9150

Brian Hutchinson wrote:
>
> Kevin Dixon wrote:
> >
> > I've been off the Atari scene for quite a while, and was
> > wondering if there are and C++ compilers for the ST?
> > Anything along the lines of GCC or a commericial product.
> >
> > K
>
> Someone please correct me if I'm wrong here!

On a plain ST/STe set up a Minix partition (>=24Mb) under Mint
with Unix tools.

Try the german ftp sites for KGMD and umich & mirrors for GCC

--
Graham Beint

*The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your
Friend!"*

3007. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <320A2011.794B@in.tu-clausthal.de>
Source record: 9151

Kevin Dixon wrote:

> I've been off the Atari scene for quite a while, and was
> wondering if there are and C++ compilers for the ST?
> Anything along the lines of GCC or a commericial product.

There is at least GCC for MiNT. MiNT should be the standard OS for the Atari at the moment (every MagiC user trying to knock me down... MiNT is at least closer to Possix than MagiC, and Possix is still the only OS Standard availble).

It shurely can be used by any Processor. The 68K part of GCC makes 68000 code by default. In addition tis this almost every Processor up to the 040er is supportet directly via a command line Option.

I'm not shure if there is a up to date GCC version for single TOS as well.

Christof

3008. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dvu73J.M3F@iglou.com>
Source record: 9152

Brian Hutchinson (hutch@ena-east.ericsson.se) wrote:

: You can install Linux and use the whole GNU toolbox,
: gcc, g++, gas, etc. but you currently need a 68030 to do so
: which means you need a Falcon, TT, or bucks to add a PAK
: upgrade to your ST (my be some kernel issues with PAK, not
: sure about this).

Umich and other mirrors have MiNT, which is similar to Linux. That should do it well for you. I've been in contact with Evan Langlois about this. It'll do well for you. The Linux stuff requires the 030. I'd suggest you read up more on this. If you run onto my homepage, I have a link that allows you to go to more links, including those for MiNT and GCC. I'd suggest you have at least a meg of memory for MiNT, and a hard drive.

You may also want to look around for other compiler packages if you don't want GCC. There's the current Lattice C 5.6 currently selling at Toad Software. Older packages, if you can find them, like Mark Williams C, Megamax's Laser C, Prospero C, and others, can be found. If you do get these older packages, you must remember that the companies that developed them may not be in business any more. Mark Williams Company that made Mark Williams C is one. Prospero is still in business, from what I've seen.

: I think (this is where I may be wrong) a port to the 68000
: is currently being worked on but I don't know if it is available
: yet so you may have to wait a while if you have your heart
: set on using GNU C/C++

Actually, you can use it without MiNT or Linux. That means you'd have to run everything in the same directory, which can give you a rather messy folder if you don't clean up every now and then.

Anyone know what happened to Brian Hauer of TSO Software's homepage? He's written that freeware BBS program that for some strange reason I keep forgetting the name. I try to get on, but all my connections time out or something. What's up?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3009. Re: C compiler optimization, was Re: C programming stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839614118_OASIS_@swampdog.demon.co.uk>
Source record: 9153

In article <4u7egd$ef@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>Doesn't MWC automatically allocate variables to registers?

Nope. You must do it yourself but you can get it to tell you which
register variables haven't been assigned. Without inspecting the code,
user defined register variable usage can be rather dubious in any
case.

>Generally, unless you specify that you want code for an '020 or better,
>all multiplications by non-constants will be done via library calls.
>To do differently, the compilers would have to realize that the numbers
>are guaranteed to be small.
>TurboC/PureC did the index calculation via a direct 'muls' even for long
>variables, but that's because they don't allow >16 bit indices...

long array indices in MWC are not legal.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3010. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4udl9s$prr@nyheter.chalmers.se>
Source record: 9154

In article <3209EE7B.41C6@imag.fr>,
Fabrice Girardot <Fabrice.Girardot@imag.fr> wrote:
>Kevin Dixon wrote:
>>
>> I've been off the Atari scene for quite a while, and was
>> wondering if there are and C++ compilers for the ST?
>> Anything along the lines of GCC or a commericial product.
>>
>> K
>
>There is a old version of GCC (can't remember wich one) working
>without a multitasking OS.

G++ has been available for the Atari ST for as long as I can remember.
I believe the latest non-MiNT port is 2.5.8, which is relatively new.

I use 2.5.8 myself (only the C part, though) since I've not managed to
get the MiNT versions to run together with Outside on my Falcon.
(GAS seems to be the major problem for some strange reason.)

I built a cross-compiler from the 2.7.2 sources last week to see if
there were any differences, but I couldn't find any at all with my
(rather simple) test programs.
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3011. Re: SozobonX library fns.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4ud51k$r4v@ccshst05.uoguelph.ca>
Source record: 9155

jmpatat@asi.fr wrote:
: thopman@uoguelph.ca (Theodore L Hopman) wrote:

: there are a
: >couple of "standard" functions, namely atof() and strtod() that don't
: >work.
: Just verify if _atof(and others) are in alphabetical order in libc.a.
: Some linkers assume to work with sorted symbols, and have options to
: go over(?) 'lib' more than once.
: Float in sozobon are in another lib, but I remember some limitations
: with printf and other(have a look in documentation).
: With sozobon 2.0 I found a bug with optimizer(tops) with some
: functions. I removed some options of tops and could re-compile libc.a
: and used it. I don't know of next version.

: I remember also an option speeding the link if you have enough
: memory(I think more than 512K).
Thanks for following up. As it turns out, I didn't RTFM to the manual
quite enough. Once I did, I found out that I was using the integer-only
libraries. Using cc -f solved my problem...

THeo

3012. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-08 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <3209496D.3DDE@wtgab.demon.co.uk>
Source record: 9241

```
Guy Harrison wrote:
> >wtg (wtg@wtgab.demon.co.uk) wrote:
<elision>
> >: Nah, its not ANSI - but it *is* more ANSI than a lot of other compilers
> >: of same vintage on SUN/VAX whatever. The main ommission (and the one
> >: that makes people think it isn't *at all*) is ANSI function prototyping
> >: (Most other compiler vendors put that in first and left the *more
> >: important bits* till later.) _But_ it does push structures onto the
> >: stack instead of requiring pointers (they get copied up to a limit
> >: (some weird size limited by PC-relative addressing.)) Which I always
> >: liked because (most (of (the (algorithms) I) write) are) recursive.
> >: (Why work out how to do it yourself when recursion makes the computer do
> >: the job - that's what they're for!)
> Under K&R ...
>
> typedef struct {
> int fred,
> jim;
> } EG;
>
> main()
> {EG wibble;
>
> op(wibble);
> op(&wibble);
> }
>
> are one and the same thing (pointer always passed), whereas ansi (thus
> MWC also) passes a copy of the whole structure for the 1st and a
> pointer for the 2nd.
>
> If compiling K&R code you then need to replace all occurrences of
> op(wibble) with op(&wibble). It will then compile correctly on both.

Exactly - MWC isn't fully ANSI but it *does* pass structures by value
(if you want it to) which makes a *huge* difference to the coding of
recursive routines. I remember using the Sun workstation compiler
around 1990 and although it had ANSI prototypes it didn't support
structs by value (whereas MWC didn't have ANSI prototypes but *did* have
structs by value.) A simple substitution would simply not work *at all*
(obviously - *recursion*) - you have to go and build an auxiliary stack
to keep the data structures on which uglifies a nice simple algorithm.
Of course nowadays passing lots of data on the stack is a *bad idea*.
I'll leave it to the language lawyers to comment on op(wibble) vs
```

op(&wibble) under K&R but my recollection is that only the op(&wibble) version is legal K&R and op(wibble) could only work under K&R if the compiler silently (and erroneously) changed it for you... (lint, lint, lint).

--

William T Goodall

wtg@wtgab.demon.co.uk

3013. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <320A8BB6.7FF5@wtgab.demon.co.uk>
Source record: 9156

```
Guy Harrison wrote:
>
> In article <3209496D.3DDE@wtgab.demon.co.uk>
> wtg <wtg@wtgab.demon.co.uk> said:-
>
> >Guy Harrison wrote:
>
> >> If compiling K&R code you then need to replace all occurrences of
> >> op(wibble) with op(&wibble). It will then compile correctly on both.
> >>
> >Exactly - MWC isn't fully ANSI but it *does* pass structures by value
> >(if you want it to) which makes a *huge* difference to the coding of
> >recursive routines. I remember using the Sun workstation compiler
> >around 1990 and although it had ANSI prototypes it didn't support
> >structs by value (whereas MWC didn't have ANSI prototypes but *did* have
> >structs by value.) A simple substitution would simply not work *at all*
> >(obviously - *recursion*) - you have to go and build an auxiliary stack
> >to keep the data structures on which uglifies a nice simple algorithm.
>
> I must be missing something - surely the addition of a local
> declaration and a memcpy() will simulate it?
>
> ansi(a)
> WHATEVER a;
> {
> ...
> ansi(a);
> }
>
> k&r(ap)
> WHATEVER *ap;
> {WHATEVER a;
> memcpy(&a,ap,sizeof(WHATEVER));
>
> ...
> k&r(&a);
> }

I must apologise for not making myself clear on this subject. Of
*course* I didn't mean that it was impossible to do recursion without
passing structures by value. C is a language in which you *can* do
anything. The question is *should you*. All the early versions of C++
from Bell labs (Cfront?) were implemented as a preprocessor which output
C for your local compiler using C as a kind of macro-assembler. That
```

doesn't mean you can write object-oriented software in C. (I know, I've tried).

Using memcpy() as in your example *works* but is horribly inefficient and no use for production code. I must digress here on just how *awful* memcpy is because I have seen so much bad code written using it. memcpy is *not* a panacea for problems in program design - the function is a last resort *unaligned* *bytewise* memory copy function for kluges, hacks and copying buffers. It does unaligned bytewise memory copies. The code that MWC (or any compiler) generates for pasing structures by value is *inline* and quite well optimised. (Yes - the base addresses of structures are word-aligned - unless you start mucking about with them (well maybe some implementations aren't - but only if you set the size before speed flags on a non-RISC processor) and then you start using memcpy) 4 bytes at a time (or more of course depending on the word size), then 2 and then the last odd byte. That is why if you cannot pass structures by value you have to go and design and code an alternative. An array big enough to hold one's maximum recursion depth being a typical solution.

I probably sound over-the-top about this but I spent 18 months working on real-time systems on VAXen which were being ported to OpenVMS on Alpha boxes and the amount of dross code which used memcpy written by people who assumed it was somehow *magical*....On VAXen unaligned accesses are legal (but still cause a memory cycle penalty) - on Alphas they cause an exception and the OpenVMS emulation slopes off into software to do the copy for you (at a horrible performance penalty)...

Unaligned? Once people start (mis)using memcpy they start to do wonderful things like stuff (unaligned) malloced memory full of bits of arrays of structures...

At this point in my diatribe I must break off and point out that Guy Harrison is not guilty of any of these heinous sins, he just set me off....

The point being that memcpy is guaranteed to copy the memory for you ok, but it is slooooooo.

> >Of course nowadays passing lots of data on the stack is a *bad idea*.
>
> True, but that was the days before decent memory allocation was
> common to all systems. I remember a college Pascal which was strictly
> implemented, it was therefore impossible to release dynamically
> allocated memory!
>
> Just for the hell of it one day, I got MWC to malloc() itself a new
> stack each time it was nearly exhausted. Talk about non portable! :-)

Actually the point was more about register allocation and optimisers, probably.

> >I'll leave it to the language lawyers to comment on op(wibble) vs
> >op(&wibble) under K&R but my recollection is that only the op(&wibble)
> >version is legal K&R and op(wibble) could only work under K&R if the
> >compiler silently (and erroneously) changed it for you... (lint, lint,
> >lint).
>
> iirc, you are correct. op(wibble) was not legal but most compilers did
> assume &wibble rather than barf.

Which must have caused no end of fun when they got a new ANSI
compiler.....

--

William T (*DON'T* touch my code its perfect already) Goodall

wtg@wtgab.demon.co.uk

3014. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvuzwB.31B@iglou.com>
Source record: 9157

Christof Donat (cdonat@in.tu-clausthal.de) wrote:

: There is at least GCC for MiNT. MiNT should be the standard OS for the
: Atari at the moment (every MagiC user trying to knock me down... MiNT is
: at least closer to Possix than MagiC, and Possix is still the only OS
: Standard availble).

Just installed MiNT tonight, and checked on gcc. All I need is a reference card of all the commands that gcc reads and uses. Haven't found one yet, unless I'm looking in the wrong place.

: I'm not shure if there is a up to date GCC version for single TOS as
: well.

There's 2.58 and 2.61 out right now. The version of MiNT I installed was .95, so I'll be updating it to 1.41, and so on. It's pretty nice, but I only need the command reference for gcc. Someone said I should look inside the source archive of gcc.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3015. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyz3f1wzs8j.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9158

Davy Mitchell writes:

|> George Seto (af221@ccn.cs.dal.ca) wrote:
|> : What were you trying to do?

|> Thanks for the info :-)
|> What I was trying to do was to home the cursor to the top left corner after
|> clearing the screen. This is for a C++ text adventure game which I am writing.
|> Minor thing but makes the display a bit nicer.

What's wrong with `cout << "\33H"'?
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3016. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4ufa0r$363@orm.southern.co.nz>
Source record: 9159
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Annius Groenink (avg@cwi.nl) wrote:
: Please DON'T DO THIS! I was the last moderator for
: comp.binaries.atari.st and it was collectively decided best to
: discontinue the groups. We had at most one or two postings a month!
I don't think that any sane atari user asked for the removal of the
group, or what it meant. It was people like sinclap who despise atari
owners that wanted it's removal
: These days it is _much_ better to upload software to a web or ftp
: site and post an _announcement_ on one of the news groups!
But it is not free, why should IBM users get all the free bandwidth they
want and Atari users with none?

: Really, such a group is just a waste of the little bandwidth it
Well if it produces little bandwidth then what's the problem?

: produces, and the space in people's .newsrc files!
ooo all of 20 bytes.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

If Speed scares you, use Windows!

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

3017. Re: TOS cursor

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: rm03@ic.ac.uk
Message-ID: <4uffrg$4td@oban.cc.ic.ac.uk>
Source record: 9160

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:
>What I was trying to do was to home the cursor to the top left corner after
>clearing the screen. This is for a C++ text adventure game which I am writing.
>Minor thing but makes the display a bit nicer.
>

What is wrong with doing <esc>E<esc>H ?
Or am I missing something?

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk
`A Lavender Man, Bearing Tidings!'

3018. Re: Atarians in Calgary, Alberta?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.92.960809084045.33004A-100000@srv1.freenet.calgary.ab.ca>
Source record: 9161
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

On 7 Aug 1996, BA070001 wrote:

> I'm looking for fellow Atari users in the
> great city of Calgary, Alberta.
> Is there anyone out there? If there is,
> please e-mail me!!!
> I'm interested in finding out just how many
> Atarians there are in Calgary, and finding out
> about where I can get Atari hardware/software
> in Calgary.
>
> Besides, it would be nice to see that there
> are still plenty of Atari supporters around,
> especially in the city where I live.
>
> Y'all come back now, y'hear?
>
> Chow,
>
> Sentinel
>
> ##
> ## Peter Epp ##
> ## Code-name: Sentinel ##
> ## E-mail: PETEPP@smaug.devry.ca ##
> ##
>
>
>

Hi Peter,

There are actually a lot of atari enthusiasts in Calgary. The city used to support four or five dealers, now sadly there are none. There are two users groups, Calgary Atari Computer Enthusiasts (CACE) and the Calgary Atari users group (CAUG). Both groups have BBS CACE at 2795375 and CAUG at 720-2286. CACE meets on the first and third mondays of the month and CAUG on the 2 and fourth wedensdays.

Your best bet for hardware and software is computer direct in Edmonton. Although most of the locals get by dealing with TOAD. It is really too bad that the there are no dealers surviving in the calgary area.

I am the liason person for CACE and I can be reached at 271-1481. (sometimes - when my wife doesn't have the falcon hooked to the net).

BTW if there are any other calgaryor area people lurking out there we would love to hear from you.

Tom McCartney

Home of MISTWOOD cats, and a whole bunch of computers.

3019. Sozobon C

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4uf4pe$j3v@inca01.inca.co.nz>
Source record: 9162

I have been asked to write a programming column for the local user group disc magazine, focusing on C.

The person who asked for it has Sozobon C, but I have Lattice 5.6.

Questions:

1) What is Sozobon C? PD/Shareware?

2) What sort of compiler is Sozobon - ANSI, K&R or ???

3) Assuming PD/Shareware, where can I locate Sozobon? How large is it (I must pay for my data transferred over the net)?

4) What are the major differences between Lattice and Sozobon? Can I take a Lattice source file and compile it unchanged?

5) Anything I should know about Sozobon before I start?

--

Quote For The Month:

"Shazbot!"

3020. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ufelb$1ng_001@jf.intel.com>
Source record: 9163
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <avg.839412063@news.cwi.nl>,
avg@cwi.nl (Annius Groenink) wrote:
>
>grobe@netins.net (Jonathan Grobe) writes:
>
>>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD
>>to create comp.binaries.* groups for the Atari and Atari ST.

>
>Please DON'T DO THIS! I was the last moderator for
>comp.binaries.atari.st and it was collectively decided best to
>discontinue the groups. We had at most one or two postings a
>month!

Firstly, who is included in "colletively?" I opposed the
removal, and and I think most of the netizens of
comp.sys.atari.st simply didn't know what was happening.

Secondly, the lack of postings was apparently a problem with your
email inbox, as I sent several items to you for posting during
the last months the group existed; they were neither psoted nor
acknowledged, leading me to believe that they had been rejected
without comment. If you didn't get them, it might explain why
the traffic was so low.

>These days it is _much_ better to upload software to a web or
>ftp site and post an _announcement_ on one of the news groups!

There are still many Atari users who don't have ftp access.
While archiving files is always a good idea, it is not (IMHO) the
best way to ensure wide dissemination on a rapid time scale, nor
does it ensure that the file will even be made available at the
ftp site. For example, during the past two months, I have
submitted two original packages to at least 6 different ftp
archives, including umich. So far as I have been able to
determine, the packages are now available ONLY at cnam; they have
been ignored or consigned to Coventry at all the other archives.
And, since I fix bugs and upgrade my packages continuously, even
the one at cnam is now quite out-of-date.

>Really, such a group is just a waste of the little bandwidth it
>produces, and the space in people's .newsrc files!

Considering the amount of spam arising from the thousands of
clueless commercial phone sex adverisers and the clueless "make

money fast" chain letter posters, the amount of bandwidth we are discussing here is trivial. In addition, I take issue with the concept that it would be "wasted." alt.barney.dinosaur.die.die.die is a COMPLETE waste of bandwidth, yet it's on the backbone. The several hundred users of Atari compatibles world-wide who would benefit from a moderated binaries group certainly don't consider their systems to be a "waste."

>I sincerely hope that people that have a memory that goes back
>further than 6 months will vote NO on this RFD.

In all honesty, I would expect to see an RFD to remove ALL existing Big 8 binaries groups to appear from you within a week or so, unless you simply have an ax to grind and are opposing the Atari binaries group out of some sort of spite.

I sincerely hope that people who have any sense of fair play and the ability to distinguish between new software and stale, old software, would vote YES on this RFD.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

3021. Re: Enough with the WAVs already! Just complaining...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ufq8m$3s4_001@jf.intel.com>
Source record: 9164
Cross-posted to: alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,comp.sys.atari.programmer

In article <sikokat-08089622241000001@nntp.ix.netcom.com>,
sikokat@ix.netcom.com (Rich Garceau) wrote:
>... MPEG. Specifically, layer 2 of the MPEG-1
>specification, most often designated and referred to as ".mp2". .mp2 can
>produce a file size about 1/10th that of the original 44.1 kHz/16-bit WAV,
>using 80 kb/sec encoding, for instance, while retaining much of the sound
>quality of the CD-quality WAV. Now with this encoding rate, there is some
>slight hoarseness to the sound, and an occasional "wateriness," but for
>dialogue, which accounts for probably 90% of the material posted to these
>groups, it's very rarely noticeable and *infinitely* better than the
>*very* noticeable noise and harshness of the unfortunately still-common
>11.025 kHz/8-bit WAV format.
..
> The second point of this wonderful little "sermon from the soap box?"
>Cross-platform MPEG support: it exists, folks, in force. Freeware
>decoders are available for all major (and not-so-major) platforms: Mac,
>IBM-compatible (Windows and DOS), Unix, Amiga, and probably others - they
>are developing quite rapidly. Encoders are also available, most of them
>freeware. Players are available for the higher-end processors of each
>platform, however, with a decoder, you can download the .mp2, decode it to
>a 44.1 kHz/16-bit WAV, and then *you* can decide what kind of compromise
>you want to make in terms of file size and sound quality.
>
>Rich Garceau
>SikoKat@ix.netcom.com

I agree, Rich; WAV files are not only too big for current technology, and of relatively poor quality, there's a version that has recently appeared that works properly only under WIN95 (no idea what Microslop has done to it, but there you are). MP2 files are smaller, higher quality, and the standard is not subject to the whims of some marketing director in Redmond. <G>

So, I'm adding my favorite group of programmers to the distribution list on this followup, in hopes that someone will compile an MP2 player that works on a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses it, if found).

Anyone?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

3022. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839675154_OASIS_@swampdog.demon.co.uk>
Source record: 9165

In article <320A8BB6.7FF5@wtgab.demon.co.uk>
wtg <wtg@wtgab.demon.co.uk> said:-

>I must apologise for not making myself clear on this subject. Of
>*course* I didn't mean that it was impossible to do recursion without
>passing structures by value. C is a language in which you *can* do
>anything. The question is *should you*. All the early versions of C++
>from Bell labs (Cfront?) were implemented as a preprocessor which output
>C for your local compiler using C as a kind of macro-assembler. That
>doesn't mean you can write object-oriented software in C. (I know, I've
>tried).

If I were to write C code that had to exist on more than
implementation and maintain it, I would seriously consider doing it
without any standard library functions at all, except possibly stdio.
This does not mean that the likes of strcpy() etc would not exist,
just that the source for them would exist as part of the program.

>Using memcpy() as in your example *works* but is horribly inefficient
>and no use for production code.

I agree, up to a point. I have no problems writing inefficient code if
it is clearer and does the job acceptably. If it doesn't do the job
then I do something about it.

>I must digress here on just how *awful* memcpy is because I have seen
>so much bad code written using it. memcpy is *not* a panacea for
>problems in program design - the function is a last resort *unaligned*
>*bytewise* memory copy function for kluges, hacks and copying
>buffers. It does unaligned bytewise memory copies. The code that MWC
>(or any compiler) generates for pasing structures by value is *inline*
>and quite well optimised. (Yes - the base addresses of structures are
>word-aligned - unless you start mucking about with them (well maybe
>some implementations aren't - but only if you set the size before
>speed flags on a non-RISC processor) and then you start using memcpy)
>4 bytes at a time (or more of course depending on the word size), then
>2 and then the last odd byte. That is why if you cannot pass
>structures by value you have to go and design and code an alternative.
>An array big enough to hold one's maximum recursion depth being a
>typical solution.

Another problem with manual optimization is this sort of nonsense ...

```
strdup(s)
char s[];
{register char *p =malloc(strlen(s) + 1);
```

```
return p ? strcpy(p,s) : NULL;
}
```

.. leaving "register" out all together will more likely generate
better code - a decent compiler will ignore it, a not so good one will
waste time saving and restoring the register variable before issuing
the function calls - MWC will do this.

A better solution would be to duplicate the internals of strcpy() and
strlen() within strdup(), but even this could end up worse if, for
instance, the system strcpy() used a machine code string copy
instruction. With the sources incorporated into the program the
preprocessor can select the optimal choices.

>I probably sound over-the-top about this but I spent 18 months working
>on real-time systems on VAXen which were being ported to OpenVMS on
>Alpha boxes and the amount of dross code which used memcpy written by
>people who assumed it was somehow *magical*....On VAXen unaligned
>accesses are legal (but still cause a memory cycle penalty) - on Alphas
>they cause an exception and the OpenVMS emulation slopes off into
>software to do the copy for you (at a horrible performance penalty)...
>
>Unaligned? Once people start (mis)using memcpy they start to do
>wonderful things like stuff (unaligned) malloced memory full of bits of
>arrays of structures...

not to mention replacing string functions with mem functions as well!

>At this point in my diatribe I must break off and point out that Guy
>Harrison is not guilty of any of these heinous sins, he just set me
>off....

hehe, I certainly did! <G>

>The point being that memcpy is guaranteed to copy the memory for you ok,
>but it is slooooooow.

There is another, perhaps more important issue here - that of
understanding. Not many other languages give such low level access to
the system so easily and it is easily abused, not imo on purpose, but
through lack of understanding.

I gave up arguing in comp.lang.c about the "rewrite rule". I
consistently failed to get across the idea that a[] and *a are both
pointers, just one level of indirection between them. Not true, I was
told, a[] is an array, *a is a pointer, and an array isn't a pointer!

>> Just for the hell of it one day, I got MWC to malloc() itself a new
>> stack each time it was nearly exhausted. Talk about non portable! :-)
>
>Actually the point was more about register allocation and optimisers,
>probably.

I've been digressing. :-)

>> iirc, you are correct. op(wibble) was not legal but most compilers did
>> assume &wibble rather than barf.
>
>Which must have caused no end of fun when they got a new ANSI
>compiler.....

I bet!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3023. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: Luke Drelick <duky@worldnet.att.net>
Message-ID: <320BE89F.7508@worldnet.att.net>
Source record: 9166
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens wrote:
>
> In article <avg.839412063@news.cwi.nl>,
> avg@cwi.nl (Annius Groenink) wrote:
> >
> >grobe@netins.net (Jonathan Grobe) writes:
> >
> >>I believe Kyle R Hofmann <rhofmann@crl.com> is planning an RFD
> >>to create comp.binaries.* groups for the Atari and Atari ST.
>
> >
> >Please DON'T DO THIS! I was the last moderator for
> >comp.binaries.atari.st and it was collectively decided best to
> >discontinue the groups. We had at most one or two postings a
> >month!
>
> Firstly, who is included in "colletively?" I opposed the
> removal, and and I think most of the netizens of
> comp.sys.atari.st simply didn't know what was happening.
>
> Secondly, the lack of postings was apparently a problem with your
> email inbox, as I sent several items to you for posting during
> the last months the group existed; they were neither psoted nor
> acknowledged, leading me to believe that they had been rejected
> without comment. If you didn't get them, it might explain why
> the traffic was so low.
>
> >These days it is _much_ better to upload software to a web or
> >ftp site and post an _announcement_ on one of the news groups!
>
> There are still many Atari users who don't have ftp access.
> While archiving files is always a good idea, it is not (IMHO) the
> best way to ensure wide dissemination on a rapid time scale, nor
> does it ensure that the file will even be made available at the
> ftp site. For example, during the past two months, I have
> submitted two original packages to at least 6 different ftp
> archives, including umich. So far as I have been able to
> determine, the packages are now available ONLY at cnam; they have
> been ignored or consigned to Coventry at all the other archives.
> And, since I fix bugs and upgrade my packages continuously, even
> the one at cnam is now quite out-of-date.
>
> >Really, such a group is just a waste of the little bandwidth it

> >produces, and the space in people's .newsrc files!
>
> Considering the amount of spam arising from the thousands of
> clueless commercial phone sex adverisers and the clueless "make
> money fast" chain letter posters, the amount of bandwidth we are
> discussing here is trivial. In addition, I take issue with the
> concept that it would be "wasted."
> alt.barney.dinosaur.die.die.die is a COMPLETE waste of bandwidth,
> yet it's on the backbone. The several hundred users of Atari
> compatibles world-wide who would benefit from a moderated
> binaries group certainly don't consider their systems to be a
> "waste."
>
> >I sincerely hope that people that have a memory that goes back
> >further than 6 months will vote NO on this RFD.
>
> In all honesty, I would expect to see an RFD to remove ALL
> existing Big 8 binaries groups to appear from you within a week
> or so, unless you simply have an ax to grind and are opposing the
> Atari binaries group out of some sort of spite.
>
> I sincerely hope that people who have any sense of fair play and
> the ability to distinguish between new software and stale, old
> software, would vote YES on this RFD.
>
> *!* Opinions expressed herein are those of the writer only *!*
> Unsolicited Email of a commercial nature delivered to this address is
> subject to a $500 charge. Emailing such items, whether manually or
> automatically, constitutes acceptance of these terms and conditions.

I thought Atari went out of business!

3024. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554277227.39192.54.starship@3rdplanet.com>
Source record: 9167

guy@swampdog.demon.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Aug 96:

g> In the "discussion" for its removal, I suggested you simply find
g> another moderator. This was ignored.
g>
g> When the "discussion" was over, I voted against its removal, again
g> suggesting the above, or in view of the light traffic, that moderation
g> could be removed all together. Ignored again.
g>
g> I saw 2 posts against its removal and 3 for. Nobody had a clue what
g> was going on and ignored the thread. Perhaps you got many more but you
g> did not summarise.
g>
g> People need to be seeing software!

I got some email from Annius today at work indicating that he did get my submissions, and that he thinks he replied that they would not be posted /becasue/ the group was going to be closed. I'm afraid I may have made (yet another) net.enemy here, but that's just too damn bad. My feeling is that Annius should, rather than closing the group in a "star chamber" action (whihc is what it amounts to when you tell people that you're about to do something, and give them insufficient information to support your opposition), have sought a new moderator.

I also dislike his attitude about software piracy intensely. In fact, I would go so far as to say it absolutely sucks. But that's personal and not germaine to this discussion. ;^/

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3025. Re: Sozobon C

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <839717150_OASIS_@elis.demon.co.uk>
Source record: 9168

In article <4uf4pe$j3v@inca01.inca.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>
>1) What is Sozobon C? PD/Shareware?

PD, I believe...

>2) What sort of compiler is Sozobon - ANSI, K&R or ???

K&R I'm afraid...

>3) Assuming PD/Shareware, where can I locate Sozobon? How large is it (I
>must pay for my data transferred over the net)?

I'd get it from HENSA (ftp micros.hensa.ac.uk)
There's also a debugger available, and a package called
Heat'n'Serve Sozobon, which is a tad easier to set up. Might even come with a
graphical shell. It's also at the UMICH archive. It's not too big.

>4) What are the major differences between Lattice and Sozobon? Can I take
>a Lattice source file and compile it unchanged?

Never tried. Well, I'm sure generic stuff should port. Sozobon does come
with GEM and VDI libs, I don't know how they'd compare with Lattice. ('Cos I've
never used them, I use Lattice..)

>5) Anything I should know about Sozobon before I start?

Might be the best bet for the newcomer. You've got a fighting chance of
using it with a couple of drives and one meg. Most other P.D. compilers are a
bit long in the tooth, and GCC's enormous. ST Format used it for a C tutorial a
while back...
Have Fun,
"Augeas"

--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !'

3026. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-09 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4ufctd$b2@nyheter.chalmers.se>
Source record: 9169

In article <DvuzwB.31B@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>Christof Donat (cdonat@in.tu-clausthal.de) wrote:
>
>: There is at least GCC for MiNT. MiNT should be the standard OS for the
...
>Just installed MiNT tonight, and checked on gcc. All I need is a reference
>card of all the commands that gcc reads and uses. Haven't found one yet,

Commands?
Do you mean command line parameters?

There are _lots_ of parameters you can give to GCC, but most have little
real use. The most common are:

-o filename Specify name of the created executable
-c Don't link, just compile to *.o
-O Optimize (you want to use at least this)
-O2 Optimize well (often creates much better code)
-S Don't assemble, leave compiled code as *.s
-mshort Use 16 bit integers
-m68000 Don't create >68000 code
-I path Look for header files under path
-l lib Link with the library lib

A simple build of a multi-file program could be:

Compile all the files (to *.o)
gcc -mshort -m68000 -O2 -c *.c

Link the program
gcc -o myprog.prg -mshort -m68000 *.o -lgem16

If you mean keywords, they are the same as for any C compiler, even if
GCC does have a few features of its own.

If you mean library functions, that depends on what libraries you have
of course. The standard GNU libraries can be used like any standard
ANSI C libraries.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3027. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-10 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554324682.24998.64.starship@3rdplanet.com>
Source record: 9170
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

duky@worldnet.att.net barked in COMP.SYS.ATARI.ST on 09 Aug 96:

d> I thought Atari went out of business!

That's incorrect, and irrelevant to the discussion at hand anyway.

(1) Atari (the computer company) purchased a controlling interest in JTS technologies (the hard drive company) and merged, adopting the new name and abandoning "Atari" as a brand name.

(2) Atari computers and clones thereof are still manufactured by at least three firms; C-Lab makes the Atari/C-Lab Falcon, and the Hades and Medusa workstations also run TOS (the OS-in-ROM that is the basis for Atari computers).

And, assuming that there was no one still making Atari systems, there are still hundreds of thousands of Atari computers in existence and functional. The users of these systems are no less entitled to access the Interent than any other group.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3028. Re: Interface, extended type?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-10 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GHKUEAWEUp@tos.ak.planet.gen.nz>
Source record: 9171

In <4uak36$f5e@ccshst05.uoguelph.ca> Theodore L Hopman wrote :

>Daniel Hedberg (dhedberg@zen.kuai.se) wrote:
>
>: Is there anyone who knows how to take advantage of the "extended type"
>: thing in Interface? Do you need a special GEM-Library or something?
>: Please, help me someone, it's really frustating when the dialogs and
>: other objects doesn't look like they are supposed to do. (as they do in
>: Interface).
>
>As I understand it, (and I'm no GEM programmer--next project) from what I
>gather from the ProGEM series by Tim Oren, to use an extended object
>type, you have to supply a pointer to a routine which will handle the
>object type. GEM obviously doesn't know what to do with it, so you have
>to handle it yourself. There are libraries available that supply
>functions to handle snazzy stuff like pop-ups...

You are thinking of a progdef, or userdef object. For these, you supply
the redraw function yourself.

The "extended type" and "extended flags" however can be set on any object,
progdef or not. It is up to you what you do with them since they are not
used by GEM. You should be careful however, future AES versions may use
them, and som replacement AESs such as Geneva use some of them now.

--
+------------------------------+--+
| Mario Becroft | New improved WWW page: |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+------------------------------+--+
| Tariland WWW page: http://www.ak.planet.gen.nz/user/mario/tariland |
+---+

3029. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4ujldr$p1q@orm.southern.co.nz>
Source record: 9172
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Luke Drelick (duky@worldnet.att.net) wrote:
: I thought Atari went out of business!
Your point?
Just because Amiga went out of business doesn't mean that there isn't heaps of Amiga owners left surfing the net. The same applies to Atari, who has merged with JTS, but I haven't seen anything official saying that Atari is out of business.

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Intel inside. Idiot outside.

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES

3030. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839824060_OASIS_@swampdog.demon.co.uk>
Source record: 9173

In article <554277227.39192.54.starship@3rdplanet.com>
starship@3rdplanet.com (Rich Tietjens) said:-

>I got some email from Annius today at work indicating that he did get my
>submissions, and that he thinks he replied that they would not be posted
>/becasue/ the group was going to be closed. I'm afraid I may have made (yet
>another) net.enemy here, but that's just too damn bad. My feeling is that
>Annius should, rather than closing the group in a "star chamber" action
>(whihc is what it amounts to when you tell people that you're about to do
>something, and give them insufficient information to support your
>opposition), have sought a new moderator.

My thoughts exactly!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
Web http://www.swampdog.demon.co.uk/index.html

3031. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvzsEq.AnI@iglou.com>
Source record: 9174
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

Luke Drelick (duky@worldnet.att.net) wrote:

: I thought Atari went out of business!

Yes and no. Just because Atari went gone, or not, doesn't necessarily mean that we don't get any more support from anyone. The old 8bit systems no longer had support at all from Atari, but there is still support for it via user groups and then some. Same with the ST systems and so on. Look at the Commodore systems, the TI systems, and so on. Who gives it the most support right now? The users. Don't knock them til you've tried it.

I'm not about to start a "my computer is better than yours" war, neither do I want to see one. I'm painfully aware of a certain subject title like this back in the mid-80s when it nearly killed the backbones of the other systems on the network.. I see it nearly all the time here, with those clueless idiots who don't even know where the message is going, much less how to post a good message.

In essence, Atari is still around, alive and well, in our hearts.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3032. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4ukq7j$hao@nyheter.chalmers.se>
Source record: 9175
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4ufa0r$363@orm.southern.co.nz>,
Julian Forsythe <clifton@southern.co.nz> wrote:
>Annius Groenink (avg@cwi.nl) wrote:
>: Please DON'T DO THIS! I was the last moderator for
>: comp.binaries.atari.st and it was collectively decided best to
>: discontinue the groups. We had at most one or two postings a month!
>I don't think that any sane atari user asked for the removal of the
>group, or what it meant. It was people like sinclap who despise atari
>owners that wanted it's removal

I've been around here a long time and I can assure you that the old
binaries group went almost without postings for years.
Back in '88 there was some activity, but even then it wasn't much.

I don't remeber if I voted when the group removal was suggested, but if
I had, I would most definitely have voted YES.

Why, you ask?

1. Everybody with email has ftp access.
2. Everything that gets put on a binary newsgroup has to be archived
somewhere (read ftp site) as well or it'll be gone in a week or two.

>: These days it is _much_ better to upload software to a web or ftp
>: site and post an _announcement_ on one of the news groups!
>But it is not free, why should IBM users get all the free bandwidth they
>want and Atari users with none?

Uhm, in what way is ftp access less free than Usenet newsgroup access?

Usenet news distribution is _very_ far from free, while ftp only takes
net bandwidth for actual accesses.

The huge number of IBM users makes distribution via Usenet a lot more
defensible. It might even save bandwidth if a large enough number of
people want the files. That'll never be the case for Atari users.

>: Really, such a group is just a waste of the little bandwidth it
>Well if it produces little bandwidth then what's the problem?

Why don't we create 20 new Atari newsgroups?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3033. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4uktcf$hh1@nyheter.chalmers.se>
Source record: 9176

In article <320A8BB6.7FF5@wtgab.demon.co.uk>,
wtg <wtg@wtgab.demon.co.uk> wrote:
>Guy Harrison wrote:
>>
>> In article <3209496D.3DDE@wtgab.demon.co.uk>
>> wtg <wtg@wtgab.demon.co.uk> said:-
>>
>> >Guy Harrison wrote:
...
>> >Exactly - MWC isn't fully ANSI but it *does* pass structures by value
>> >(if you want it to) which makes a *huge* difference to the coding of
>> >recursive routines. I remember using the Sun workstation compiler

I'll get back to this later.

>> >around 1990 and although it had ANSI prototypes it didn't support
>> >structs by value (whereas MWC didn't have ANSI prototypes but *did* have
>> >structs by value.) A simple substitution would simply not work *at all*
>> >(obviously - *recursion*) - you have to go and build an auxiliary stack
>> >to keep the data structures on which uglifies a nice simple algorithm.

I must admit I don't see what kind of recursive algorithms you're
implementing. If the structure by value mechanism had been able to pass
entire trees or arrays I would (for some cases), but...

Of course there must be algorithms where it's useful, but I question
how common they are.

>> I must be missing something - surely the addition of a local
>> declaration and a memcpy() will simulate it?
...
>I must apologise for not making myself clear on this subject. Of
>*course* I didn't mean that it was impossible to do recursion without
>passing structures by value. C is a language in which you *can* do

I'll get back to this.

>anything. The question is *should you*. All the early versions of C++
>from Bell labs (Cfront?) were implemented as a preprocessor which output

A compiler actually, it just happened to produce C code instead of assembly.

>C for your local compiler using C as a kind of macro-assembler. That
>doesn't mean you can write object-oriented software in C. (I know, I've

It is of course possible to do that, but it sure won't look very pretty.
In my main project, more and more things are getting 'pseudo-objectized',

but only on a small scale, naturally.

>Using memcpy() as in your example *works* but is horribly inefficient
>and no use for production code. I must digress here on just how *awful*
>memcpy is because I have seen so much bad code written using it. memcpy
>is *not* a panacea for problems in program design - the function is a
>last resort *unaligned* *bytewise* memory copy function for kluges,
>hacks and copying buffers. It does unaligned bytewise memory copies. The

You're quite mistaken here, actually.

The code for memcopy() is very likely to be optimized for all kinds of
copying. It will of course do bytewise copying when necessary, but it
should also do whatever it can to make nice aligned copies _fast_.

Writing your own code instead of using memcopy is generally a _bad_ idea.

Still, if you do indeed want to pass structures by value, it's of course
best to let the compiler decide what to do. I tested GCC on this earlier
today and it will push the structure onto the stack using individual
instructions, if it's small enough. When the size reaches around 50 bytes,
GCC will call memcpy().

The tradeoff is of course the extra checks that memcpy() needs to do.

>size), then 2 and then the last odd byte. That is why if you cannot pass
>structures by value you have to go and design and code an alternative.
>An array big enough to hold one's maximum recursion depth being a
>typical solution.

OK, here we go:
What kind of recursive algorithms are you implementing?

I've written a quite a lot of recursive code, most recently a compiler
for a functional language, and I can't recall having to copy structures
at any time.

As an example, take recursion over a tree structure:
If you want to look at data anywhere, pointers work as well as copying.
If you have to update the tree, you're very likely better off with
pointers, since you then don't have to replace any nodes when the lower
recursion levels return.

For things like recursive sorts, C still can't copy arrays as parameters,
unless they're part of a structure. Always passing the complete structures
even when you've split the arrays is hardly a good idea, though.

>Alpha boxes and the amount of dross code which used memcpy written by
>people who assumed it was somehow *magical*....On VAXen unaligned

You'd normally be well advised to indeed treat memcpy() as magical. ;-)
It very likely uses assembler tricks that are better than what you could
do with C. Still, when the compiler is free to chose, such as with the
structure parameters, it's of course better to let it.

>accesses are legal (but still cause a memory cycle penalty) - on Alphas
>they cause an exception and the OpenVMS emulation slopes off into
>software to do the copy for you (at a horrible performance penalty)...

Without ever programming on an Alpha I can absolutely guarantee that
Digital's memcpy() doesn't use byte copies unless it absolutely has to.

>The point being that memcpy is guaranteed to copy the memory for you ok,
>but it is slooooooow.

No, it shouldn't be and in almost all cases is not.

Allow me to quote from the manual pages on this SPARCstation, regarding
the memXXX family of instructions:

These functions operate as efficiently as possible on memory
areas (arrays of bytes bounded by a count, not terminated by
a null character). They do not check for the overflow of
any receiving memory area.

That does _not_ mean that memcpy() is slow!

A strcpy() normally does _not_ copy a byte at a time either.
There are ways to check for the final '\0' without ever looking at
individual bytes.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3034. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4ukul5$hjb@nyheter.chalmers.se>
Source record: 9177

In article <839675154_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
...
>I gave up arguing in comp.lang.c about the "rewrite rule". I
>consistently failed to get across the idea that a[] and *a are both
>pointers, just one level of indirection between them. Not true, I was
>told, a[] is an array, *a is a pointer, and an array isn't a pointer!

There's no point trying to argue with those guys. They can quote the
complete ANSI standard at you without breaking into a sweat it appears.

While this can be annoying, it also means that they normally do know
exactly what they're talking about. If they say an array is not a
pointer, you can be certain that it says so somewhere in the standard.

While arrays and pointers are very closely related, it's not difficult
to come up with differences between 'ordinary' pointers and arrays:

An array 'pointer' 'knows' a bit (only while compiling, though) about
the area it points to when it's declared as multi-dimensional.

Excluding arrays declared as function arguments:

An array 'pointer' is always constant.
You can never have a NULL array.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3035. Re: Enough with the WAVs already! Just complaining...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: ramster@iap.net.au
Message-ID: <ramster-1208961223410001@news.iap.net.au>
Source record: 9178
Cross-posted to: alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,comp.sys.atari.programmer

In article <4ufq8m$3s4_001@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

<snip>

>> The second point of this wonderful little "sermon from the soap box?"
>>Cross-platform MPEG support: it exists, folks, in force. Freeware
>>decoders are available for all major (and not-so-major) platforms: Mac,
>>IBM-compatible (Windows and DOS), Unix, Amiga, and probably others - they
<snip>

Yeah right. Sure it is. You just keep telling yourself that, buddy.

Look at the medium level computers (say a good 486 without an FPU, or mac
with a 68LC040 chip - the one without the fpu inbuilt to it)

If you ain't got an FPU, MPEG layer compression on Audio is close enough
to excruciating in the pain stakes...

It only took eight hours to decode an 80kb .mp2 file... came out as about
500 odd K of .aiff, but it came out... eventually.... now, if I only had
the years it would take to decode this 838K file.... or another computer
to sit there and decode for days (to produce a single sound?)...

Personally I believe that it would take me a lot less time to download a
28 meg wav version of a file than it would to decode a 100kb .mp2.

Hey, this computer is still fast, just not on floating point. Should see
the games rock on this computer, it processes fast, it compiles in a
flash... just without an FPU, you can forget about any kind of heavy duty
audio decoding like that.

And the same goes for RA2/3.

Anyway, .wav files are at least a standard quality. If you believe that
you can get 44khz/16bit quality output from a file compressed (with a
lossy compression system) at 10:1, you've got rocks in your head.

>>Rich Garceau
>>SikoKat@ix.netcom.com
>
>I agree, Rich; WAV files are not only too big for current technology, and of
>relatively poor quality, there's a version that has recently appeared that
>works properly only under WIN95 (no idea what Microslop has done to it, but
>there you are). MP2 files are smaller, higher quality, and the standard is
>not subject to the whims of some marketing director in Redmond. <G>
>

>So, I'm adding my favorite group of programmers to the distribution list on
>this followup, in hopes that someone will compile an MP2 player that works on
>a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses
>it, if found).

Pray you have an FPU. Maybe then you'll be lucky.

>Anyone?

--
+---+
|Don't call me Bruce. Please. E-Mail:|
|Major Nice ramster@iap.net.au|
|Homepage: http://www.iap.net.au/~ramster/ A.K.A: Jon Mircea|
+---+
| "You can't swing a dead cat in this country without hitting a |
| support group for survivors of swung dead cat abuse." |
+===+

3036. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839919650_OASIS_@swampdog.demon.co.uk>
Source record: 9179

In article <4ukul5$hjb@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>In article <839675154_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>...
>>I gave up arguing in comp.lang.c about the "rewrite rule". I
>>consistently failed to get across the idea that a[] and *a are both
>>pointers, just one level of indirection between them. Not true, I was
>>told, a[] is an array, *a is a pointer, and an array isn't a pointer!
>
>There's no point trying to argue with those guys. They can quote the
>complete ANSI standard at you without breaking into a sweat it appears.

I know. :-(

>While this can be annoying, it also means that they normally do know
>exactly what they're talking about. If they say an array is not a
>pointer, you can be certain that it says so somewhere in the standard.

In terms of C, yes. However, they would not concede that in terms of
the generated code, at which point we are talking on the assembler
level, that both are pointers.

>While arrays and pointers are very closely related, it's not difficult
>to come up with differences between 'ordinary' pointers and arrays:
>
> An array 'pointer' 'knows' a bit (only while compiling, though) about
> the area it points to when it's declared as multi-dimensional.
>
>Excluding arrays declared as function arguments:
>
> An array 'pointer' is always constant.
> You can never have a NULL array.

True. An array must always exist (even if it somehow happens to be
complete garbage), a pointer may not.

On seconds thoughts, better terminology ...

C always considers an array as valid, whereas a pointer may or may not
be valid.

The above statement, if taken literally, can be argued to fall over on ...

```
foo(s)
char s[];
```

```
{
}

main()
{char *p;

p = malloc(...)
foo(p);
}
```

.. as s[] can be NULL.

My point in the original discussion was that people learning C should take less effort to learn terminology and more on what is being hidden underneath. I failed dismally!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3037. Re: Sozobon C

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: Michael Clemmetsen <Michael.Clemmetsen@sunderland.ac.uk>
Message-ID: <320EEC28.7308@sunderland.ac.uk>
Source record: 9180

G Greenway wrote:
> >2) What sort of compiler is Sozobon - ANSI, K&R or ???
>
> K&R I'm afraid...The original Sozobon is K&R. However eXtended Sozobon is ANSI. This is available from ftp.fu-berlin.de in /pub/atari/programming/sozobon

Michael

3038. RS - 232

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: skudi@karol
Message-ID: <4un5bl$p61@sunrise.pg.gda.pl>
Source record: 9181

[Article crossposted from comp.sys.atari.st.tech]
[Author was Michal Skuza]
[Posted on Tue, 06 Aug 1996 13:53:59 +0200]

I need information about RS 232 on Atari ST.
(adresses and functions)
How to handle interrupts to receive and send data ?
(I have GENST2)

\|/
_____________OvO_____________
| \-/ |
{| Michal Skuza |}
| skudi@belka.bl.pg.gda.pl |
|_____________________________|
/_\/_\

3039. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <839853192.17963.0@sf_pc.itl.co.uk>
Source record: 9182

guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>In terms of C, yes. However, they would not concede that in terms of
>the generated code, at which point we are talking on the assembler
>level, that both are pointers.

What is a pointer at assembler level ? Do you mean they are both
stored just in address registers ?

I think the difference between arrays and pointers is usually down to
the assembler level. With an array the base address of the array is
stored with a data register being used to index the element.

if an array is declared as 'short Array[5];' the code to address
element 3 would be something like...

```
lea Array,a0 ; Array address
move element,d0 ; Get element index
add d0,d0 ; word offset
move 0(a0, d0.w),d0 ; read element.
```

Admittedly, Array is a pointer, but it is a pointer to a list of
contiguous elements of a constant size. Whereas a 'pointer' is simply
the address of a single element.

>>While arrays and pointers are very closely related, it's not difficult
>>to come up with differences between 'ordinary' pointers and arrays:
>>
>> An array 'pointer' 'knows' a bit (only while compiling, though) about
>> the area it points to when it's declared as multi-dimensional.
>>
>>Excluding arrays declared as function arguments:
>>
>> An array 'pointer' is always constant.
>> You can never have a NULL array.

>True. An array must always exist (even if it somehow happens to be
>complete garbage), a pointer may not.

All true.

>On seconds thoughts, better terminology ...

>C always considers an array as valid, whereas a pointer may or may not
>be valid.

>The above statement, if taken literally, can be argued to fall over on ...

```
>foo(s)
>char s[];
>{
>}

>main()
>{char *p;

> p = malloc(...)
> foo(p);
>}
```

Most modern compilers (by which I mean compilers that handle C++ and C in the same package....) would not allow the above code, or would at least give you warnings about types and parameters for this very reason.

foo(char s[]) could arguably be declared as foo(char const *s) since s is not allowed to change and any attempt to change it's value should result in an error.

foo(char s[]) should NOT be synonymous with foo(char *s) which is what your main() is passing, since char *s and char const *s are very different.

I would expect most compilers to give you parameter / prototyping errors/warnings when the above code is compiled.

Steve.

3040. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <839949916_OASIS_@swampdog.demon.co.uk>
Source record: 9183

In article <839853192.17963.0@sf_pc.itl.co.uk>
sf@itl.co.uk (Steve Found) said:-

>guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>
>
>>In terms of C, yes. However, they would not concede that in terms of
>>the generated code, at which point we are talking on the assembler
>>level, that both are pointers.
>
>What is a pointer at assembler level ? Do you mean they are both
>stored just in address registers ?

Yes, but see below.

>I think the difference between arrays and pointers is usually down to
>the assembler level. With an array the base address of the array is
>stored with a data register being used to index the element.
>
>if an array is declared as 'short Array[5];' the code to address
>element 3 would be something like...
>
>lea Array,a0 ; Array address
>move element,d0 ; Get element index
>add d0,d0 ; word offset
>move 0(a0, d0.w),d0 ; read element.
>
>Admittedly, Array is a pointer, but it is a pointer to a list of
>contiguous elements of a constant size. Whereas a 'pointer' is simply
>the address of a single element.

That's more or less all I was trying to say in comp.lang.c! I was
actually trying to say that the difference is only in indirection -
that is with Array[], you have the address directly, with *Array you
have to go via another address to get Array[], twice with **Array and
so on.

>>>While arrays and pointers are very closely related, it's not difficult
>>>to come up with differences between 'ordinary' pointers and arrays:
>>>
>>> An array 'pointer' 'knows' a bit (only while compiling, though) about
>>> the area it points to when it's declared as multi-dimensional.
>>>
>>>Excluding arrays declared as function arguments:
>>>
>>> An array 'pointer' is always constant.

>>> You can never have a NULL array.
>
>>True. An array must always exist (even if it somehow happens to be
>>complete garbage), a pointer may not.
>
>All true.
>
>>On seconds thoughts, better terminology ...
>
>>C always considers an array as valid, whereas a pointer may or may not
>>be valid.
>
>>The above statement, if taken literally, can be argued to fall over on ...
>
>>foo(s)
>>char s[];
>>{
>>}
>
>>main()
>>{char *p;
>
>> p = malloc(...)
>> foo(p);
>>}
>
>Most modern compilers (by which I mean compilers that handle C++ and
>C in the same package....) would not allow the above code, or would
>at least give you warnings about types and parameters for this very
>reason.

That is sensible. My example was using K&R which has no such problem
with the above code, remaining completely silent on the matter.

>foo(char s[]) could arguably be declared as foo(char const *s)
>since s is not allowed to change and any attempt to change it's value
>should result in an error.

>foo(char s[]) should NOT be synonymous with foo(char *s) which is
>what your main() is passing, since char *s and char const *s are very
>different.

Strangely enough, I put this to use in K&R. If my function is declared
foo(char s[]) then I use that to mean foo() does not alter s, whereas
if foo() is to alter s then I use foo(char *s).

>I would expect most compilers to give you parameter / prototyping
>errors/warnings when the above code is compiled.

It's been a long while since I used an ansi compiler. I'll have to
take your word on that. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3041. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4unrqf$lgl@news.aros.net>
Source record: 9184
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

```
: Great - well, anyone with any or all of: some issues, a scanner, or
: knowledge of HTML is invited to help. :)

I have a whole pile of STart magazines, from the first issue on, and
access to a color scanner at school. I can look into obtaining some sort
of OCR scanner as well...

Have you considered including Analog and the various newsprint and
electronic magazines on your site? You could dub yours as the "complete"
Atari magazine archive. :)
```

3042. 20meg MFM hard drives onl $10 each (price includes shipping)

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <4uo5hc$g53@test-sun.erols.com>
Source record: 9185

We finally got another shipment of MFM hard drives so we have a ton of these and now there cheap!!! Only $10 each at this price they go fast!!!!! We also sell MFM controllers at only $5.50. Hurry up and send me an order if you wand these because these will be sold out soon and we might not get any more.

Grant Riggle
blues@erols.com

Please visit our web page at http://www.cybercity.hko.net/silicon_valley/cguy

3043. Installing Linux...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Message-ID: <Pine.GSO.3.94.960812190032.2865A-100000@suntan>
Source record: 9186

I'm fed up with MiNTOS. I'm having way too much trouble with installing and running it on my Falcon (4/85 & 530/4.04) and I want to switch my multi-tasking efforts over to Linux. Does anyone know how I can attain Linux? I've seen the CD-ROM, but, alas, I haven't a drive. I need to know where to get the files, how to uncompress them and how to set up the software on my hard drive (how much free space for Linux/X/etc.). I want to use X and the Chimera Web Browser so I may begin developing for them...

3044. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: tjh@ic.net
Message-ID: <tjh-1208961848570001@p28.hubbard2.t.ic.net>
Source record: 9187
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold) wrote:

>: Great - well, anyone with any or all of: some issues, a scanner, or
>: knowledge of HTML is invited to help. :)
>
>I have a whole pile of STart magazines, from the first issue on, and
>access to a color scanner at school. I can look into obtaining some sort
>of OCR scanner as well...
>
>Have you considered including Analog and the various newsprint and
>electronic magazines on your site? You could dub yours as the "complete"
>Atari magazine archive. :)

I'm sorry I missed the original post, but perhaps I have something to offer. If I read this right, someone's thinking about puting the old Atari mags on the Web? If so, I have access to a potential gold mine.

My father has all of the STart magazines (with the exception of two early ones: issues one and three, I think) and a whole box of the old Antic mags, including all the ones that contained the Atari ST section (precursor to STart). The disks for all the STart mags are still in a disk case, and most should work, so it might even be possible to put those old programs on the Web. It might not be entirely legal, but who's to argue? It'd be a shame for all of that excellent software to disappear. You would, of course, have to be judiscious in putting former commercial titles up. Anyway, STart never really owned all of those programs. I know for a fact that they never payed for the programs published in the last half-dozen or more issues of STart; they still owe me a couple hundred dollars.

If the person who's doing this project would like these magazines and disks, I'm sure my dad wouldn't mind unloading them.

Regards,

Tom

3045. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4unk72$15o_003@jf.intel.com>
Source record: 9188
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <3208debe.19069478@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>On Wed, 7 Aug 1996 10:01:03 GMT, avg@cwi.nl (Annius Groenink) wrote:
>
>>I sincerely hope that people that have a memory that goes back further
>>than 6 months will vote NO on this RFD.
>
> What does it matter what it was like six months ago, this whole idea
>started about four weeks ago and has had massive support in c.s.a.st,
>you nearly had it there, it was the folk on here six months ago that
>got rid of the group, NOT US <smile>

Hmm, more to the point, it was the people who read news.groups 6 months ago
that killed off the group. Other than myself and Annius, who here voted at
all?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3046. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <Dw30xJ.59K@freenet.victoria.bc.ca>
Source record: 9092

I noticed gcc 2.6.1 was mentioned for 'regular' TOS and was wondering
where I can get a copy. I can only find 2.5.8. Thanks.

Nicholas

--

3047. Help with Lattice C 5.6

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <4uq950$7rf@madeline.INS.CWRU.Edu>
Source record: 9093

time zones) who is familiar with Lattice C, ver 5.6, esp. with
their makefiles? I am trying to recompile the latest version of
Kermit and add some much needed expansions. I have e-mailed HiSoft,
who still sell LC, but don't support it anymore. The program is LARGE with
more than 20 modules, so a makefile seems the only way to go. BUT, I
can't get it to link right.
If there is someone with whom I can correspond, or even phone
about this, I would appreciate it greatly. The program compiles and runs
under MWC, but not lattice. I need Lattice, because I can get an
alarm function with it.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

3048. MagiC form_x.. funcs

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <840043496_OASIS_@swampdog.demon.co.uk>
Source record: 9094

```
I've spent all afternoon trying to deal with conflicting information.
All I want, is to write MWC bindings for form_xdial() and form_xdo()!

MagiC 2 manual sez ...

form_xdial(int flag, sx,sy,sw,sh, bx,by,bw,bh; void **flydial)

control[0] 51
control[1] 9
control[2] 1
control[3] 2 <- ?
control[4] 0

intin[0] flag
intin[1..8] sx..bh

addrin[0] flydial
addrin[1] 0 <- why ?

Now, two of my other manuals say *standard* form_dial() control[3] is
*ordinarily* 0, yet when I look in the MWC code its got control[3] as
1 for a standard call. As the MagiC manual blithers on about one extra
parameter I'm totally confused. Tried just about all combinations I
can think of - the best I've managed is to pass flydial as NULL which
comes up with no dog ear. If I attempt to pass non NULL it comes back
unchanged and is either still ignored or form_xdo() bombs. I even
tried *flydial = addr_out[0] type stuff as well just in case. Nowt!

Now onto form_xdo(). Is this binding correct? ...

int form_xdo(int tree, startob, *lastcur; XDO_INF *tabs; void flydial)

control[0] 50
control[1] 1
control[2] 2
control[3] 3
control[4] 0

intin[0] startob

addrin[0] tree
addrin[1] tabs
addrin[2] flydial

intout[1] lastcur

Like I said, the dog ear never appears (when it's not crashing) but
lastcur is being returned correctly, so I at least know its making the
```

MagiC call - I was even beginning to wonder about that at one stage!

Btw, I've implemented form_xerr() and form_popup() with no trouble at all.

!Help!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3049. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
Source record: 9095
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

On 11 Aug 1996, Johan Klockars wrote:

Lots of stuff clipped
> I don't remeber if I voted when the group removal was suggested, but if
> I had, I would most definitely have voted YES.
>
> Why, you ask?
>
> 1. Everybody with email has ftp access.
A lot of our people only have access through one or another of the
Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
E-Mail only and most of the Gophers don't know an .lzh file from a .txt
file. Same goes for the self extracting tos archives that appear from
time to time!

> 2. Everything that gets put on a binary newsgroup has to be archived
> somewhere (read ftp site) as well or it'll be gone in a week or two.
Does give you a reason to check frequently!

> >: These days it is _much_ better to upload software to a web or ftp
> >: site and post an _announcement_ on one of the news groups!
I agree, but again not everyone can get to ftp sites, so a web site is
better, or umich which can be accessed either way, if you can get in to
ftp it there in the first place!

> >But it is not free, why should IBM users get all the free bandwidth they
> >want and Atari users with none?
With the Internet voice phone and live video for the PC's, I think the
bandwith argument is moot!

>
> Uhm, in what way is ftp access less free than Usenet newsgroup access?
>
> Usenet news distribution is _very_ far from free, while ftp only takes
> net bandwidth for actual accesses.
>
> The huge number of IBM users makes distribution via Usenet a lot more
> defensible. It might even save bandwidth if a large enough number of
> people want the files. That'll never be the case for Atari users.
Heck, they can go into a store and buy all the software they want! 8^) We
are rather limited in that respect!

> >: Really, such a group is just a waste of the little bandwidth it
> >Well if it produces little bandwidth then what's the problem?
Yeah, what he said!

> Why don't we create 20 new Atari newsgroups?
I think 2 would do it!
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johan@rand.thn.htu.se
> | so hard to do | WWW/ftp: rand.thn.htu.se
> Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

3050. Re: C++ and ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.960813234721.15633A-100000@bull.mimuw.edu.pl>
Source record: 9096

On Tue, 13 Aug 1996, Nicholas Steele wrote:

>
> I noticed gcc 2.6.1 was mentioned for 'regular' TOS and was wondering
> where I can get a copy. I can only find 2.5.8. Thanks.

2.6.1 have some serious bug (I don't remeber what now). There is also
available 2.6.3. try:
atari.archive.umich.edu
ftp.cnam.fr (currently down :(
or some of the greman sites (ftp.uni-paderborn.de, ftp.uni-kl.de ...)

It has to be somewhere, because I've got it from the net for more then a
year.

Szymon.

3051. Re: Installing Linux...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4uqbd0$gaq@ccshst05.uoguelph.ca>
Source record: 9097

Jon Hull (CS) (hull@eng.usf.edu) wrote:
: I'm fed up with MiNTOS. I'm having way too much trouble with installing
: and running it on my Falcon (4/85 & 530/4.04) and I want to switch my
: multi-tasking efforts over to Linux. Does anyone know how I can attain
: Linux? I've seen the CD-ROM, but, alas, I haven't a drive. I need to
: know where to get the files, how to uncompress them and how to set up the
: software on my hard drive (how much free space for Linux/X/etc.). I want
: to use X and the Chimera Web Browser so I may begin developing for them...

(This really should belong in c.s.a.st.tech) Anyway, if you're frustrated
with MintOS, you'll likely be frustrated with Linux as well, seeing as
both are UNIX work-alikes. If you still want to go with Linux, check the
Linux68K/Atari installation guide at http://www.gti.net/azog/atari.html
I believe it has pointers to where the installation files can be obtained.

THeo

3052. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <320FD848.5507@wtgab.demon.co.uk>
Source record: 9189

Here, as promised, is the code to add the extended file dialogue to
MWC...

```
/* ok , this is the function */
/*---------------------------*/
extern long addr_in[];
extern int int_out[];

fsel_exinput(fs_iinpath,fs_innsel,fs_iexbutton,fs_label)
char *fs_iinpath;
char *fs_innsel;
int *fs_iexbutton;
char *fs_label;
{
int temp;
addr_in[0] = fs_iinpath;
addr_in[1] = fs_innsel;
addr_in[2] = fs_label;
temp = crys_if(91);
*fs_iexbutton = int_out[1];
return temp;
}

/* and this is crystal.s after I had a little look at it */

.globl crystal_
.globl ctrl_cnts_

.prvi
/
/ For GEMAES calls from AESBIND.a or cryslib.o
/

/
/ Modified 30/6/92 by WTG. The version of this .s file provided in
/ crts.a with MWC 3.0.9 DOES NOT match the version of crystal.o in
/ the file libaes.a also provided with 3.0.9! It is the same as the
/ version shipped with 3.0.5. However, after modifying this version
/ to support function 91 (and adding 55,56 which are supported in
/ 3.0.9 but not in 3.0.5) the module appears to work correctly. If
/ in doubt switch back to the old version of crystal.o, but you will
/ NOT be able to compile programs using fsel_exinput with that version
/ of the file (or rather you will, but they won't work?!).
/
```

```
crystal_:
move.l 4(a7),d1
move $200,d0
trap $2
rts

/
/ control array for vdibind
/
.prvd
.even
ctrl_cnts_: / Application Manager
.byte 0, 1, 0 / func 010
.byte 2, 1, 1 / func 011
.byte 2, 1, 1 / func 012
.byte 0, 1, 1 / func 013
.byte 2, 1, 1 / func 014
.byte 1, 1, 1 / func 015
.byte 0, 0, 0 / func 016
.byte 0, 0, 0 / func 017
.byte 0, 0, 0 / func 008
.byte 0, 1, 0 / func 019
/ Event Manager
.byte 0, 1, 0 / func 020
.byte 3, 5, 0 / func 021
.byte 5, 5, 0 / func 022
.byte 0, 1, 1 / func 023
.byte 2, 1, 0 / func 024
.byte 16, 7, 1 / func 025
.byte 2, 1, 0 / func 026
.byte 0, 0, 0 / func 027
.byte 0, 0, 0 / func 028
.byte 0, 0, 0 / func 009
/ Menu Manager
.byte 1, 1, 1 / func 030
.byte 2, 1, 1 / func 031
.byte 2, 1, 1 / func 032
.byte 2, 1, 1 / func 033
.byte 1, 1, 2 / func 034
.byte 1, 1, 1 / func 005
.byte 0, 0, 0 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ Object Manager
.byte 2, 1, 1 / func 040
.byte 1, 1, 1 / func 041
.byte 6, 1, 1 / func 042
.byte 4, 1, 1 / func 043
.byte 1, 3, 1 / func 044
.byte 2, 1, 1 / func 045
```

```
.byte 4, 2, 1 / func 046
.byte 8, 1, 1 / func 047
.byte 0, 0, 0 / func 048
.byte 0, 0, 0 / func 049
/ Form Manager
.byte 1, 1, 1 / func 050
.byte 9, 1, 1 / func 051
.byte 1, 1, 1 / func 002
.byte 1, 1, 0 / func 003
.byte 0, 5, 1 / func 004
.byte 3, 3, 1 / func 005
.byte 2, 2, 1 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ Dialog Manager
.byte 0, 0, 0 / func 060
.byte 0, 0, 0 / func 061
.byte 0, 0, 0 / func 062
.byte 0, 0, 0 / func 003
.byte 0, 0, 0 / func 004
.byte 0, 0, 0 / func 005
.byte 0, 0, 0 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ Graphics Manager
.byte 4, 3, 0 / func 070
.byte 8, 3, 0 / func 071
.byte 6, 1, 0 / func 072
.byte 8, 1, 0 / func 073
.byte 8, 1, 0 / func 074
.byte 4, 1, 1 / func 075
.byte 3, 1, 1 / func 076
.byte 0, 5, 0 / func 077
.byte 1, 1, 1 / func 078
.byte 0, 5, 0 / func 009
/ Scrap Manager
.byte 0, 1, 1 / func 080
.byte 0, 1, 1 / func 081
.byte 0, 0, 0 / func 082
.byte 0, 0, 0 / func 083
.byte 0, 0, 0 / func 084
.byte 0, 0, 0 / func 005
.byte 0, 0, 0 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ fseler Manager
.byte 0, 2, 2 / func 090
```

```
.byte 0, 2, 3 / func 091
.byte 0, 0, 0 / func 092
.byte 0, 0, 0 / func 003
.byte 0, 0, 0 / func 004
.byte 0, 0, 0 / func 005
.byte 0, 0, 0 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ Window Manager
.byte 5, 1, 0 / func 100
.byte 5, 1, 0 / func 101
.byte 1, 1, 0 / func 102
.byte 1, 1, 0 / func 103
.byte 2, 5, 0 / func 104
.byte 6, 1, 0 / func 105
.byte 2, 1, 0 / func 106
.byte 1, 1, 0 / func 107
.byte 6, 5, 0 / func 108
.byte 0, 0, 0 / func 009
/ Resource Manger
.byte 0, 1, 1 / func 110
.byte 0, 1, 0 / func 111
.byte 2, 1, 0 / func 112
.byte 2, 1, 1 / func 113
.byte 1, 1, 1 / func 114
.byte 0, 0, 0 / func 115
.byte 0, 0, 0 / func 006
.byte 0, 0, 0 / func 007
.byte 0, 0, 0 / func 008
.byte 0, 0, 0 / func 009
/ Shell Manager
.byte 0, 1, 2 / func 120
.byte 3, 1, 2 / func 121
.byte 1, 1, 1 / func 122
.byte 1, 1, 1 / func 123
.byte 0, 1, 1 / func 124
.byte 0, 1, 2 / func 125

/*--------------------*/
/* And that is all there is to it! */
```

William T Goodall

wtg@wtgab.demon.co.uk

3053. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: wtg <wtg@wtgab.demon.co.uk>
Message-ID: <320FE08B.3228@wtgab.demon.co.uk>
Source record: 9190

Here is the DMA sound code for MWC I promised,

```
/* This is sound.h */
/* dma sound header file by WTG 30/1/93 */

#define SC_ENABLE (*((unsigned int *)0xff8900L))
#define SC_FB_H (*((unsigned int *)0xff8902L))
#define SC_FB_M (*((unsigned int *)0xff8904L))
#define SC_FB_L (*((unsigned int *)0xff8906L))
#define SC_FC_H (*((unsigned int *)0xff8908L))
#define SC_FC_M (*((unsigned int *)0xff890aL))
#define SC_FC_L (*((unsigned int *)0xff890cL))
#define SC_FE_H (*((unsigned int *)0xff890eL))
#define SC_FE_M (*((unsigned int *)0xff8910L))
#define SC_FE_L (*((unsigned int *)0xff8912L))
#define SC_CONTROL (*((unsigned int *)0xff8920L))

#define MDR (*((unsigned int *)0xff8922L))
#define MMR (*((unsigned int *)0xff8924L))

#define STEREO 0x00
#define MONO 0x80

#define F6258HZ 0x00
#define F12517HZ 0x01
#define F25033HZ 0x02
#define F50066HZ 0x03

#define SND_OFF 0x00
#define SND_ONCE 0x01
#define SND_RPT 0x03

void dma_samp();

/* end of sound.h */

/*--------------------*/

/*And here's the code to play sounds */
/* As in put it in a file, compile it, add it to a library with ar
....*/

#include <sound.h>
#include <osbind.h>
#include <xbios.h>

static long s_start,s_end;
static int mode,reps;
```

```
static void play()
{
SC_FB_L = (char)(s_start & 0x000000ff);
s_start >>= 8;
SC_FB_M = (char)(s_start & 0x000000ff);
s_start >>= 8;
SC_FB_H = (char)(s_start & 0x000000ff);

SC_FE_L = (char)(s_end & 0x000000ff);
s_end >>= 8;
SC_FE_M = (char)(s_end & 0x000000ff);
s_end >>= 8;
SC_FE_H = (char)(s_end & 0x000000ff);

SC_CONTROL = mode;
SC_ENABLE = reps;

}

void dma_samp(s,e,m,p)
long s,e;
int m,p;
{
s_start=s;
s_end=e;
mode=m;
reps=p;
Supexec(play);
}

/* just in case it isn't too obvious I think the idea is to load your
sample and */
/* call dma_samp() with the start & end addresses of your buffer, and
the playmode */
/* and reps values (see the header file) and *WOW* sound. I haven't
looked at this */
/* code since I wrote it (it works) which would appear to be 30/1/93
(British date */
/* format */
```

3054. Looking for Atari ST FTP sites

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-13 00:00:00 UTC
From: sangle@inow.com
Message-ID: <4uoq91$cqb@viper.inow.com>
Source record: 9191
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I "inherited" a mint condition 1040ST color system. I can't
do anything with it except thinking of using it as a game machine.
Would someone kindly tell me some hot FTP sites that have Atari
ST sharewares and games?

Many thanks.

Please respond via. email.

Sang. (sangle@inow.com)

3055. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1408961026260001@news.northcoast.com>
Source record: 9098
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold) wrote:

> I have a whole pile of STart magazines, from the first issue on, and
> access to a color scanner at school. I can look into obtaining some sort
> of OCR scanner as well...

Cool. Do it and let me know what you're gonna scan.

> Have you considered including Analog and the various newsprint and
> electronic magazines on your site? You could dub yours as the "complete"
> Atari magazine archive. :)

One thing at a time -- we have 9 years of Antics & STarts to scan. That will keep us busy. I'll eventually try to get permission to put ANALOG online, too.

--KMS

3056. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-14 00:00:00 UTC
From: sethb@panix.com
Message-ID: <4utabp$d76@panix3.panix.com>
Source record: 9099
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>,
Tom Lamparty <lamparty@telerama.lm.com> wrote:
>On 11 Aug 1996, Johan Klockars wrote:

>> 1. Everybody with email has ftp access.
>A lot of our people only have access through one or another of the
>Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
>E-Mail only

There are ftp-by-email servers available. Sure, it's slower than ftp,
but you get what you pay for.

>With the Internet voice phone and live video for the PC's, I think the
>bandwith argument is moot!

You mean, you get all the bandwidth you want for free, so other
people's worries don't matter?

>> The huge number of IBM users makes distribution via Usenet a lot more
>> defensible. It might even save bandwidth if a large enough number of
>> people want the files. That'll never be the case for Atari users.
>Heck, they can go into a store and buy all the software they want! 8^) We
>are rather limited in that respect!

The technical point is that, for IBM software, distribution via Usenet
uses less resources than distribution via ftp. For Atari software,
it's the other way around.

Seth

3057. Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4utbeo$si9@nntp.crl.com>
Source record: 9100
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
[ This is a draft version of an RFD intended to be posted to
news.announce.newgroups soon. It is being posted to the comp.sys.atari
groups for feedback before the final submission to David C. Lawrence,
the news.announce.newgroups moderator. Please give us your thoughts on
this proposal. Thank you. --KRH ]

REQUEST FOR DISCUSSION (RFD)
moderated group comp.binaries.atari
unmoderated group comp.binaries.atari.discuss

Newsgroup line:
comp.binaries.atari Binaries for Atari computers. (Moderated)
comp.binaries.atari.discuss Discussion of content of c.b.a.

Proponent: Rich Tietjens <starship@3rdplanet.com>
Proponent: Kyle R. Hofmann <rhofmann@crl.com>
Proponent: Adam B. Roach <adam.roach@exu.ericsson.se>

This is a formal Request For Discussion (RFD) for the creation of
world-wide moderated Usenet newsgroup comp.binaries.atari, and
unmoderated comp.binaries.atari.discuss. This is not a Call for
Votes (CFV); you cannot vote at this time. Procedural details
are below.

RATIONALE: comp.binaries.atari

Currently, there exists no appropriate and easily accessible medium
for the release of Atari software. There is also a growing pool of
software available for these machines which would recieve a
marginal distribution at best due to this lack of a medium.
Though FTP sites and several binaries newsgroups
(alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
Atarians do not have FTP access and the alt groups have a poor
distribution.

By creating comp.binaries.atari, a medium would be established.
comp.binaries.atari would provide a method of distribution. With
c.b.a, the immediate dissemination of new releases and bug fixes
would be possible.

This method also has the advantages of using comparatively fewer
system resources than other methods, and of keeping binaries out
of existing comp.sys.atari.* discussion groups.

END RATIONALE.
```

RATIONALE: comp.binaries.atari.discuss

The existence of a .discuss group allows the discussion of the binaries groups to stay separate from the actual binaries postings and from non-binary related postings. Without a discussion group, non binary posts related to the topic of the binaries heirarchy have no single place in which they can be discussed; instead, they are spread around a heirarchy of newsgroups, making worthwhile discussion difficult, if not impossible. This discussion group will create a proper place for discussion and comments on binary software posted in the comp.binaries.atari.* heirarchy.

END RATIONALE.

CHARTER: comp.binaries.atari

For the distribution of Atari compatible or Atari related software. This includes bugfixes, updates, and new releases to Atari computer software and software on other platforms related to Atari computers (such as emulators, disk image maintainers, and Atari to PC communication software). Software that has been posted within the last 60 days will be rejected; no reposts will be made within that time period. Non-binary or non-software submissions will be rejected.

The moderator will cancel any post which has been posted with a forged approval header.

Specific examples of allowed software include:

- Freely distributable software
- Revisions of previously released software
- Bugfixes of previously released software
- Commercial software with the explicit permission of the copyright holder

Specific examples of disallowed software include:

- Pictures, music, and other non-software binaries
- Recently posted software (posted within the last 60 days)
- "WaReZ", pirate software posted illegally without the copyright holder's permission
- Discussion of software posted to comp.binaries.atari
- Requests for software
- Reposts of software previously posted

END CHARTER.

CHARTER: comp.binaries.atari.discuss

This group is for the discussion of binaries posted to the group comp.binaries.atari. On topic posts include:

- Asking for alternate methods of distribution for a binary
- Discussion of the relative merits of a particular binary in comparison to competing packages
- Requests for a piece of software which has not been posted recently
- Requests for a piece of software which was incomplete to be mailed

Binaries, spams, MAKE.MONEY.FAST schemes, computer advocacy, and discussion not pertaining to the comp.binaries.atari groups is considered off topic.

END CHARTER.

MODERATOR INFO: comp.binaries.atari

Moderator: starship@3rdplanet.com (Rich Tietjens)
Backup moderator: rhofmann@crl.com (Kyle R. Hofmann)
Submission address: starship@3rdplanet.com

The moderator is author of a number of freeware packages for the TOS compatibles, active in the various Atari discussion groups, several fido-technology networks, and is employed in the networking industry.

END MODERATOR INFO.

PROCEDURE:

The discussion period lasts 21 days from the initial post of this RFD. If there are no major objections to the naming or placement, then the CFV (Call For Votes) will be issued, lasting for at least 22 days. Following the vote, there is a 5 day discussion period after which newsgroups that passed will be newgrouped by the moderator of news.announce.newgroups.

Followups to this post are directed to news.groups, which is where further discussion will take place. Cross-posted followups are discouraged. Please read news.groups to participate. Thank you!

DISTRIBUTION:

This RFD has been crossposted to:

news.announce.newgroups, news.groups, comp.sys.atari.8bit, comp.sys.atari.advocacy, comp.sys.atari.st, comp.sys.atari.st.tech, comp.sys.atari.programmer

3058. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-14 00:00:00 UTC
From: tom@basil.icce.rug.nl
Message-ID: <9608142237.AA06212@basil.icce.rug.nl>
Source record: 9101

In article <4uktcf$hh1@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se
(Johan Klockars) wrote:
> A strcpy() normally does _not_ copy a byte at a time either.
> There are ways to check for the final '\0' without ever looking at
> individual bytes.

Just curious. Do you have an example of this?

Thanks,
Tom.

--
__/__/__/__/ Tom Hageman <tom@basil.icce.rug.nl> [NeXTmail/Mime OK]
__/ __/_/ IC Group <tom@icgned.nl> (work)
__/__/__/ "Ed is the standard text editor"
__/ _/_/ -- Unix Programmer's Manual

3059. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-14 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <840046797snz@dsl.co.uk>
Source record: 9102
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
lamparty@telerama.lm.com "Tom Lamparty" writes:

> On 11 Aug 1996, Johan Klockars wrote:
>
> Lots of stuff clipped
> > I don't remeber if I voted when the group removal was suggested, but if
> > I had, I would most definitely have voted YES.
> >
> > Why, you ask?
> >
> > 1. Everybody with email has ftp access.
^^^^^
> A lot of our people only have access through one or another of the
> Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> E-Mail only and most of the Gophers don't know an .lzh file from a .txt
^^^^^^
> file. Same goes for the self extracting tos archives that appear from
> time to time!

Go back and REread what Johan wrote: if you've got an e-mail connection,
then anything that's available by anonymous ftp on the Internet is *also*
available to you --- have you never heard of ftpmail servers?

Duh!

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

3060. String Error in GFA-Basic V.3.6TT

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: email@domain.com
Message-ID: <email-1508960023330001@ppp-010.freiburg.netsurf.de>
Source record: 9103

does somebody have an idea why GFA-Basic V.3.6TT produces an error when more than 1000 string variables are filled:

```
index=0
DO
a$="anything"
add index,1
LOOP
```

GFA crashes when index more than 1000.

thank you for your answer

zunkkp@Freiburg.netsurf.de

3061. GFA-Basic V.3.6TT String Error

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: email@domain.com
Message-ID: <email-1508960839240001@ppp-010.freiburg.netsurf.de>
Source record: 9104

does somebody have an idea why GFA-Basic V.3.6TT produces an error when more than 1000 string variables are filled:

```
index=0
DO
a$="anything"
add index,1
LOOP
```

GFA crashes (Ausdruck zu komplex) when index more than 1000.

thank you for your answer

zunkkp@Freiburg.netsurf.de

3062. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: vcstaff@mail.tds.net
Message-ID: <4uvq23$ek@news2.tds.net>
Source record: 9105
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I didn't catch the web address, could you pass me the address?

Dean

3063. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960815154555.14905B-100000@epicycle.lm.com>
Source record: 9106
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 14 Aug 1996, Brian {Hamilton Kelly} wrote:

> In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
> lamparty@telerama.lm.com "Tom Lamparty" writes:
>
> > On 11 Aug 1996, Johan Klockars wrote:
> >
> > Lots of stuff clipped
> > > I don't remeber if I voted when the group removal was suggested, but if
> > > I had, I would most definitely have voted YES.
> > >
> > > Why, you ask?
> > >
> > > 1. Everybody with email has ftp access.
> ^^^^^
> > A lot of our people only have access through one or another of the
> > Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> > E-Mail only and most of the Gophers don't know an .lzh file from a .txt
> ^^^^^^
> > file. Same goes for the self extracting tos archives that appear from
> > time to time!
>
> Go back and REread what Johan wrote: if you've got an e-mail connection,
> then anything that's available by anonymous ftp on the Internet is *also*
> available to you --- have you never heard of ftpmail servers?
Be nice now! You might try to get something from the a.a.u.e archive via
e-mail before you jump on me! It no longer works! Seem since "everyone has
ftp access" a lot of the ftp mail bots have been taken down! I had a copy
of that really long text file describing how to get "anything on the
internet" via e-mail, bu tit seems slightly out of date!

>
> Duh!
>
> --
> Brian {Hamilton Kelly} bhk@dsl.co.uk
> Tony Blair's New Labour: The Windows'95 of Political Parties
> (c/w Plug'n'Pray and a pretence of offering object-orientation)
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

3064. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32137046.18439210@news.airtime.co.uk>
Source record: 9107
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 14 Aug 96 18:19:57 GMT, in comp.sys.atari.st you wrote:

>> file. Same goes for the self extracting tos archives that appear from
>> time to time!
>
>Go back and REread what Johan wrote: if you've got an e-mail connection,
>then anything that's available by anonymous ftp on the Internet is *also*
>available to you --- have you never heard of ftpmail servers?

Excuse my ignorence in this matter, but I do have what I feel to be
a valid question,
If people are apposed to the ATARI binaries group, then why don't
they simply not subscribe to it?,
Surely this is less time consuming than moaning,

There are a lot of binaries groups I don't like, in fact the names
of some of them make me sick, so I simply don't subscribe to them,
it's a great plan and works really well,

>Duh!

Sigh.....

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3065. Re: MagiC form_x.. funcs

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-hannover.de>
Source record: 9108

On Tue, 13 Aug 1996, Guy Harrison wrote:

```
!>
!> I've spent all afternoon trying to deal with conflicting information.
!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!
!>
!> MagiC 2 manual sez ...
!>
!> form_xdial(int flag, sx,sy,sw,sh, bx,by,bw,bh; void **flydial)
!>
!> control[0] 51
!> control[1] 9
!> control[2] 1
!> control[3] 2 <- ?
!> control[4] 0
!>
!> intin[0] flag
!> intin[1..8] sx..bh
!>
!> addrin[0] flydial
!> addrin[1] 0 <- why ?
```

This is precisely what my MagiC docs say as well. I guess addrin[1] is reserved, like with many other functions, and this is consistent with passing control[3] = two parameters.

> Now, two of my other manuals say *standard* form_dial() control[3] is
> *ordinarily* 0, yet when I look in the MWC code its got control[3] as

This is alright, since form_dial does not take any pointer parameters.

> 1 for a standard call. As the MagiC manual blithers on about one extra
> parameter I'm totally confused. Tried just about all combinations I

Why ? MWC obviously passed one parameter to many, this would hardly get noticed by AES.

> can think of - the best I've managed is to pass flydial as NULL which
> comes up with no dog ear. If I attempt to pass non NULL it comes back

Like it should do according to the docs.

> unchanged and is either still ignored or form_xdo() bombs. I even
> tried *flydial = addr_out[0] type stuff as well just in case. Nowt!

Dunno. Haven't tried that one.

> Now onto form_xdo(). Is this binding correct? ...
>
> int form_xdo(int tree, startob, *lastcur; XDO_INF *tabs; void flydial)
>
> control[0] 50
> control[1] 1
> control[2] 2
> control[3] 3
> control[4] 0
>
> intin[0] startob
>
> addrin[0] tree
> addrin[1] tabs
> addrin[2] flydial
>
> intout[1] lastcur

Exactly like my docs are stating !

> Like I said, the dog ear never appears (when it's not crashing) but
> lastcur is being returned correctly, so I at least know its making the
> MagiC call - I was even beginning to wonder about that at one stage!
>
> Btw, I've implemented form_xerr() and form_popup() with no trouble at
> all.
>
> !Help!

Sorry, can't, haven't used those yet.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3066. OASES Operating System

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: omen@oases.com
Message-ID: <omen-1508961716010001@i1-95.islandnet.com>
Source record: 9109

Esquimalt Digital Logic Inc The Oases Company
820 Dunsmuir Road Voice: 604 384 0499
Victoria, BC Fax: 604 384 0575
Canada V9A 5B7 Email: omen@oases.com
Web: http://www.oases.com/~omen/

***** Press Release *****

August, 1996

Subject:

***** OMEn becomes OASES, and Goes Multi-Media *****

* In Brief
* System name
* Macintosh/Power Mac Version
* Other Versions
* Movies
* Interactive Textbook, the Multi-Media Literature System
* Download Oases
* Prices
* Availability

* In Brief

Many exciting developments have been taking place at EDLI, and it's about time we told you what they are! We've made the operating system more available and changed the name. Of course, we have been continually improving it, and it's got some features that even Mac and Windows don't have.
The App-Launch program and directory "bookmarks", plus the ability to play a sound or view a picture simply by clicking on the file, help users navigate and find things easily, and behind the scenes, new calls such as picture (RLE) encode-decode provide good support for new items such as movies and shrinking large picture files.
And, at last, we have some software of value to end users as well as to programmers: a means to create your own multi-media literature materials. If our plan for helping people to distribute their creations works out, you may even be able to make money writing such materials.
Everything is on-line (or about to go on line) at our web site (URL at top): the Oases system itself; programming manuals and Eazy-Asm assembler; the premiere edition of Interactive Author, the multimedia literature creation software; and more.

* System name

The OMEn (Open Multitasking ENvironment) operating system has been renamed Oases Open Software Environment (how about "Open Architecture Software Environment System", if you're hooked on acronyms). This is expected to make the system more appealing to many English speaking users, as "OMEn" always seemed to have a little black cloud over it in spite of many attempts to ward it off!

* Macintosh/Power Mac version

The Macintosh version of Oases is on sale. It runs on all tested models from Mac-512KE through Power PC 6100/60. The Macintosh version runs exactly the same software as the Atari version, except for a couple of very machine-specific programs like the Atari-ST VIDI-Recorder. The display, too, looks virtually identical to other versions. Oases for Mac will make use of any mounted Macintosh volume, including file servers and CDs. Currently Supported displays are monochrome, 256 colour and 32768 colour ("Thousands" setting).

* Other Versions

The PC porting is currently on hold owing to the range of other committments, but will certainly be completed at the earliest possible date, hopefully by the end of the year. We expect the current range of products to generate interest in a joint venture for completeing the PC and other portings.

We are planning a joint venture with another company to create an inexpensive single-board OASES "embedded control" computer based on MCF5202, Motorola's new 68000 compatible RISC processor. Becasuse Oases runs the same software on any machine, users would be able to test their software on their Atari/Mac/PC before trying it in the controller (except hardware dependent sections, of course!). This system may later be made available in a general "PC" configuration as well. Speed should be similar to the better 68EC040 systems.

* Movies

We've come out with a simple spec to define Oases movies containing animated graphics, still-picture "slides", and sound. Movies are played in the Interactive Textbook program, and other software can easily be written to play movies. The movie spec allows creation of movies and slideshows from any source of pictures and sounds.
And, we've taken a VIDI-ST video digitizer for Ataris and made the Atari-ST VIDI-Recorder program to create Oases movie animation sequences with 8 different video frame rates and sizes in four or sixteen levels of gray, with aspect ratios for most "normal" displays plus two for "ST-Medium-Rez" mode, with its tall pixels. A 2.5 or four megabyte ST or STE is demanded. The lowest frame rates and small sized pictures give over a minute of recording time on a 4 megabtye machine.
The Picture-Condenser utility program helps to trim down movies with larger pictures so they can better fit on a floppy disk. (Oases 3.38 and above automatically un-condense pictures for display.)

* Interactive Author and Interactive Textbook

These are our "star" programs. The premiere version of Interactive Author is now available on our web site (URL on letterhead). It allows its user to create and use multimedia "interactive textbook" literature on any conceivable topic, for reference works or educational curriculum.
The "pages" of the "textbooks" may contain text, pictures, sounds, slide-shows and movie clips. Page-link buttons dynamically link pages, similar to hypertext.
And, as if that wasn't enough, "evaluation" items add the ability to use Interactive Textbooks for self-paced studies and distance education: all the teacher has to do is sit the student down at the computer. The student cannot proceed through the book without correctly answering the evaluation questions, and so when he/she returns having completed the "textbook", the teacher will know the material in it has been mastered.
We hope to compile a catalog of interactive textbook multimedia literature developed by other authors, and to offer distribution with commissions/royalties for well-written, original-material-only works.
Free Interactive Textbooks are also available for download on the web site... including "Using Interactive Author", whitch contains instructions for creating your own Multi-media literature.

* Download Oases

The Oases system is "protected" by having a colour coded software licence. It may, however, be run without the licence, and is available at our world wide web site: http://www.oases.com/~omen
Without the licence, it is possible to save only small files, and not large ones, to disk. But, it is entirely possible to use it, and to run Interactive Textbooks created by other users. Distribution copies will run as licenced until the end of the month they were released: i.e, OASES338 will save any files until the end of July.

* Prices

Oases system licences, printed software development manuals and software developer registration are the only items for which EDLI currently charges: The premiere edition of Interactive Author and all our other items are free, or available on disk for shipping & handling charges.

Oases-for-Macintosh costs $69.95 Canadian. Oases-for-Atari is $44.95; or both licences for $99.95. (approx. US$ equivalents: $52.95, $33.95, and $74.95) Order by August 15th and get 25% off any above item. Order Interactive-Author Professional Edition for the special pre-release price of $69.95 Cdn/$52.95 US, with delivery late fall or early winter '96.

* Availability

Oases products are available from:

EDLI (Contact information at the top)

In the UK, Oases is also carried by:

Floppyshop
P.O. Box 273
Aberdeen, Scotland
UK AB9 8SJ
General phn., fax: (01224) 586208
Credit Card orders: (01224) 312756

We are interested in dealers... If you are an interested dealer, or know of one, please get in touch.

3067. Re: String Error in GFA-Basic V.3.6TT

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-15 00:00:00 UTC
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Message-ID: <Pine.GSO.3.94.960815233020.14063B-100000@suntan>
Source record: 9110

On Thu, 15 Aug 1996, you wrote:

> does somebody have an idea why GFA-Basic V.3.6TT produces an error when
> more than 1000 string variables are filled:

I've heard of this problem before. I use 3.5e on my Falcon so I can't verify this, but I've heard that it has to do with GFA handling the strings as integer variables (I think it builds some sort of array to house them in, then assigns them some sort of number). Anyway, it is a bug in the interpreter. Try compiling the program and see if it still crashes. If it does, you'll be out of luck. GFA 3.6TT is VERY buggy, that's why I didn't upgrade. I sacrificed the interpreter running in high resolution for error-free code.

-Matt

3068. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4v0mao$5jn@mark.ucdavis.edu>
Source record: 9111
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Thanks for taking the time to create this Kyle. A few comments:

Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: REQUEST FOR DISCUSSION (RFD)
: moderated group comp.binaries.atari
: unmoderated group comp.binaries.atari.discuss

Is it possible to just use comp.sys.atari.st to discuss stuff in comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I won't go looking for something in c.b.a. unless I read about it in c.s.a.st as I don't intend to poke my nose in there if I can help it. Also, does it have to be moderated? Seems like that was the cause of problems before. And then, of course, comes the issue of: do we really need this. Right now I'd say we do, primarily because there is no satisfactory ftp site. I wish we could set up a really nice network of ftp sites (one in US, one in UK, one in Germany, France, etc...) that all mirrored the complete archive. U-Mich used to do this, but seems to have gone all rough around the edges.

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

3069. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v0vq1$2gu@agate.berkeley.edu>
Source record: 9112
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

This followup has been cross-posted to the groups that received the original post.

In article <4utbeo$si9@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
(snip snip snip snip)
> REQUEST FOR DISCUSSION (RFD)
> moderated group comp.binaries.atari
(snip snip snip snip)
>Specific examples of disallowed software include:
>
>- Pictures, music, and other non-software binaries

As it stands, there currently is no repository that I am aware of that supports pictures or music files. I collected the 8-bit Atari .MOD music files, and would like to be able to trade and/or collect more titles. As far as I know, there are no copyright restrictions on the MOD and related music files because they were generally released anonymously.

A blanket prohibition on all music files to be overly restrictive. The music and picture files specific to the Atari 8-bit computers are small, hard to find, and tradeable. I would like to see them allowed. This request does not extend to .jpeg, .gif or other modern formats, nor to material that is already prohibitted from the Internet.

Please modify the proposal to allow music and picture files specific to the Atari 8-bit computer to be posted.

- Anthony Maffia

3070. bufferred i/o

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <840164140_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 9113

I am trying to write a vt100 front end for Kermit, and know less *C* than I should. The only things I can find in the Lattice C manual use one char at a time i/o. In the files from HSMODa07, he talks about an fcntl() function that does buffered i/o. Is that available only under mint? I have gotten the extended Lattice libs from Hensa, and there seems to be an fcntl in it. Can someone help a poor novice with some help how to use it? One char at a time seems dumb.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

3071. Re: GFA-Basic V.3.6TT String Error

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: Barrie Brailsford <barrie@makin.demon.co.uk>
Message-ID: <840184467snz@makin.demon.co.uk>
Source record: 9114

In article <email-1508960839240001@ppp-010.freiburg.netsurf.de>
email@domain.com "Your Name" writes:

> does somebody have an idea why GFA-Basic V.3.6TT produces an error when
> more than 1000 string variables are filled:
>
> index=0
> DO
> a$="anything"
> add index,1
> LOOP
>
> GFA crashes (Ausdruck zu komplex) when index more than 1000.
>
> thank you for your answer
>
> zunkkp@Freiburg.netsurf.de
>
GFA Basic has problems with freeing the memory used by redundant strings.
The answer is to make regular use of:

~FRE(0)

wherever possible, especially in loops. This forces a garbage collection
to occur.

--
Barrie Brailsford

barrie@makin.demon.co.uk

3072. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v2bqe$2t8@crl8.crl.com>
Source record: 9115
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [This is a draft version of an RFD intended to be posted to
: news.announce.newgroups soon. It is being posted to the comp.sys.atari
: groups for feedback before the final submission to David C. Lawrence,
: the news.announce.newgroups moderator. Please give us your thoughts on
: this proposal. Thank you. --KRH]

: Currently, there exists no appropriate and easily accessible medium
: for the release of Atari software. There is also a growing pool of
: software available for these machines which would recieve a
: marginal distribution at best due to this lack of a medium.
: Though FTP sites and several binaries newsgroups
: (alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
: Atarians do not have FTP access and the alt groups have a poor
: distribution.

You need to specify what kind of Atari software is going to be on here
(8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
for ST stuff. I'm not even sure what format this is going to be for, myself.

And if this is for 8-bit, there's already an 8-bit binaries group that
doesn't get wide distribution.

John
jvogel@crl.com

3073. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPLANET.321495f2oscar9896f0@client1.news.psi.net>
Source record: 9116
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
says...
> As it stands, there currently is no repository that I am aware of that
> supports pictures or music files.
...
> A blanket prohibition on all music files to be overly restrictive.
> The music and picture files specific to the Atari 8-bit computers are
> small, hard to find, and tradeable.
...

I completely agree. I remember having an extensive collection of Atari
art and certainly would like to see all that be back in circulation.
There were BBS's with literally hundreds of original art and musical
items. Where are they now?

Oscar

3074. Re: Enough with the WAVs already! Just complaining...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: cevad@sage.wt.com.au
Message-ID: <4v2mil$80k@yarrow.wt.com.au>
Source record: 9117
Cross-posted to: alt.binaries.sounds.cartoons,alt.binaries.sounds.tv,alt.binaries.sounds.movies,comp.sys.atari.programmer

On Mon, 12 Aug 1996 12:23:41 +0800, Jon Mircea <ramster@iap.net.au> wrote:

>If you ain't got an FPU, MPEG layer compression on Audio is close enough
>to excruciating in the pain stakes...
>
No need for an FPU when you have a DSP chip built into the atari falcon :)
As far as I understand, that enables the falcon to play .mp2 files in real
time, and it sounds great too :)

>>So, I'm adding my favorite group of programmers to the distribution list on
>>this followup, in hopes that someone will compile an MP2 player that works on
>>a bog-standard 1040ST (and auto-detects STe/TT/Falcon audio hardware and uses
>>it, if found).
>
>Pray you have an FPU. Maybe then you'll be lucky.
>
I doubt there will be one for the STe/TT, but one does exist for the falcon
(look for mp2ad.lzh) on the popular ftp sites.

Dave Cook
davecook@wt.com.au

3075. Re: bufferred i/o

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <840308590_OASIS_@swampdog.demon.co.uk>
Source record: 9118

In article <840164140_OASIS_NEWS@bdc2-ra.cwru.edu>
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

>I am trying to write a vt100 front end for Kermit, and know less *C*
>than I should. The only things I can find in the Lattice C manual use
>one char at a time i/o. In the files from HSMODa07, he talks about an
>fcntl() function that does buffered i/o. Is that available only under
>mint? I have gotten the extended Lattice libs from Hensa, and there
>seems to be an fcntl in it. Can someone help a poor novice with some
>help how to use it? One char at a time seems dumb.

This may be off the mark ... but if you are talking about stdio
functions like fputc() etc then don't worry because they are buffered.
Tos functions on the other hand (like Cconout(), Bconout()) are not
buffered.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3076. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: maffia@davinci.CS.Berkeley.EDU
Message-ID: <4v2hg8$irc@agate.berkeley.edu>
Source record: 9119
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
(snip snip snip)
>And if this is for 8-bit, there's already an 8-bit binaries group that
>doesn't get wide distribution.

That is an understatement. The whole point of the new binary group would
be to give it wider distribution. Very few of the ISPs in my area, and
none of the universities I've heard of accept alt.binary- anything.

I expect the new binary group to allow both 8-bit and ST stuff, although
I am only interested in the 8-bit.

- Anthony

(news.groups added to the distribution, as that is where this discussion
is supposed to be anyway.)

3077. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: Blair Dean <Blair_Dean@isdtcp3.hwc.ca>
Message-ID: <3214C39C.52EF@isdtcp3.hwc.ca>
Source record: 9120
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Brian {Hamilton Kelly} wrote:
>
> In article <Pine.BSD.3.91.960813180947.9087A-100000@asia.lm.com>
> lamparty@telerama.lm.com "Tom Lamparty" writes:
>
> > On 11 Aug 1996, Johan Klockars wrote:
> >
> > Lots of stuff clipped
> > >
> > > 1. Everybody with email has ftp access.
> ^^^^^
> > A lot of our people only have access through one or another of the
> > Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
> > E-Mail only and most of the Gophers don't know an .lzh file from a .txt
> ^^^^^^
> > file. Same goes for the self extracting tos archives that appear from
> > time to time!
>
> Go back and REread what Johan wrote: if you've got an e-mail connection,
> then anything that's available by anonymous ftp on the Internet is *also*
> available to you --- have you never heard of ftpmail servers?
>
> Duh!
>

Actually, way back when I just started doing the internet thing, I had (and
still have,) a Freenet account. Soon after I discovered the ftpmail
servers, National Capital Freenet (Ottawa, Canada) policy changed and I
got the proverbial 'slap on the wrist' for using ftp-by-mail. This _may_
not always be a resource of last resort.

--
-------------------------------------------------------------------------
Blair Dean | blair_dean@isdtcp3.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada Jaguar/Lynx :)
```

3078. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn4$2gc_003@jf.intel.com>
Source record: 9121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:
>Thanks for taking the time to create this Kyle. A few comments:
>
>Kyle R. Hofmann (rhofmann@crl.com) wrote:
>:
>: REQUEST FOR DISCUSSION (RFD)
>: moderated group comp.binaries.atari
>: unmoderated group comp.binaries.atari.discuss
>
>Is it possible to just use comp.sys.atari.st to discuss stuff in
>comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I
>won't go looking for something in c.b.a. unless I read about it in
>c.s.a.st as I don't intend to poke my nose in there if I can help it.
>Also, does it have to be moderated? Seems like that was the cause of
>problems before. And then, of course, comes the issue of: do we really
>need this. Right now I'd say we do, primarily because there is no
>satisfactory ftp site. I wish we could set up a really nice network of
>ftp sites (one in US, one in UK, one in Germany, France, etc...) that all
>mirrored the complete archive. U-Mich used to do this, but seems to have
>gone all rough around the edges.

In order for the RFD to stand any chance whatsoever of passing, a
comp.binaries group must be moderated. This is one of those unwritten laws
one hears so much about. <G> For those who prefer an unmoderated venue,
alt.binaries.atari has been newgrouped (several times) and, while
distribution is spotty, is available from many sites. I can personally
assure you that the moderation this time 'round will be responsive and
active.

The discussion group, while not strictly necessary, (of course, the
whole Internet is "not strictly necessary") will help to segregate the "why
didn't my cracked copy of Lemmings get posted?" from "who has a good
routine to read the system clock?" and thus relieve clutter in c.s.a.* (at
least, that's the plan).

As for ftp sites, all I can say is, "wait until next year."

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3079. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn5$2gc_004@jf.intel.com>
Source record: 9122
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>,
maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>(snip snip snip snip)
>> REQUEST FOR DISCUSSION (RFD)
>> moderated group comp.binaries.atari
>(snip snip snip snip)
>
>Please modify the proposal to allow music and picture files specific
>to the Atari 8-bit computer to be posted.

Hmmm, as long as we still prohibit MOD files (which do have an appropriate venue for distirbution), I think we might consider Atari-specific files. Technically, the "chip music" files for both the 8-bit and ST series probably could be considered binaries in that they are obviously not graphics nor text, and they aren't useful on any other platform.

8-bit graphics files are so tiny (<=8K as I recall) that I don't have a problem with that, either. ST-resolution graphics would have to be pretty special to qualify, though; 32k isn't huge but it's big enough to be a nuisance if a lot of them are posted, and frankly, while I love the systems, I am underwhelmed with most of the graphics that have been produced for it. This is a case where I think http distribution does make more sense.

Kyle, your opinion, please?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

3080. Re: MagiC form_x.. funcs

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <840315974_OASIS_@swampdog.demon.co.uk>
Source record: 9123

In article <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On Tue, 13 Aug 1996, Guy Harrison wrote:
>
>!>
>!> I've spent all afternoon trying to deal with conflicting information.
>!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!

>This is precisely what my MagiC docs say as well. I guess addrin[1] is
>reserved, like with many other functions, and this is consistent with
>passing control[3] = two parameters.

That did cross my mind but I couldn't be sure not having accessed Gem
at this level very often.

>> Now, two of my other manuals say *standard* form_dial() control[3] is
>> *ordinarily* 0, yet when I look in the MWC code its got control[3] as
>
>This is alright, since form_dial does not take any pointer parameters.
>
>> 1 for a standard call. As the MagiC manual blithers on about one extra
>> parameter I'm totally confused. Tried just about all combinations I
>
>Why ? MWC obviously passed one parameter to many, this would hardly get
>noticed by AES.

With the MagiC docs stating that form_xdial() and form_xdo() would
behave like form_dial() and form_do() under normal Gem, and there
being 2 addrin[] parameters for one additional pointer, it could have
been that form_do() took a hidden addrin[0] of NULL. Equally, just
like you say, and most likely, the MWC binding could be buggy.

>> can think of - the best I've managed is to pass flydial as NULL which
>> comes up with no dog ear. If I attempt to pass non NULL it comes back
>
>Like it should do according to the docs.

Yep. Hardly makes it worth using like that though. :-)

>> unchanged and is either still ignored or form_xdo() bombs. I even
>> tried *flydial = addr_out[0] type stuff as well just in case. Nowt!
>
>Dunno. Haven't tried that one.

If you get a few moments I would be grateful if you could try it.
Sticking to the documentation ...

```
char *flydial;
form_xdial(FMD_START, ... , &flydial)
```

form_xdo() works as per docs if flydial=NULL on entry to the above. Naturally it is NULL on exit and gets passed to xdo() as NULL. No problem - no dog ear.

With flydial passed as non NULL (I tried -1 and 1) flydial comes out looking like a healthy pointer but xdo() almost always causes MagiC to barf. I tried swapping the xdo() tabs and flydial args just in case.

That's as far as I've got! The only idea I've got left is to tie up all the system memory just before xdial() and see if flydial comes out as NULL. If it does, it would seem to indicate the problem lies in xdo(), otherwise xdial() ?

>> Now onto form_xdo(). Is this binding correct? ...

[snip]

>Exactly like my docs are stating !

Darn again!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3081. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-17 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <840274287snz@dsl.co.uk>
Source record: 9124
Cross-posted to: comp.sys.atari.st,alt.config,news.groups,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <32137046.18439210@news.airtime.co.uk>
stosser@airtime.co.uk "Tony Greenwood" writes:

> Excuse my ignorence in this matter, but I do have what I feel to be
> a valid question,
> If people are apposed to the ATARI binaries group, then why don't
> they simply not subscribe to it?,
> Surely this is less time consuming than moaning,

I'm not sure that people *are* Opposed to a binaries group for Atari:
indeed, ever since this matter was first raised, I have kept on plugging
along with the concept of resurrecting the (it would seem) prematurely
rmgrouped moderated group, that died for one of two reasons (1) no one
was submitting anything, so the moderator decided that the group was no
longer needed, or (2) the moderator was a lazy git who arbitrarily chose
to ignore everyone's contributions. Having the group in the
comp.binaries.* hierarchy would gain far better propagation than trying
to create a new group in the alt.binaries.* one.

The reason why there is opposition to the concept of adding *any* new
binaries group is nothing to do with whether or not an end user chooses to
subscribe or not: what end users do matters not one whit to the fact that
the group would have to be propagated around the globe to all the servers
that host news (just in case an end user that *did* want to subscribe was
hosted upon that server); Brian Reid seems to have stopped producing these
statistics, but about a year ago his figures suggested that there were
380,000 servers around the world. For *any* group to be truly viable, it
helps if its traffic gets to every single one of these (some, of course,
are too small, or limited in bandwidth, and it is these that choose not
to take binaries hierarchies).

Rest assured that folks have nothing against Atari users as a breed: it's
the principle of adding additional binaries groups that is the sticking
point.

> There are a lot of binaries groups I don't like, in fact the names
> of some of them make me sick, so I simply don't subscribe to them,
> it's a great plan and works really well,

The argument that "group x.y.z exists, so why cannot a.b.c" will never
hold water, I'm afraid. In fact, it's one of the best ways to ensure
that your proposal is treated with derision.

--
Brian {Hamilton Kelly} bhk@dsl.co.uk

Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

3082. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v5p8o$mpu@madeline.INS.CWRU.Edu>
Source record: 9125
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

(Maffia wants 8-bit sound and graphics files allowed in proposed
comp.sys.atari.binaries. Tietjens says maybe ok or something.)
I'm opposed to sound files and picture files, but really don't
care. I could see the binaries group get a bunch of tiny
picture and sound files. Hmmmm... I go to the midi binaries
group sometimes, it is a mish-mash of requests and binaries.
Sorta a prototype for the proposed atari. binaries. Except
Tietjens and Hofmann are looking for more 'discipline'
. Maffia wants to trade these rather rare formats of
sound and picture files. He probably has more of them
than anyone else, he's a rare bird that likes that type
of stuff. A simple post in csa8 might find out for him
if there's anybody else that likes the same type of
stuff. I like the original idea to exclude picture
and sound binaries, just have program files.

3083. gcc on TOS for DSP56k etc...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-19 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <32185205.783B@softlab.se>
Source record: 9126

I heard there should be an older version of gcc out there somewhere, that executes on single TOS. Does it support code generation for the DSP56k or does it produce just plain old 68k code ? Where can I find that version of gcc ?

Also, when Atari was about to launch the Falcon they had a folder that described all sorts of sofware that were under development. Many of them are out now ... except for a very interesting package that was some sort of high level object oriented programming language for the DSP56k. Is anyone familiar with this ? Has anything like this been released ?

[It would be nice to program the DSP56k without sticking to assembler...]

/Mikael Hillborg
Mikael.Hillborg@softlab.se

3084. | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-19 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <codc01.134.0008B8F3@gel.usherb.ca>
Source record: 9127

Greetings,
I do not have an Atari computer, but I am considering buying
one (mainly for programming purposes), I have read everywhere that in
low-resolution the max colors that can appear on screen is 16? But I also
heard that you can get the full color palette on screen also, how is this
done exactly? Is it possible? What are the limitations of this technique?

I would mainly like to be able to display 64 colors on screen. I guess that if
you can display 4096, you can also display 64, no?

P.S: I am talking about the Atari STe line of computers.
Thanks in advance for your information.

3085. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-19 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4v9vu1$1p0_001@jf.intel.com>
Source record: 9128

In article <codc01.134.0008B8F3@gel.usherb.ca>,
codc01@gel.usherb.ca (Carl Eric Codere) wrote:

>... in low-res the max colors that can appear on screen is 16?

That's correct; except through the use of programming tricks. By switching the palette every scan line (or, as Spectrum 512 does, 3 times each scan line), you can display the full palette in low-rez. This allows for a max of 48 colors per scan line; 48 x 200 = 4800 so in theory you could see all 4096 colors (I believe Spectrum 512 supports a lower number due to bandwidth restrictions, however). By screen flipping also, as many as 32k colors have been displayed, but it flickers rather badly on my SC1224 - 'twould probably look good on a TV set.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

3086. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbehh$iv6@nntp.crl.com>
Source record: 9129
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>, Eric Hays wrote:
: Thanks for taking the time to create this Kyle. A few comments:

: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: :
: : REQUEST FOR DISCUSSION (RFD)
: : moderated group comp.binaries.atari
: : unmoderated group comp.binaries.atari.discuss

: Is it possible to just use comp.sys.atari.st to discuss stuff in
: comp.binaries.atari? Why create comp.binaries.atari.discuss?

Yes, it's possible, but not everything posted in c.b.a will be ST
related. It's better to be more general in this case and to create a
.discuss group to handle all traffic concerning c.b.a.

: I know I won't go looking for something in c.b.a. unless I read about it in
: c.s.a.st as I don't intend to poke my nose in there if I can help it.

Hmm... It would possible to allow crossposting of part 0 of uuencoded
files to other comp.sys.atari groups (part 0 is traditionally a
text description, while parts 1 and up are the file itself). Is this a
good idea? It may not be, especially if we get a lot of postings to c.b.a.

: Also, does it have to be moderated? Seems like that was the cause of
: problems before.

Yes, it does. Nobody has tried to create a moderated comp.binaries
groups since comp.binaries.apple2 a long time ago, and that was changed
to moderated eventually. The proposal won't be accepted by the
news.announce.newgroups moderator if it isn't moderated.

: And then, of course, comes the issue of: do we really
: need this.

IMHO, yes.

: Right now I'd say we do, primarily because there is no satisfactory ftp
: site. I wish we could set up a really nice network of ftp sites (one
: in US, one in UK, one in Germany, France, etc...) that all mirrored the
: complete archive. U-Mich used to do this, but seems to have gone all
: rough around the edges.

That would probably be a very good thing, but that would still exclude
those who don't have FTP access. :(This way we can include them (as
long as they have Usenet access) and not worry about having to set up FTP
sites.

-Kyle R. Hofmann

3087. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfh6$iv6@nntp.crl.com>
Source record: 9130
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v1vn5$2gc_004@jf.intel.com>, Rich Tietjens wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>,
: maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
: >(snip snip snip snip)
: >> REQUEST FOR DISCUSSION (RFD)
: >> moderated group comp.binaries.atari
: >(snip snip snip snip)
: >
: >Please modify the proposal to allow music and picture files specific
: >to the Atari 8-bit computer to be posted.

: Hmmm, as long as we still prohibit MOD files (which do have an appropriate
: venue for distirbution), I think we might consider Atari-specific files.
: Technically, the "chip music" files for both the 8-bit and ST series
: probably could be considered binaries in that they are obviously not
: graphics nor text, and they aren't useful on any other platform.

This is certainly an important issue. Chip music files don't have
anywhere to go (unless one newgroups alt.binaries.chip-specific :) and do
deserve some distribution. But see below.

: 8-bit graphics files are so tiny (<=8K as I recall) that I don't have a
: problem with that, either. ST-resolution graphics would have to be pretty
: special to qualify, though; 32k isn't huge but it's big enough to be a
: nuisance if a lot of them are posted, and frankly, while I love the
: systems, I am underwhelmed with most of the graphics that have been
: produced for it. This is a case where I think http distribution does make
: more sense.

I don't have a problem with 8 bit graphics files in terms of size, but
conceptually, I can't see a group meant for Atari binaries in general
excluding binaries for the ST simply because of their size. I don't
think it would be a problem, though, as 32k isn't all that big in
comparison to other things that are posted.

I recieved e-mail concerning an issue similar to this from someone
recently, but it was more general. The issue was: What kinds of data
files are to be accepted? If you think about it, it's important if you
plan to moderate the group much more than "no WaReZ".

To my knowledge, there isn't a proposal out there that has discussed
this issue much, mainly because all the comp.binaries groups that have
been proposed so far haven't tried to limit themselves much beyond what
platform they are for.

My response to this question is that we should probably post data files used in the operation of software. For example, if I draw a picture, it wouldn't be distributable on c.b.a because, after all, it's only a picture. If I create a character set for use with a word processor, though, then that would be distributable on c.b.a because it's used during the operation of the software. (I hope you're all not confused :) Does anyone else want to contribute? If you have a good idea, post it.

-Kyle R. Hofmann

3088. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbeng$iv6@nntp.crl.com>
Source record: 9131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel wrote:
: You need to specify what kind of Atari software is going to be on here
: (8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
: for ST stuff. I'm not even sure what format this is going to be for, myself.

All of the above. Any Atari software is acceptable. If someone writes
a Jaguar or Lynx emulator, that would be accepted too, along with
titles. This is intended as a generic Atari software group, not as an
8bit or 16bit specific Atari binaries group.

-Kyle R. Hofmann

3089. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <codc01.135.0007FD81@gel.usherb.ca>
Source record: 9132

>>... in low-res the max colors that can appear on screen is 16?

>That's correct; except through the use of programming tricks. By switching
>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
>line), you can display the full palette in low-rez. This allows for a
>max of 48 colors per scan line; 48 x 200 = 4800 so in theory you could see

Greetings,
Thank you for your response, but I would like to know, does
this slow down the games and programs significantly, I assume it does, no?
Would games still be feasible with 48 colors per scanline om an 8 Mhz 68000?

3090. Bitching about Lattice C (was: C compiler optimization)

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <8157cc$63526.271@HERMES>
Source record: 9133

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> In article <4tt277$it0@inca01.inca.co.nz>,
> Gaven Miller <gmiller@inca.co.nz> wrote:
> >Johan Klockars (d8klojo@dtek.chalmers.se) replied to:
> >> My message responding to what:
> >> >Robert Goodwin (rsg0910@iglou.com) wrote:
> >> >> in reference to my Usenet post:
> ...
> >Evidently, either I write code that is very close to what the optimiser
> >thinks is "perfect" (chuckle), or else I write code that the optimiser
> >just wont even bother trying to unravel. Methinks it's the second.

> The problem is very likely that you use 16 bit integers (don't you?).

I stopped using 16-bit integers a few years ago. My code is 90-95% 32-bit
now - only Atari OS calls and some (very) ancient code remains 16-bit.

> I think most people do that on the Atari and that upsets Lattice's optimizer.

Perhaps I tried it on some old code that wasn't fully 32-bitted, and based
my comment on that. (It was a typical blend of OS call, computation, data
validation and so forth - pretty close to what I do in all my apps)

> I guess you mean all _global_ variables or it wouldn't have been possible
> to do recursion. GCC normally does the same, but there's a flag that I
> can't recall to make it use base relative globals instead.
> I never use that flag since it tends to cause slower code.

Yes. Silly me. Absolute local vars do't make sense.

Base relative globals allows one to use threading. Absolute data
references from the code segment of the app are not fixed up when one
forks a new thread. So all threads use the same data - a bad practice
indeed.

I wouldn't mind slightly slower code if it meant better threading and
smaller app size (relative code is generally smaller than absolute)

> I know MiNT can take advantage of such code, but I've never written any
> software for which it would've been useful.

Background threads are handy. One can fork a thread to do some background
housekeeping for the app, and the main app just keeps chugging away at
what needs to be done - without worrying about "housekeeping".

> I very seldom use Lattice C itself, but the manuals are almost always on
> my desk. The last release of them is almost unreadable, though.
> Someone must have set his word processor up incorrectly.

Bitch #32: THE MANUALS FOR 5.60 DO NOT LIE FLAT!

I use the 5.0 manuals, which were ring bond, and lie flat.

Bitch #33: VOLUME 2 IS ORGANISED BADLY.

I know that I am using a function correctly, but I need to find out which header it is in. v5.0 was organised alphabetically, so finding the funtion is easy. v5.6 is alphabetical within each header file, and then alphabetically by header file name. A one step look for function name becomes a two step find it in the index and then go to page X.

Bitch #34: LATTICE WILL NOT GENERATE 32-BIT OFFSETS FOR 020+ CPUs.

The compiler will not generate 32-bit offsets when compiling for '020 or better CPUs, when near-data is selected.

The assembler allows it, but "optimises" to 16 bit. A forced 32-bit offset will not get resolved by the linker correctly.

(I sometimes have large-ish data requirements that are needed in sub-threads under MiNT, and they overflow the 64k limit on near data addressing)

--

Quote For The Month:

"Shazbot!"

3091. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vcfc8$2rg_001@jf.intel.com>
Source record: 9134

In article <codc01.135.0007FD81@gel.usherb.ca>,
codc01@gel.usherb.ca (Carl Eric Codere) wrote:
>
>>... By switching
>>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
>>line), you can display the full palette in low-rez.
> Thank you for your response, but I would like to know, does
>this slow down the games and programs significantly, I assume it does, no?
>Would games still be feasible with 48 colors per scanline om an 8 Mhz
68000?

It slows down the system significantly - most of the CPU time is burned up
in palette-switching. This is not a good chocie for games, unless it's a
plain-text adventure that happens to have pictures also. It would be the
worst possible choice for an "action" or "arcade" game.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3092. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfno$iv6@nntp.crl.com>
Source record: 9135
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <MPLANET.321495f2oscar9896f0@client1.news.psi.net>, Oscar Fowler wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
: says...
: > As it stands, there currently is no repository that I am aware of that
: > supports pictures or music files.
: ...
: > A blanket prohibition on all music files to be overly restrictive.
: > The music and picture files specific to the Atari 8-bit computers are
: > small, hard to find, and tradeable.
: ...

: I completely agree. I remember having an extensive collection of Atari
: art and certainly would like to see all that be back in circulation.
: There were BBS's with literally hundreds of original art and musical
: items. Where are they now?

.mod files may be in some mod archive somewhere or floating out in
alt.binaries.sounds.mods. Other stuff may be lost. It's unfortunate,
but probably true. If we do eliminate the "software only" restriction,
then we would have a means of distributing these files (which are
platform specific, thus making comp.binaries.atari a good choice).

-Kyle R. Hofmann

3093. Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-20 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <4vc62j$a31@dux.dundee.ac.uk>
Source record: 9136

Hi all,

Just out of interest - what projects are people working on??
To start the ball rolling I am working on a full screen 3d maze game.

Also I am putting some C++ classes together for an X-File-y text adventure
which with some STOS sections e.g. animations passing parameters via the
command line.
(Yes stos can use the commandline with a little 'helper' proggy!)

Take care
Davy

--
><> Davy Mitchell - Computer Science Student, ACSD, Dundee University <><
| IBelieveThereIsAGodWatchingOverMeIBelieveInTheDreamsThatSetYouFree - T.B. |
| Casterbridge : http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html |
\--/

3094. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-21 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <codc01.140.00081F4A@gel.usherb.ca>
Source record: 9137

>It slows down the system significantly - most of the CPU time is burned up
>in palette-switching. This is not a good chocie for games, unless it's a
>plain-text adventure that happens to have pictures also. It would be the
>worst possible choice for an "action" or "arcade" game.

Greetings,
Thank you very much for your information!! I will decide later
if I will support this platform or not.

3095. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <321b3577.11954676@news.airtime.co.uk>
Source record: 9138

On Wed, 21 Aug 1996 08:07:16, codc01@gel.usherb.ca (Carl Eric Codere)
wrote:

>>plain-text adventure that happens to have pictures also. It would be the
>>worst possible choice for an "action" or "arcade" game.
>
>Greetings,
> Thank you very much for your information!! I will decide later
>if I will support this platform or not.

Eh?, hmmmm maybe you just didn't word it right?,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3096. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-21 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4vfsoa$o5q@ccshst05.uoguelph.ca>
Source record: 9139

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
: In article <codc01.135.0007FD81@gel.usherb.ca>,
: codc01@gel.usherb.ca (Carl Eric Codere) wrote:
: >
: >>... By switching
: >>the palette every scan line (or, as Spectrum 512 does, 3 times each scan
: >>line), you can display the full palette in low-rez.
: > Thank you for your response, but I would like to know, does
: >this slow down the games and programs significantly, I assume it does, no?
: >Would games still be feasible with 48 colors per scanline om an 8 Mhz
: 68000?

: It slows down the system significantly - most of the CPU time is burned up
: in palette-switching. This is not a good chocie for games, unless it's a
: plain-text adventure that happens to have pictures also. It would be the
: worst possible choice for an "action" or "arcade" game.

Switching palettes more than once per scanline does eat up CPU, but
switching only once doesn't. Many games use the technique of hooking a
palette change routine to the horizontal blank. Of course, you don't get
as many colours on the screen at once, but you can do some nice stuff.
Note that I've never done this, since I don't program in assembler...

THeo

3097. Re: MWC & CSD

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4vende$k8k@nyheter.chalmers.se>
Source record: 9140

In article <9608142237.AA06212@basil.icce.rug.nl>,
Tom Hageman <tom@basil.icce.rug.nl> wrote:
>In article <4uktcf$hh1@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se
>(Johan Klockars) wrote:
>> A strcpy() normally does _not_ copy a byte at a time either.
>> There are ways to check for the final '\0' without ever looking at
>> individual bytes.
>
>Just curious. Do you have an example of this?

I didn't realize until now that this question went to the Usenet.
(I received it by email as well.)

The following is an extract from a Usenet article that talks about this.
At other times I've seen full strcpy() functions, but this was all I could
find in my 'archives':

...
From: Lawrence Kirby <fred@genesis.demon.co.uk>
Newsgroups: comp.arch
Subject: Re: endian-ness
Date: Sat, 25 May 96 12:20:40 GMT
...

Except that you can test fairly efficiently whether at least one byte in a
word is zero. THe following C function shows an approach:

```
/* Assumes long is 32 bits but only the constants need change for different
word (and indeed byte) sizes */

int has_zero_byte(unsigned long x)
{
unsigned long tmp;

tmp = x - 0x01010101;
x = ~x;
x &= tmp;
return (x & 0x80808080) != 0;
}
```

I don't know if this is the best approach (best is in any event architecture
dependent) however it shows a method that uses 3 basic register only
operations plus a test and a branch (in code that uses it) to check 4 bytes
(more for wider words) for a null character. On most systems this will be
faster than checking each byte individually. Real implemenatations use this
sort of trick. Coupled a big endian archetecture this allows you you avoid
byte operations on more than the first and last couple of bytes of the

string.

>The Alpha has a special instruction (CMPBGE) to compare strings 8 bytes at a
>time, and return a bit vector of the results of the byte-wise comparison.
>This does at least allow you to find the terminator quickly, and copes equally
>well with big-endian and little-endian storage.

If you have direct and fast architecture support then there is no problem.
The problem is that not all architectures have such support and those that
do are not always flexible enough to be useful in all cases.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3098. Re: gcc on TOS for DSP56k etc...

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-21 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <4vep05$kdp@nyheter.chalmers.se>
Source record: 9141

In article <32185205.783B@softlab.se>,
Mikael Hillborg <Mikael.Hillborg@softlab.se> wrote:
>I heard there should be an older version of gcc out there
>somewhere, that executes on single TOS. Does it support

There are relatively new versions that do so.

>code generation for the DSP56k or does it produce just
>plain old 68k code ? Where can I find that version of gcc ?

A single GCC can only produce code for one family of processors.
You have to reconfigure and recompile it to target another.
Motorola have made available the files you need to build a 56k version
of GCC 1.40 (an _old_ version), so you can do that yourself.

Take a look at http://www.bdti.com/faq/32.htm for pointers.

I believe I've seen an Atari version of the 56k GCC, but that was a long
time ago. Try searching around the Web.

>interesting package that was some sort of high level object
>oriented programming language for the DSP56k. Is anyone
>familiar with this ? Has anything like this been released ?

I've not heard of anything like that, but you could build G++. ;-)

>[It would be nice to program the DSP56k without sticking to
> assembler...]

You'll still probably have to do the important things in assembler, since
even a very good C compiler like GCC won't come close to using a chip like
the 56001 well.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3099. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2208961403080001@47.85.0.99>
Source record: 9042

In article <codc01.142.00080F7D@gel.usherb.ca>, codc01@gel.usherb.ca (Carl
Eric Codere) wrote:

> >>>plain-text adventure that happens to have pictures also. It would be the
> >>>worst possible choice for an "action" or "arcade" game.
> >>
> >>Greetings,
> >> Thank you very much for your information!! I will
decide later
> >>if I will support this platform or not.
>
> > Eh?, hmmmm maybe you just didn't word it right?,
>
> Greetings,
> The problem is that the software that I want to
create must
> at least have 32 colors on screen, and that is easy on the PC and Amiga, but
> after reading what the other person said, I am not sure anymore, and an Atari
> costs SO MUCH money for that just 16 colors. If it would have cost 200$ for
> Atari STe with 1 meg ram, I would have probably bought one to program on it...
> but it costs 400$ ... and you just get 16 colors, even though the sound is
> very good. I will have to think about it.

AFAIK, the game 'FRONTIER' (Elite II) uses 32 colours per screen in low
res, therefore getting 32 colours should be reasonably light on CPU
cycles, since the game is still very playable.

A second hand 1 Meg STe should be around $200.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3100. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vi1l2$1mg_001@jf.intel.com>
Source record: 9043

In article <vegard-2208962000240001@trh-ppp27.interlink.no>,
vegard@interlink.no (Vegard Hofsoy) wrote:
>
>In article <4vc62j$a31@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy
>Mitchell) wrote:
>
>> Just out of interest - what projects are people working on??
>
>I working on Face Value v2.0, a major update of the GEM based "visual GFA
>basic".

Hmm, I seem to have missed the original post...

I'm still working on UUCP-ST and Wormhole and plan to continue to do so
until (a) They're complete to my satisfaction and that of all registered
users, or (b) I finally get the message that no one wants to register
(which seems to be the case so far).

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3101. tos 206 game tester wanted?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <321cc31c.704237@news.airtime.co.uk>
Source record: 9044

Looking for someone with tos 206, prefrably switchable?, that will test a game for me this weekend and get back to me asap,

will be a file less than one meg...probably half or so, that they can download from my page, i just give them the url, they then email me and tell me if it worked?, thats simple,

Will be ready probably over weekend or during week,

So anyone available to test for me please, tos 206, 1 meg, prefrably ste, must have access to normal tos so as to compare?

FANX :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3102. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <codc01.142.00080F7D@gel.usherb.ca>
Source record: 9045

>>>plain-text adventure that happens to have pictures also. It would be the
>>>worst possible choice for an "action" or "arcade" game.
>>
>>Greetings,
>> Thank you very much for your information!! I will decide later
>>if I will support this platform or not.

> Eh?, hmmmm maybe you just didn't word it right?,

Greetings,
The problem is that the software that I want to create must
at least have 32 colors on screen, and that is easy on the PC and Amiga, but
after reading what the other person said, I am not sure anymore, and an Atari
costs SO MUCH money for that just 16 colors. If it would have cost 200$ for
Atari STe with 1 meg ram, I would have probably bought one to program on it...
but it costs 400$ ... and you just get 16 colors, even though the sound is
very good. I will have to think about it.

3103. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vhra5$3j8_001@jf.intel.com>
Source record: 9046

In article <codc01.142.00080F7D@gel.usherb.ca>,
codc01@gel.usherb.ca (Carl Eric Codere) wrote:
>... an Atari
>costs SO MUCH money for that just 16 colors. If it would have cost 200$
>for Atari STe with 1 meg ram, I would have probably bought one to program
>on it... but it costs 400$ ... and you just get 16 colors, even though the
>sound is very good. I will have to think about it.

Good gods, man, who is trying to sell you an STe for $400?!? I see them
all the time for $150 to $200 (US - that's still far below the $400 CAN
you're talking about). There's a fellow in Vacnouver, WA who has one he's
asking US$200 for - want me to look him up for you?

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3104. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-2208962000240001@trh-ppp27.interlink.no>
Source record: 9047

In article <4vc62j$a31@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) wrote:

> Hi all,
>
> Just out of interest - what projects are people working on??

I working on Face Value v2.0, a major update of the GEM based "visual GFA basic". If you missed v.1, have a look at:
"http://www.mediadrom.no/mediadrom/vegard/faceval.html"

Vegard Hofsoy

3105. NNTP KICK

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <4vimvlbke1@mhafn.production.compuserve.com>
Source record: 9048
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

WHEN using NNTP kick I receive the message connecting to new.????.com
then there is a pause.A few seconds later the message closing news session
I then exit Nos but I can't find batch.txt anywhere and history.txt is a 0
byte file.
Nos is located at K:\NOS\
Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
Any suggestions would be helpful

3106. Re: NNTP KICK

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-22 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <555131089.78070.09.starship@3rdplanet.com>
Source record: 9049
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,

76060.1125@CompuServe.COM barked in COMP.SYS.ATARI.ST on 22 Aug 96:

> Newsgroups: comp.sys.atari.programmer,comp.sys.atari.st,
> comp.sys.atari.st.tech
>
> WHEN using NNTP kick I receive the message connecting to new.????.com
> then there is a pause.A few seconds later the message closing news
> session I then exit Nos but I can't find batch.txt anywhere and
> history.txt is a 0 byte file.
> Nos is located at K:\NOS\
> Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
> In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
> Any suggestions would be helpful

What's the first line in your NNTP.DAT file look like?
And what do you have entered in STARTUP.NOS for nntp server?
It sounds as if you have no news server listed in STARTUP.NOS

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3107. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-23 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.960823002217.12513A-100000@student.canberra.edu.au>
Source record: 9050

On 20 Aug 1996, Davy Mitchell wrote:

> Just out of interest - what projects are people working on??
> To start the ball rolling I am working on a full screen 3d maze game.

I'm now back in fuji-land after getting a replacement Falcon and still working on "Bomb Squad", an arcade game for the Falcon. It's written in a mixture of STOS and assembler. Info can be found at http://student.canberra.edu.au/~u943409/bomb_squad.html

> Also I am putting some C++ classes together for an X-File-y text adventure
> which with some STOS sections e.g. animations passing parameters via the
> command line.
> (Yes stos can use the commandline with a little 'helper' proggy!)

Cool! I read a post about this topic a while back and was wondering if any1 had got it working. Is the helper prog source available? I assume it sticks a pointer to the command line string somewhere and calls the prog using pexec?

__
( ) / .--.
/ / ' __ ,_ ,_ ' _ | u943409@student.canberra.edu.au | ||| |
(___/_,(_(_(_/ (_/ (_,(_/_) | tp943409@ise.canberra.edu.au | / | \ |
_.- / | Nuclear waste fades your genes! | F'030 |
(__./ `--'
URL --> http://student.canberra.edu.au/~u943409/

3108. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-24 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <DwM9u1.LAy@freenet.victoria.bc.ca>
Source record: 9051

In a previous article, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) says:

>knet!usenet1.news.uk.psi.net!uknet!uknet!yama.mcc.ac.uk!zippy.dct.ac.uk!dundee.ac.uk!xxxx
!dmitchel
>Newsgroups: comp.sys.atari.programmer
>Subject: Current Projects
>Message-ID: <4vc62j$a31@dux.dundee.ac.uk>
>From: dmitchel@mcs.dundee.ac.uk (Davy Mitchell)
>Date: 20 Aug 1996 11:03:47 GMT
>Organization: The University, Dundee, DD1 4HN, Scotland, UK.
>NNTP-Posting-Host: xxxx.dundee.ac.uk
>X-Newsreader: TIN [version 1.2 PL1]
>Lines: 18
>
>Hi all,
>
>Just out of interest - what projects are people working on??
>To start the ball rolling I am working on a full screen 3d maze game.
>
I am working on a couple of projects including getting the code from the
book 'Black Art of 3D Game Programming' to work on the Falcon. So far
I've got the first 4 chapters worth of code working in True Color low
res(it seemed easier than working with the 256 color bitplane mode). I am
also playing around with a multithreading extension for TOS. It's tied to
the VBI for now.

Nicholas Steele

--

3109. I had to try it!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-24 00:00:00 UTC
From: Mitch <just_ask@my.home.address>
Message-ID: <321FDB66.24FF@my.home.address>
Source record: 9052

--
Sorry to post this to your newsgroup, but I had to try it!

I read this and thought, "What could I lose?"
Read through it and maybe you'll like to try it as well!
But please be honest. That is how it works.

"MAKE-MONEY-FAST"

----- Adapted article by Jody Vining (#4 below) ----------------

Want to make a few bucks? Quick, easy and cheap?

Ok ok, we have all heard this before, laughed at it, thought it was stupid, so did I. But one day, I was bored, and wanted to see if this thing really works, the now infamous newsgroup "make-money-fast" routine.
And well, to my surprise, it ACTUALLY WORKED. I didn't make $50,000 like some said, but I DID make $3,200 in 1 month. Thats not bad for a $5 investment!

So now try it, maybe you'll make less, maybe you'll make more, but its worth a shot right?

The procedure is very simple.

STEP 1. Write your name and address on 5 separate pieces of paper with the words "PLEASE ADD ME TO YOUR MAILING LIST". Fold a $1 note or money order or bank draft in each of the pieces of paper and mail them to the following five addresses:

---
1. Sahba Zadeh, 16115 122 Pl. NE, Bothell, WA 98011, USA

2. John England, 570 Vista Ave. Palo Alto, CA 94306, USA

3. Jeannette Bidegain, 2301 Redwood Street, #1406, Las Vegas, NV 89102,USA

4. Jody Vining, 987 Shetland Ave, Winter Springs, FL, 32708

5. Mitch Whiteley, 1026 N. 510 W. Apt. 4A, Logan, UT 84341

STEP 2. Now remove the 1st name on the list, move the other 4 names up (5 becomes 4, 4 becomes 3 etc) and put your name and address as number 5 on the list. You can do this by re-typing this article or simply editing and re-posting it in this or another newsgroup.

STEP 3. Post your amended article to at least 200 new groups (there are 17 000 of them).

You are now in the Mail Order Investment Business and you will start receiving $1 returns by mail within a week or two. The more newsgroups you post to, the bigger your return will be. You may want to rent a Post Office Box to handle the volume of mail you are likely to receive.

If you wish to remain anonymous, you can use a pseudonym such as "The Manager" or "The Investor", but make sure your address is correct!

NOW LET ME TELL YOU WHY THIS SYSTEM WORKS!

Of every 200 postings I made, I received an average of 5 replies, YES - ONLY 5, each with a $1 bill enclosed. You make $5 for every 200 postings WITH YOUR NAME AT NUMBER 5.

Each person who sent you $1, now also makes let's say,only 200 additional postings WITH YOUR NAME AT NUMBER 4, i.e. 1000 postings. On average therefore, 50 people will send you $1 with your name at number 4. You make $50.

Your 50 new agents make 200 posting each WITH YOUR NAME AT NUMBER 3 or 10 000 postings - average return 500 at $1 each is $500. They make 200 postings each WITH YOUR NAME AT NUMBER 2 = 100 000 postings = 5 000 returns at $1 each = $5 000.

Finally, 5 000 people make 200 postings each WITH YOUR NAME AT NUMBER 1 and you get a return of $50 000 before you name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE ONLY MAKES 200 POSTINGS! Total income in one cycle = $55 500.

From time to time, when your name is no longer on the list, you take the latest posting that is appearing in the newsgroups, SEND OUT ANOTHER $5 TO THE NAMES THAT ARE ON THE LIST, PUT YOUR NAME IN AT NUMBER 5 AND START POSTING AGAIN. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Let's review the reasons why you should do this: THE ONLY COST FACTORS ARE 5 STAMPS, 5 ENVELOPES, AND 5 $1 BILLS. Anyone can afford five dollars to put into such an effortless investment with SPECTACULAR RETURNS.

Some people have said to me "What happens if the scheme is 'played out' and no one sends me any money"? Big deal! So you lose $5 - but what are the chances of that happening?

Do you realise how many Internet Users there are? Do you realise how many times this scheme can be utilised over and over again - with COMPLETELY NEW people participating?

There are not HUNDREDS, NOT EVEN THOUSANDS, BUT HUNDREDS OF THOUSANDS OF NEW INTERNET USERS EVERY MONTH!

Remember, read the instructions carefully and play FAIRLY...that's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroup postings to make sure everyone is playing fairly. You know where your name should be.

3110. Re: NNTP KICK

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-24 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <840876206snz@mbha.demon.co.uk>
Source record: 9053
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <4vimvlbke1@mhafn.production.compuserve.com>
76060.1125@CompuServe.COM "MICHAEL ROBILLARD" writes:

] WHEN using NNTP kick I receive the message connecting to new.????.com
] then there is a pause.A few seconds later the message closing news session
] I then exit Nos but I can't find batch.txt anywhere and history.txt is a 0
] byte file.
] Nos is located at K:\NOS\
] Other folders K:\NOS\SPOOL\NEWS K:\NOS\SPOOL\HISTORY K:\NOS\SPOOL\MAIL
] In startup nos I have the command nntp dir nos/spool/mail nos/spool/news
] Any suggestions would be helpful

Is your system finding $NOS_ROOT?

Just a thought...

--
dave

==
= dave@mbha.demon.co.uk =
==

3111. Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-25 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <3220A276.79B@softlab.se>
Source record: 9054

Hi!

I've tried to install MiNT and the Minix filesystem using
MINIT.TTP (minit.ttp -V -n 4 G:, where G: is a 200 MB partition
of an external SCSI drive) ... but nothing works. I downloaded the
MiNT distribution kit (9 disks), extracted disk 1, put everything
on a floppy as the docs says and then ran setup and config
from the floppy. However, MINIT.TTP just writes something
at the screen and then immediately exits. I tried
minit.ttp -V -n 4 G: by hand and it didn't work either.

I tried with the .XFS file in the MINT folder and
MINT.PRG in the AUTO folder but nothing works. Do I have to
boot with MINT.PRG and the .XFS file before executing MINIT.TTP ?

What might be wrong ?

I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
(C boot partition and C program partition) and an external
1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
panel, blow-up soft and FPATCH2 installed when I tried.

I do this just to be able to install Linux later, on top of
the Minix FS :-)
I tried finding the usr.tar.gz and root.tar.gz files for 68k-linux
but they seemed to have disappeared from most 68k-linux and replaced
in some cases by something called the watchtower-2 file system. It it
possible to use this file system. I mean, it's about 15 MB so some advice
would be nice to have before starting to ... huh ... download it.

Regards Mikael Hillborg

Mikael.Hillborg@softlab.se

3112. Sorry: I had to try it!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-25 00:00:00 UTC
From: Mitch <send@you.probably.already.know>
Message-ID: <3220AEC8.4B55@you.probably.already.know>
Source record: 9055

```
--
I am really sorry about my SPAM. I didn't realize how wrong
it was. Other's articles seemed convincing and legal, but I
guess not. Please disregard posting: "I had to try it!"
(delete it if your a system administrator). My mistake.
```

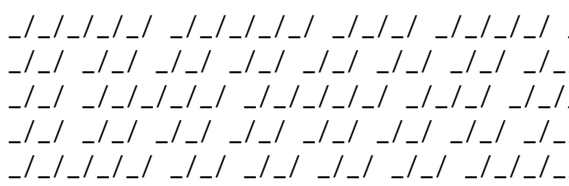
3113. MWC and Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: a50178w8@awnet.com
Message-ID: <841107430_OASIS_@awnet.com>
Source record: 9056

HI;

I'm looking for a little help and advice from the Atari programming
community. Several years ago, when i owned a 520ST i purchased Mark Williams C
for the Atari ST. Things went on and bla bla bla... Now I own a Falcon 030 And
am wondering if i continue using MWC where would i get .h files to program for
the Falcon. Also the .RSC file for MWC only will allow the older screen
resolutions, can any of this be brought up to date?? Is MWC still supported? Do
they have an E-Mail address i can get in touch with them??
Any help would be appreciated. I haven't done any programming for years
and it's like starting all over again with a new Atari.

--



Al Huyghe
---
a50178w8@awnet.com

3114. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <4vqu7c$cel@tilde.csc.ti.com>
Source record: 9057

In article <4vhra5$3j8_001@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com says...

>Good gods, man, who is trying to sell you an STe for $400?!? I see them
>all the time for $150 to $200 (US - that's still far below the $400 CAN
>you're talking about). There's a fellow in Vacnouver, WA who has one he's
>asking US$200 for - want me to look him up for you?
>

Mmm... Just for price comparison, I bought a second hand falcon 4/84 for less than US$400.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3115. Re: MWC and Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dwq7Ln.6xG@iglou.com>
Source record: 9058

Al Huyghe (a50178w8@awnet.com) wrote:

: I'm looking for a little help and advice from the Atari
: programming community. Several years ago, when i owned a 520ST i
: purchased Mark Williams C for the Atari ST. Things went on and bla bla
: bla... Now I own a Falcon 030 And am wondering if i continue using MWC
: where would i get .h files to program for the Falcon. Also the .RSC file
: for MWC only will allow the older screen resolutions, can any of this be
: brought up to date?? Is MWC still supported? Do they have an E-Mail
: address i can get in touch with them??

I'll reply to this one, everyone, since I did a bit of research on my own to come up with what he's asking. He's asking a similar question to what I asked before.

Mark Williams Company made Mark Williams C as you've noticed. The final release was 3.0.9 back in around 1988 or 1989, and then they went dormant for several years, until very early 1995 when they went out of business. There was also something about Coherent, which is a Unix clone for the IBM systems, and have their own newsgroup, comp.os.coherent, and you can find at least some of the ex-employees of there and MWC. I was in contact with a few ex-employees, including the sysadmin out there, Joe Dennison. I've not been able to find the owner of the company, Bob Swartz. I had an email address given to me by someone, but that's it. I posted a mail to him, but no reply. I even went so far as to call the 800 number that the book mentioned, but the person who answered has no idea what we're talking about. Rich Tietjens and I tried, but this guy was pretty rude. Since I'm deaf, I use my state's TTY relay service, and the two times I tried, he hung up on the relay operator before the operator could get anything out. That's rude, all right. Rich had a somewhat better experience, but from what he said, the guy had a rather thick accent or something, and he couldn't understand much.

Some of us out there still use MWC to do some programming. Some of us out there have gone on to using Lattice C or others. There's MiNT, which contains gcc, which is a C programming language in itself. My homepage has a link to the MiNT programmer and other pages from other people in this newsgroup also have links to MiNT and other things like this. I know Guy Harrison and a couple others on here, besides me, use it for some programming. I currently am doing some programming with it as well. Right now, as far as I know, the only C package that's still being updated and sold, is Lattice C, being sold by Toad Computers, version 5.6.

You may have also come across some old versions of C for the STs, like Megamax Laser C. I did not long ago, and found it was K&R C, not ANSI C, but it's great to have around to show what it was like before, when C was

still being standardized. MWC used ANSI C. I can't list everything out there in the programming section, but you get the idea.

There was a bit of discussion on C programming with MWC awhile ago on here, so if you can, search back on the posts on here, or use DejaNews and/or other Usenet search engines.

: Any help would be appreciated. I haven't done any programming
: for years and it's like starting all over again with a new Atari.

Yep. Sometimes you have to start over again. What programming languages did you use? I've done some in Basic, Cobol, some Pascal, and a little assembler, and am starting out in C, but am doing nicely.

Sorry so long, everyone, but I had to repost most everything in this one message. If I tried reposting everything posted, it would have been an exceptionally long message!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3116. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: cure@cnam.fr
Message-ID: <4vrj0r$h8r@ys.ifremer.fr>
Source record: 9059

In article <3220A276.79B@softlab.se>, Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
>
> Do I have to
>boot with MINT.PRG and the .XFS file before executing MINIT.TTP ?
>
Yes.

>I do this just to be able to install Linux later, on top of
>the Minix FS :-)

Why do not use ext2fs designed for Linux ?

>I tried finding the usr.tar.gz and root.tar.gz files for 68k-linux
>but they seemed to have disappeared from most 68k-linux and replaced
>in some cases by something called the watchtower-2 file system. It it
>possible to use this file system. I mean, it's about 15 MB so some advice
>would be nice to have before starting to ... huh ... download it.
>
David.
--
David Cure : cure@cnam.fr
Atari-Web Admin : http://www.cnam.fr/Comp/Atari/
Linux/68k ftp Admin : ftp://ftp.cnam.fr/pub/Atari/Linux68k
http://www.cnam.fr/Comp/Atari/Index_Linux68k.html

3117. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <322176B4.41C67EA6@kub.nl>
Source record: 9060

Davy Mitchell wrote:
>
> Hi all,
>
> Just out of interest - what projects are people working on??

For the past 3 years I've been working on the *definitive* Empire-style strategy game in hi-res. Features include up to 6 participants, fairly intelligent computer opposition, extensive, but not cumbersome, logistics handling, about 25 different kinds of units and a cooperative interface.
I'm using GFA Basic 3.6, and at this moment I'm extending the code to provide the possibility of one of the players playing via a modem.
The program is fairly stable, containing just one more annoying bug that can crash it, and some superficial ones. It still doesn't wanna compile tho (any hints welcome on that one).

Leen Kievit L.A.Kievit@kub.nl

3118. Window order list in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <322177AD.167EB0E7@kub.nl>
Source record: 9061

Hi all,

For a small GEM utility I'm writing, I want to add some extra
functionality compared to what standard GEM offers. I'm trying to get
the program to push the top window to the back, if you click on it's
move bar with the right mouse button. The easiest way to do that would
be to access the list that GEM, I assume, holds of the windows and their
respective depth, and change that. So basically I need to do the
opposite of topping a window. Can anyone confirm that GEM indeed
maintains such a list and tell me how to find/access it ?

--

Leen Kievit L.A.Kievit@kub.nl

3119. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzvie6bdn2.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 9062

David CURE writes:

|> In article <3220A276.79B@softlab.se>, Mikael Hillborg <Mikael.Hillborg@softlab.se>
writes:
|>> I do this just to be able to install Linux later, on top of
|>> the Minix FS :-)

|> Why do not use ext2fs designed for Linux ?

It is usefull for sharing files between MiNT and Linux. There's
unfortunately no ext2.xfs yet. :-(
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3120. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: codc01@gel.usherb.ca
Message-ID: <codc01.146.00085054@gel.usherb.ca>
Source record: 9063

>Good gods, man, who is trying to sell you an STe for $400?!? I see them
>all the time for $150 to $200 (US - that's still far below the $400 CAN
>you're talking about). There's a fellow in Vacnouver, WA who has one he's
>asking US$200 for - want me to look him up for you?

Greetings,
In that case I will probably buy one in January, but I was referring
to the Toad Computer Store (I think the only place left where you can buy
Atari stuff).

3121. VT100 help requested

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 9064

I am trying to build a vt100 interface into Kermit. I am fixing and
expanding some *C* source from an old PD program, t100, that is on
umich. So far I have gotten most to work, except blinking chars and
scrolling. The t100 had four fonts, roman, underline, bold and reverse,
that it flips in and out with an a-line type command. These fonts are
in a text file that gets compiled along with the rest of the program.
Can anyone give me some help on how to implement these commands?
I am using Lattice C, 5.6. I also need to put in a font that has the
"real" graphics chars for VT100, rather than the non-standard vt52
stuff that Atari uses. The program has to be able to run on any ST, TT,
etc.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

3122. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <4vu38a$8f8@nnrp1.news.primenet.com>
Source record: 9065

>Just out of interest - what projects are people working on??

I'm working on a Usenet newsreader program that works with STiK.
Its called NEWSie, and its currently under development, with some
outside testing going on.

If you see this message, then the posting facility in NEWSie is
probably working (at least partially).
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
*

3123. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <4vssik$7rc@trotsky.cig.mot.com>
Source record: 9066

Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
<MiNT installation woes deleted>
I would recommend the KGMD installation kit. It worked great for me, the
first time.

Mike

3124. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vsf98$19c_001@jf.intel.com>
Source record: 9067
Body handling: HTML body converted to readable text

In article ,
codc01@gel.usherb.ca (Carl Eric Codere) wrote:
>>Good gods, man, who is trying to sell you an STe for $400?!? I see them
>
>In that case I will probably buy one in January, but I was referring
>to the Toad Computer Store (I think the only place left where you can buy
>Atari stuff).

Ah, a new one. Well, that's reasonable for brand new (though I didn't know
Toad still had any new STes in stock). However, they are hardly the only
place left:

Atari Vendors and Developers

ST Informer
Magazine

Toad Computers - America's
Atari Source

Computer Direct Hosts
of E.A.C.H. web pages.

System Solutions
(recommended by Neil Barnes)

Emmesoft -
Distribuzione prodotti Atari English pages

You're not wired... Atari
HQ on the Web. Buy a Jaguar.

Ben Smith's
Bravo Sierra Computers Portland's own local Atari dealer

Medusa
Computer Systems Incredible power and TOS compatability!

Titan Design

Computer
Dungeon

The HADES system
One HOT Atari compatible clone!

FloppyShop

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3125. Re: VT100 help requested

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vspdv$330_001@jf.intel.com>
Source record: 9068

In article <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>,
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) wrote:
>
>I am trying to build a vt100 interface into Kermit. I am fixing and
>expanding some *C* source from an old PD program, t100, that is on
>umich. So far I have gotten most to work, except blinking chars and
>scrolling.
<snip>
> Can anyone give me some help on how to implement these commands?
>I am using Lattice C, 5.6. I also need to put in a font that has the
>"real" graphics chars for VT100, rather than the non-standard vt52
>stuff that Atari uses. The program has to be able to run on any ST, TT,
>etc.

Blink is not a supported attribute under TOS, so in order to blink a
character, you have to keep track of where it is and constantly
erase/redraw it (or change the color to background/foreground, which
amounts to the same thing).

Creating a font is fairly easy, but unless you want to reinvent the wheel
for some reason, you'll probably be able to find a suitable font already
compiled - you could just inline the code. The font that comes with ANSIST
is quite nice, and you may even be able to get in touch with the author
(I'm not at home so I can't look him up) to get permission to use it.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3126. Re: VT100 help requested

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vsonp$3hk_001@jf.intel.com>
Source record: 9069

In article <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>,
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) wrote:
>
>I am trying to build a vt100 interface into Kermit. I am fixing and
>expanding some *C* source from an old PD program, t100, that is on
>umich. So far I have gotten most to work, except blinking chars and
>scrolling. The t100 had four fonts, roman, underline, bold and reverse,
>that it flips in and out with an a-line type command. These fonts are
>in a text file that gets compiled along with the rest of the program.
> Can anyone give me some help on how to implement these commands?
>I am using Lattice C, 5.6. I also need to put in a font that has the
>"real" graphics chars for VT100, rather than the non-standard vt52
>stuff that Atari uses. The program has to be able to run on any ST, TT,
>etc.

Blink is not a supported attribute under TOS, so in order to blink a
character, you have to keep track of where it is and constantly
erase/redraw it (or change the color to background/foreground, which
amounts to the same thing).

Creating a font is fairly easy, but unless you want to reinvent the wheel
for some reason, you'll probably be able to find a suitable font already
compiled - you could just inline the code. The font that comes with ANSIST
is quite nice, and you may even be able to get in touch with the author
(I'm not at home so I can't look him up) to get permission to use it.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3127. Re: VT100 help requested

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-26 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vsopg$1as_001@jf.intel.com>
Source record: 9070

In article <841077384_OASIS_NEWS@bdc2-ra.cwru.edu>,
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) wrote:
>
>I am trying to build a vt100 interface into Kermit. I am fixing and
>expanding some *C* source from an old PD program, t100, that is on
>umich. So far I have gotten most to work, except blinking chars and
>scrolling. The t100 had four fonts, roman, underline, bold and reverse,
>that it flips in and out with an a-line type command. These fonts are
>in a text file that gets compiled along with the rest of the program.
> Can anyone give me some help on how to implement these commands?
>I am using Lattice C, 5.6. I also need to put in a font that has the
>"real" graphics chars for VT100, rather than the non-standard vt52
>stuff that Atari uses. The program has to be able to run on any ST, TT,
>etc.

Blink is not a supported attribute under TOS, so in order to blink a
character, you have to keep track of where it is and constantly
erase/redraw it (or change the color to background/foreground, which
amounts to the same thing).

Creating a font is fairly easy, but unless you want to reinvent the wheel
for some reason, you'll probably be able to find a suitable font already
compiled - you could just inline the code. The font that comes with ANSIST
is quite nice, and you may even be able to get in touch with the author
(I'm not at home so I can't look him up) to get permission to use it.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

3128. HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4vtsen$2qd@orm.southern.co.nz>
Source record: 9071

Hi there!

I wish to edit resource files to give them my own personal touch (won't say which, the authors will get upset :). I'm using either WERCS or ORCS. I wish to change an icon in a dialogue box. I have designed my own icon in mono .IMG format and imported it into the ORCS icon editor. After saving the resource file, the program to which the resource belongs now doesn't run correctly when I access the particular dialogue I changed. What have I done wrong!!??!!

TIA for your help...

Chris W.
/|\

3129. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <3222AE97.2781E494@kub.nl>
Source record: 9072

Chris Wilkinson wrote:
>
> Hi there!
>
> I wish to edit resource files to give them my own personal touch
> ... After saving the resource file, the program to which the
> resource belongs now doesn't run correctly..

Resource editors may change the number/order of objects in object trees
as you edit them, this means the program may address the wrong objects,
maybe expecting properties that aren't there. This causes unexpected
behavior or even crashes.
I had this problems also when trying to 'translate' programs by editing
the resource files. So I wrote my own resource editor to do just this,
that guaranteed that the object numbers/properties did not change.

--

Leen Kievit L.A.Kievit@kub.nl

3130. Re: MWC and Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <841217462_OASIS_@swampdog.demon.co.uk>
Source record: 9073

>Al Huyghe (a50178w8@awnet.com) wrote:
>
> I'm looking for a little help and advice from the Atari
> programming community. Several years ago, when i owned a 520ST i
> purchased Mark Williams C for the Atari ST. Things went on and bla bla
> bla... Now I own a Falcon 030 And am wondering if i continue using MWC
> where would i get .h files to program for the Falcon.

You can create them yourself from suitable documentation. It is easy
to add TOS functions. You may remember that these were simply macros
for gemdos(), bios() and xbios().

Similarly, Gem functions can be added. Although easier if you posess
the library source code (where you add them directly), it is perfectly
possible with a little assembler knowledge to write your own self
contained bindings for the newer calls and add them into your object
library.

> Also the .RSC file for MWC only will allow the older screen
> resolutions, can any of this be brought up to date??

No (below) but provided the resource editor will actually run then you
will be able to create resources compatible with the Falcon.

>Is MWC still supported?

No, they went bust.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3131. Re: Window order list in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.960827162606.28057A-100000@pallas.amp.uni-hannover.de>
Source record: 9074

On Mon, 26 Aug 1996, Leen Kievit wrote:

> Hi all,
>
> For a small GEM utility I'm writing, I want to add some extra
> functionality compared to what standard GEM offers. I'm trying to get
> the program to push the top window to the back, if you click on it's
> move bar with the right mouse button. The easiest way to do that would
> be to access the list that GEM, I assume, holds of the windows and their
> respective depth, and change that. So basically I need to do the
> opposite of topping a window. Can anyone confirm that GEM indeed
> maintains such a list and tell me how to find/access it ?

Sure, GEM maintains such a list. However, the list's position and it's
structure are no documented features of the AES, so it's not appropriate
to mess around with it if you find it. This is for very good reason.
Other window managers like the one in MagiC have the list at a different
location and even use it in a different way. So please get rid of this
idea.

Newer TOS versions provide a wind_set() subfunction WF_BOTTOM, used
exactly like WF_TOP, that bottoms the referenced window.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3132. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <841240632_OASIS_@swampdog.demon.co.uk>
Source record: 9075

In article <4vtsen$2qd@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>Hi there!
>
>I wish to edit resource files to give them my own personal touch (won't
>say which, the authors will get upset :). I'm using either WERCS or ORCS.
>I wish to change an icon in a dialogue box. I have designed my own icon
>in mono .IMG format and imported it into the ORCS icon editor. After
>saving the resource file, the program to which the resource belongs now
>doesn't run correctly when I access the particular dialogue I changed.
>What have I done wrong!!??!!

As soon as you load the resource, save it with the option to write a
header turned on. Copy the header somewhere. After you've finished
fiddling, save again and compare the new header against the old. If
any of the values have changed, you're buggered. Actually no - the
program will be!

Try it again but this time just edit the existing icon. Provided you
do not perform an action that results in the editor re-ordering the
object tree it will work.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3133. Re: | Q | Colors on screen

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4vvaoe$lu@news.aros.net>
Source record: 9076

<codc01.146.00085054@gel.usherb.ca>
Distribution:

Carl Eric Codere (codc01@gel.usherb.ca) wrote:

: In that case I will probably buy one in January, but I was
: referring to the Toad Computer Store (I think the only place left where
: you can buy Atari stuff).

I don't think they're renowned for low prices. I mean, they have 1050
(Atari 8-bit) disk drives for sale for $99, and that's an item I've been
able to find in thrift stores for about $10, including a power supply and
data cable. :)

3134. Re: Window order list in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: dhedberg@moksha.kuai.se
Message-ID: <4vvflg$vff@kaon.kuai.se>
Source record: 9077

Leen Kievit (L.A.Kievit@kub.nl) wrote:

: For a small GEM utility I'm writing, I want to add some extra
: functionality compared to what standard GEM offers. I'm trying to get
: the program to push the top window to the back, if you click on it's
: move bar with the right mouse button. The easiest way to do that would
: be to access the list that GEM, I assume, holds of the windows and their
: respective depth, and change that. So basically I need to do the
: opposite of topping a window. Can anyone confirm that GEM indeed
: maintains such a list and tell me how to find/access it ?

Hi,

There is actually possible to do excactly what yuu are describing with
the AES, however it's only available as of AES v4.0 (or later). You can
then send a window to the bottom by using wind_set() with mode set to 25
(WF_BOTTOMED). You receive a WM_BOTTOMED message when the user
shift-clicks on the window's mover bar.

MagiC also has support for placing windows at the bottom of the window list.

Maybe it's a bad idea to include your "extra" function as it is supported
by both MultiTOS and MagiC. If you decide to include it anyway, please
make sure neither of these systems (or any other that supports these
calls) are installed.

Take care,

--
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

3135. FS: (US) CHEAP GAMES!

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4vvo50$76a@express.ior.com>
Source record: 9078

```
* $3.00 each + shipping -OR-
* $75.00 for all 33 games + Shipping

* ALL GAMES HAVE ORIGINAL BOXES AND PAPERWORK!
-----------------------------------------

A.M.C. Beverly Hills Cop
Blockout Championship Wrestling
Cosmic Pirate Deja Vu II
Fast Lane Final Blow
Galaxy Force Global Commander
Guardians Heavy Metal
Hot Rod Imperium
Jug Khalaan
Mean Streets Metal Mutant
Off Shore Warrior Paradroid 90
Power Boat USA Prince
Red Lightning Sly Spy
St. Dragon Star Blaze
Star Breaker Tass Times in Tone Town
Thunder Burner Verminator
Wild Streets X-Out
Xiphos

EMAIL ONLY PLEASE: danbrown@on-ramp.ior.com

((====================================))((======================))
=)) Dan Brown --- Matrixx of IRC ((==)) A Program is used ((=
(( danbrown@on-ramp.ior.com ))(( To Turn Data Into ))
=)) http://www.ior.com/~danbrown/ ((==)) ERROR Messages! ((=
((====================================))((======================))
```

3136. Web Page Update! [2]

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: danbrown@ior.com
Message-ID: <4vvnpr$76a@express.ior.com>
Source record: 9079

```
!! Web Page update !!

Matrixx' Hellish Web Page

http://www.ior.com/~danbrown/

--> NOW LYNX FRIENDLY
Sorry guys. I thought that it was already! But i didn't actually
check it with Lynx til a few days ago. Anyways, fixed now!

--> [LINKS] TV & Shows
Fixed/scaled the pictures. Now they should look right with all
browsers!

--> [LINKS] MISC
Expanded the list. Now includes links to help you build a
web page! Will get the images in there for 'em soon hopefully.

--> [LINKS] Search Engines
Scaled Images

--> [LINKS] Atari - General
Added some images for the graphical end.

--> [LINKS] Atari - Jaguar
Expanded the list. And added images

--> [LINKS] Atari - Companies
Expanded the list. Fixed/created images

--> [LINKS] Atari - Support
Expanded the list. Added images

-* All the pictures are now scaled. So my web page should now look
-* right with all graphical browsers! I didn't realize that Mosaic
-* (atleast the vers my friend uses sometimes) didn't support
-* HEIGHT/WIDTH variables! oops :)

-* I've been working on this web page for about a month and a half
-* now. I'm still VERY new to html! If you have any hints/tips etc
-* I'd love to hear them! :)

THANKS to EVERYONE who's given my web page a chance!

((====================================))((======================))
=)) Dan Brown --- Matrixx of IRC ((==)) A Program is used ((=
(( danbrown@on-ramp.ior.com ))(( To Turn Data Into ))
=)) http://www.ior.com/~danbrown/ ((==)) ERROR Messages! ((=
((====================================))((======================))
```

3137. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-27 00:00:00 UTC
From: Christian Andersson <faltrion@kd.qd.se>
Message-ID: <FN_3223065a_faltrion@news.kd.qd.se>
Source record: 9080

in message <4vu38a$8f8@nnrp1.news.primenet.com>,
John M Rojewski wrote:

>>Just out of interest - what projects are people working on??
>
> I'm working on a Usenet newsreader program that works with STiK.
> Its called NEWSie, and its currently under development, with some
> outside testing going on.

Hey! what is this? How come that I have not heard of this?

Is your News-reader an Off-line or On-line newsreader.

I ask because that I and Mark Baker are working on a Off-line Newsreader.
It will be 2 programs! Babel that does the collecting, sending, maintenace
of the messages, and FireNews, which is the reader. Please tell me more
about your project (in e-mail please) so that I can inform the STiK group
about this.

--
Christian Andersson FireSTorm Atari Center
MAIL: faltrion@mail.kd.qd.se WWW: http://www.kd.qd.se/~faltrion
IRC : faltrion @ #Atari Current Projects:
BBS : +46 54 834731 - FireNews: News-reader for STIK
FAX : +46 45 834731 - FireCall: Caller ID utility

3138. Re: Window order list in GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-28 00:00:00 UTC
From: Leen Kievit <L.A.Kievit@kub.nl>
Message-ID: <322419EE.167EB0E7@kub.nl>
Source record: 9081

Peter Rottengatter wrote:
> Newer TOS versions provide a wind_set() subfunction WF_BOTTOM, used
> exactly like WF_TOP, that bottoms the referenced window.

This is even better (must learn to go through documentation more thoroughly).
Thanks to all of you who replied.

Leen Kievit L.A.Kievit@kub.nl

3139. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-28 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5020or$omp@ccshst05.uoguelph.ca>
Source record: 9082

Mikael Hillborg (Mikael.Hillborg@softlab.se) wrote:

: I've tried to install MiNT and the Minix filesystem using
: MINIT.TTP (minit.ttp -V -n 4 G:, where G: is a 200 MB partition
: of an external SCSI drive) ... but nothing works. I downloaded the
: MiNT distribution kit (9 disks), extracted disk 1, put everything
: on a floppy as the docs says and then ran setup and config
: from the floppy. However, MINIT.TTP just writes something
: at the screen and then immediately exits. I tried
: minit.ttp -V -n 4 G: by hand and it didn't work either.
[...]
: I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
: (C boot partition and C program partition) and an external
: 1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
: panel, blow-up soft and FPATCH2 installed when I tried.
[...]
What hard disk driver are you using? I found I ran into problems when I tried to use Minix partitions (including formatting w/ minit) when I was using the ICD driver version 6.5.5. Using AHDI solved the problem, but of course, it's not nearly as nice as the ICD drivers. Strangely enough, I had no problems with an earlier version (4.3) of the ICD driver, but that might be because I was using it with a small (i.e., <16 MB) partition.

THeo

3140. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-28 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <502j0d$k5k@hal.cs.duke.edu>
Source record: 9083

From the Holy Book of <4vc62j$a31@dux.dundee.ac.uk>
as spake by dmitchel@mcs.dundee.ac.uk (Davy Mitchell) :

>Just out of interest - what projects are people working on??
>To start the ball rolling I am working on a full screen 3d maze game.

Probably not what you had in mind, but...

Beyond banging the last few (ha!) bugs out of GlueSTiK, I'm also working
on a MiNT-aware file selector and a general-purpose GUI installer
program, so that I can start making distribution packages for MiNT and
MiNTnet and related stuff that don't require an introductory course in
rocket science.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1996 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3141. Re: MWC and Falcon 030

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-28 00:00:00 UTC
From: a50178w8@awnet.com
Message-ID: <841286924_OASIS_@awnet.com>
Source record: 9084

Hi ;

Thanks for your reply. i suppose i'll start looking for Lattice C to do my programming. Previously i have programmed in fortran, cobol, basic, and pascal but didn't really get much done in C. I thought i'd reenter the field using C because it is so widely used.

Al Huyghe
a50178w8@awnet.com
--

3142. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dww170.7Ds@iglou.com>
Source record: 9085

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

: Just out of interest - what projects are people working on??
: To start the ball rolling I am working on a full screen 3d maze game.

I'm currently putting the finishing touches on a Top Ten program for the Transcendence BBS program, now that it works real good. I'm using an old copy of Mark Williams C, released around 1988, as many of you know from previous posts about it. I spent 3 weeks working on it, getting some help and so on, while getting to learn it. I've touched on some topics that I've wanted to learn, like file accesses, structures, arrays, and that sort of thing. Now that I bought a used copy of Lattice C 5.52, I'll probably recompile it under that, to make it run a little faster.

All I need to know how is who else on here runs Transcendence. If I get enough requests, I'll post it on here. Total size of the archive shouldn't be more than 15K, since the actual program is about 12K. Small sucker. It's pretty much bulletproof after some abuse and testing. I'll create an area on my webpage for downloading the updates later on.

: Also I am putting some C++ classes together for an X-File-y text adventure
: which with some STOS sections e.g. animations passing parameters via the
: command line.

Lots of books out there to help. Some of the best references I've found aren't exactly for the ST, but rather, written for Borland and Turbo C packages, but they do help quite a bit!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3143. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <3225D9A5.3F4F@softlab.se>
Source record: 9086

Theodore L Hopman wrote:
> Mikael Hillborg (Mikael.Hillborg@softlab.se) wrote:
> : I have a F030 (C-lab), 68881, 4 MB RAM, internal 500 MB SCSI
> : (C boot partition and C program partition) and an external
> : 1 GB SCSI (E,F,G,H,I partitions) . Oh, I also had the control
> : panel, blow-up soft and FPATCH2 installed when I tried.
> [...]
> What hard disk driver are you using? I found I ran into problems when I
> tried to use Minix partitions (including formatting w/ minit) when I was
> using the ICD driver version 6.5.5. Using AHDI solved the problem, but of
> course, it's not nearly as nice as the ICD drivers. Strangely enough, I
> had no problems with an earlier version (4.3) of the ICD driver, but that
> might be because I was using it with a small (i.e., <16 MB) partition.
>
> THeo

I'm using AHDI. Maybe it's MINIT.TTP that don't like external SCSI drive
partitions of that size (210 MB) ? The format seems to succeed, now with
the TAF package ... but the next step, that is making the directories with
mkdir, fails as I described in a previous posting today. I get an error
message something like, "mkdir, can't create directory /usr : error". If
I try executing mkdir directly in the shell, as opposed to from the installation
script, it also fails.

/Mikael

3144. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2908961330260001@47.85.0.99>
Source record: 9087

In article <32259B64.6340@softlab.se>, Mikael Hillborg
<Mikael.Hillborg@softlab.se> wrote:

> Michael A. White wrote:
> >
> > Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
> > <MiNT installation woes deleted>
> > I would recommend the KGMD installation kit. It worked great for me, the
> > first time.
>
> I tried the TAF package yesterday. I ran the setup144 script with argument
> h, which means install it on drive h. H is a 210 MB partition on an external
> SCSI drive (1 GB Conner) on my C-lab Falc. The creation of the file system
> seems to succeed (it reports ok) but when the script continues and tries to
> "mkdir /usr" it failes. Why ? I looked at the script and the file system is
> created with /c/minit.ttp -V -P -n 4 h.
> What does -P do ? According to minit -h, it writes some kind of null file
> system. Is that the way it should be done ? Maybe some access rights should
> be set for the whole file system as it is created ? If I force a
> continuation, I get errors when the directories and files are trying to be
> written so it seems to be some access rights or so. What to do ?
>

The 'P' tries to protect the Minix files system from 'TOS' accesses.

Even so, I once had my Minix partition trashed by a program that wrote directly
to the disk, & assumed it was a TOS filesystem.

I also saw problems with creating files, 'permission denied', there seens
to be a limit to the number of files/folders in the root of a partition.

Has your partition got >127 files/directories ?
Who is the owner ?

Maybe (this is a guess) the problem is with your shell, can it handle '/' ?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3145. Magic and Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: Olivier LANDEMARRE <Olivier.landemarre@utbm.fr>
Message-ID: <503h6e$jpu@naiad.grenet.fr>
Source record: 9088

Hello

I'm trying to start an other program with Pexec(100,...) like with
Multitos, but with Magic and MagicMac it don't work.
Someone know the solution?

Thanks

Olivier

3146. Re: Mint, Minix, Linux problems.

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <32259B64.6340@softlab.se>
Source record: 9089

Michael A. White wrote:
>
> Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:
> <MiNT installation woes deleted>
> I would recommend the KGMD installation kit. It worked great for me, the
> first time.

I tried the TAF package yesterday. I ran the setup144 script with argument h, which means install it on drive h. H is a 210 MB partition on an external SCSI drive (1 GB Conner) on my C-lab Falc. The creation of the file system seems to succeed (it reports ok) but when the script continues and tries to "mkdir /usr" it failes. Why ? I looked at the script and the file system is created with /c/minit.ttp -V -P -n 4 h.
What does -P do ? According to minit -h, it writes some kind of null file system. Is that the way it should be done ? Maybe some access rights should be set for the whole file system as it is created ? If I force a continuation, I get errors when the directories and files are trying to be written so it seems to be some access rights or so. What to do ?

/Mikael

3147. Find/change foreground app on AES 4 & compatibles?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GH4SBGUVUp@tos.ak.planet.gen.nz>
Source record: 9090

I am trying to find out how to bring a task to the foreground under AES 4
and compatibles.

This can be done by selecting the application under the Desk menu, but I would
like to write software capable of bringing an application to the foreground
itself.

I have been partially successful by sending a WM_TOPPED message for one of the
application's windows, but this method fails when an application does not have
any windows open.

I would also like to be able to determine which application is currently in the
foreground. Currently, I am using menu_bar to check what menu bar is on top,
and checking the owner of the top window. This method fails, however, when
the application does not have a menu bar or any windows.

Any suggestions on either of these issues would be appreciated.

--
+------------------------------+--+
| Mario Becroft | New improved WWW page: |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+------------------------------+--+
| Tariland WWW page: http://www.ak.planet.gen.nz/user/mario/tariland |
+---+

3148. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-29 00:00:00 UTC
From: pierce7@cybernex.net
Message-ID: <504t51$sof@miracle.cybernex.net>
Source record: 9091

```
i am currently working on software to knock missiles out of the sky,
and vaporize their contents.
```

3149. LEAD PROGRAMMER REQUIRED

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: pjrose@pelican-consultants.co.uk
Message-ID: <506vvj$d1t@infoserv.netkonect.net>
Source record: 8942

A lead programmer is required for a major developer and publisher with international acclaim.

The job description reads as follows:

• Fully conversant with 3D engines running on the PC

• Completed at least one flight simulator for a games company in a senior or team leader role

• Experience of leading a programming team and giving direction to other programmers

On offer to the successful candidate is a competitive salary, generous bonus scheme and other company benefits.

The company is based in Gloucester, England and the candidate will have to work in house.

Please reply with your resume via private email as soon as possible and we will call you to discuss the opportunity in more detail.

We look forward to hearing from you.

Paul J Rose
Pelican Consultants International Ltd

3150. Re: Magic and Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <506toe$h72@newsserver.rrzn.uni-hannover.de>
Source record: 8943

```
Olivier LANDEMARRE (Olivier.landemarre@utbm.fr) wrote:
: Hello
:
: I'm trying to start an other program with Pexec(100,...) like with
: Multitos, but with Magic and MagicMac it don't work.
: Someone know the solution?

Pexec(10x) is supported by MagiC 5, not by earlier versions.
If it does not work, you most probably have an older version.
I completed a french version of MagiC 5 last week (5.02).

--

------------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.
```

3151. Re: MagiC form_x.. funcs

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <506u8u$h72@newsserver.rrzn.uni-hannover.de>
Source record: 8944

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <Pine.A32.3.91.960815234745.27953B-100000-100000@pallas.amp.uni-hannover.de>
: Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-
:
: >On Tue, 13 Aug 1996, Guy Harrison wrote:
: >
: >!>
: >!> I've spent all afternoon trying to deal with conflicting information.
: >!> All I want, is to write MWC bindings for form_xdial() and form_xdo()!

I do not know what MWC is. But some months ago I wrote a multi-thread-safe
AES library that also contains all MagiC specific functions up to MagiC 5.
The name of this library is MT_AES and it should be available on some FTP
servers or from me (by a very long uuencoded mail).
The library is mainly writte for PureC, but it includes the complete
source code.
People talked a lot about MT-programming in MiNT but never anybody did it.
Otherwise such an AES library would have been created before.

--

ANDREAS KROMKE

....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

3152. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <506sr3$1rs_002@jf.intel.com>
Source record: 8945

In article <504t51$sof@miracle.cybernex.net>,
pierce7@cybernex.net (The Ones) wrote:
>
>i am currently working on software to knock missiles out of the sky,
>and vaporize their contents.

Methinks you've been sniffing too much hydrazine already...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3153. Pure C - export.h file

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <51918291_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 8946
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone have a copy of the Pure C 'export.h' file at all?

Needed for program development.

--

---
dbrewood@nest.demon.co.uk ~ NeST Zone Coordinator 90:90/0.0@nest.ftn
Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/

3154. Re: Find/change foreground app on AES 4 & compatibles?

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-30 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <506n8v$fja@ccshst05.uoguelph.ca>
Source record: 8947

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
[...]
: This can be done by selecting the application under the Desk menu, but I would
: like to write software capable of bringing an application to the foreground
: itself.
Hmmm...If you're doing what I think you're doing, it may have already
been done. It sounds like you're writing some sort of task manager, like
that of Geneva. One already exists for AES 4; it's called Hideaway, and
it works quite nicely.
: I have been partially successful by sending a WM_TOPPED message for one of the
: application's windows, but this method fails when an application does not have
: any windows open.
Can't you send a message that the application's menu entry under the Desk
menu has been clicked upon?
: I would also like to be able to determine which application is currently in the
: foreground. Currently, I am using menu_bar to check what menu bar is on top,
: and checking the owner of the top window. This method fails, however, when
: the application does not have a menu bar or any windows.
You might check with the author of Hideaway; IIRC, it is able to do this.

THeo

3155. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32277c6a.1260235@news.airtime.co.uk>
Source record: 8948

```
>In article <504t51$sof@miracle.cybernex.net>,
> pierce7@cybernex.net (The Ones) wrote:
>>
>>i am currently working on software to knock missiles out of the sky,
>>and vaporize their contents.

At last!..Another STOS user ??????? :)

.
.
.
.
..

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..
```

3156. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <508ih4$o87@orm.southern.co.nz>
Source record: 8949

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
:
: As soon as you load the resource, save it with the option to write a
: header turned on. Copy the header somewhere. After you've finished
: fiddling, save again and compare the new header against the old. If
: any of the values have changed, you're buggered. Actually no - the
: program will be!
:
: Try it again but this time just edit the existing icon. Provided you
: do not perform an action that results in the editor re-ordering the
: object tree it will work.

Editing the icon I had in mind would be nightmarish as the one I want to
use is a mono dithered IMG file at about 150 by 75 resolution!! :)

I would prefer to load the IMG file directly onto the existing icon as a
replacement.

L8R...

Chris W.
/|\

3157. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.960831094312.28273B-100000@tiny.lysator.liu.se>
Source record: 8950

> Just out of interest - what projects are people working on??
> To start the ball rolling I am working on a full screen 3d maze game.

I'm working on Glasnost. It's a programming language for games. It's meant
to be much better than STOS when (if) it's finished.

Nicklas Larsson

3158. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <322804ee.4954999@news.airtime.co.uk>
Source record: 8951

On Sat, 31 Aug 1996 09:50:19 +0200, Nicklas Larsson
<kilsmo@lysator.liu.se> wrote:

>> Just out of interest - what projects are people working on??
>> To start the ball rolling I am working on a full screen 3d maze game.

>I'm working on Glasnost. It's a programming language for games. It's meant
>to be much better than STOS when (if) it's finished.

Them's BIG words to back up sonny :-))

I Don't doubt your ability to make a game making language, but have
you seen the latest version of STOS, the 1996 version and what can be
achieved with it?,

BTW I already heard about this project and have been following it
with interest :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3159. addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: 101352.2326@compuserve.com
Message-ID: <509mm8$hlf@arl-news-svc-6.compuserve.com>
Source record: 8952

```
Hello everyone.

I'm having problems with the following slimmed down printing routine -
can anyone help?? Needless to say the machine has been put into
supervisor mode beforehand . . .

xdef _send_centronics
xref _whatever

_send_centronics:

tstprint ; test printer status
btst #0,$FFFFFA01.w ; 0 = ready for data
bne tstprint

move #_whatever,d0
bsr writebyte2printer

rts

writebyte2printer ; d0 = character
move.b #7,$FFFF8800.w ; set port b as output
or.b #$c0,$FFFF8802.w

move.b #15,$FFFF8800.w ; write character to port b
move.b d0,$FFFF8802.w

move.b #14,$FFFF8800.w ; get port a bits
move.b $FFFF8802.w,d0
and #$df,d0 ; turn off bit 5
move.b #14,$FFFF8800.w ; write to port a
move.b d0,$FFFF8802.w

move.b #14,$FFFF8800.w get port a bits
move.b $FFFF8802.w,d0
or #$20,d0 turn on port a bit 5
move.b #14,$FFFF8800.w right changes
move.b d0,$FFFF8802.w

rts

TIA . . .

Steve Wilson
101352.2326@compuserve.com
```

3160. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-3108962019050001@trh-ppp1.interlink.no>
Source record: 8953

In article <508ih4$o87@orm.southern.co.nz>, chriswil@southern.co.nz (Chris Wilkinson) wrote:

> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> :
> : As soon as you load the resource, save it with the option to write a
> : header turned on. Copy the header somewhere. After you've finished
> : fiddling, save again and compare the new header against the old. If
> : any of the values have changed, you're buggered. Actually no - the
> : program will be!
> :
> : Try it again but this time just edit the existing icon. Provided you
> : do not perform an action that results in the editor re-ordering the
> : object tree it will work.
>
> Editing the icon I had in mind would be nightmarish as the one I want to
> use is a mono dithered IMG file at about 150 by 75 resolution!! :)
>
> I would prefer to load the IMG file directly onto the existing icon as a
> replacement.

Use Interface. It will warn you if you are about to change the object order, as will all good RSC editors. Interface will also let you import IMGs directly into its icon editor.

Vegard Hofsoy

3161. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <841608464_OASIS_@swampdog.demon.co.uk>
Source record: 8954

In article <508ih4$o87@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>:
>: As soon as you load the resource, save it with the option to write a
>: header turned on. Copy the header somewhere. After you've finished
>: fiddling, save again and compare the new header against the old. If
>: any of the values have changed, you're buggered. Actually no - the
>: program will be!
>:
>: Try it again but this time just edit the existing icon. Provided you
>: do not perform an action that results in the editor re-ordering the
>: object tree it will work.
>
>Editing the icon I had in mind would be nightmarish as the one I want to
>use is a mono dithered IMG file at about 150 by 75 resolution!! :)

oo-er!

>I would prefer to load the IMG file directly onto the existing icon as a
>replacement.

In order of preference ...

You need an editor where you can fix the object order manually, or
preferably stop it automatically re-ordering. My Mark Williams C
editor cannot do this, except in one circumstance, but perhaps
Interface can? I don't know.

The problem is that you have to delete the old icon before inserting
the new one. This re-orders the tree.

If you are capable with a disk editor and can fathom out the resource
file header it should be possible to hack the new icon over the old
provided they are the same.

The only other possible solution is to drag everything out of the tree
and then put them back, one object at a time, in the same order they
originally went in, using the editor's "test" feature as a guide. This
is a lot of messing around and may not be feasible for various
reasons.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3162. Re: Magic and Pexec

Newsgroup: comp.sys.atari.programmer
Date: 1996-08-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <841609482_OASIS_@swampdog.demon.co.uk>
Source record: 8955

In article <506toe$h72@newsserver.rrzn.uni-hannover.de>
and@sun1.mim.uni-hannover.de (Andreas Kromke) said:-

>Olivier LANDEMARRE (Olivier.landemarre@utbm.fr) wrote:
>: Hello
>:
>: I'm trying to start an other program with Pexec(100,...) like with
>: Multitos, but with Magic and MagicMac it don't work.
>: Someone know the solution?

Hmm, why did I never see the original thread?

Is Pexec(100) for starting parallel apps? If so, you could use
shel_write().

shel_write(TRUE,TRUE,SHW_PARALLEL,exec,tail);

#define SHW_PARALLEL 100
#define SHW_SINGLE 101

Take care with the docs - there's a multitude of confusing and badly
named parameters for the first 3 args. Put it this way, of the four
shel_write() references I have, there are four contradictory
definitions.

One of the first TRUE parameters, if passed as FALSE should invoke a
non Gem process. I *think* this worked but was doing something else at
the time so never confirmed it.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3163. SLRN?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-01 00:00:00 UTC
From: comezana@math.psu.edu
Message-ID: <50aqcb$nk0@dodgson.math.psu.edu>
Source record: 8956

I wonder if anyone knows if there is a MiNT port of SLRN (and the necessary SLANG libraries). Before I try to tackle this myself, I thought I'd find out if I could save myself the trouble :-). Thanks in advance for any tips.

Gustavo

3164. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-01 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-0109961846320001@trh-ppp8.interlink.no>
Source record: 8957

In article <841608464_OASIS_@swampdog.demon.co.uk>,
guy@swampdog.demon.co.uk wrote:

> The problem is that you have to delete the old icon before inserting
> the new one. This re-orders the tree.

If you use Interface for this job (and you should, it's the best
RSC-editor yet), then you do *not* have to delete the original icon.
Simply open it for editing and then import your IMG to replace the old
icon. The object tree structure is *not* altered by this.

Vegard Hofsoy

3165. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-01 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.960901124556.13505B-100000@freenet>
Source record: 8958

> Use Interface. It will warn you if you are about to change the object
> order, as will all good RSC editors. Interface will also let you import
> IMGs directly into its icon editor.

So where do you get Interface? I've searched high and low and havn't
found it...

_
/_ /\ /_ /|\ . _-__
lerwick@freenet.msp.mn.us | | /
|\/\/\| http://freenet.msp.mn.us/~lerwick/ | | */ <-- PERTH
|(o)(o) / |__\
----ooO---Ooo---'

3166. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-02 00:00:00 UTC
From: schwab@lamothe.informatik.uni-dortmund.de
Message-ID: <vyzu3thunwk.fsf@lamothe.informatik.uni-dortmund.de>
Source record: 8959

Stephen Wilson writes:

|> Hello everyone.
|> I'm having problems with the following slimmed down printing routine -
|> can anyone help?? Needless to say the machine has been put into
|> supervisor mode beforehand . . .

Did you block out the floppy vbl interrupt while accessing the sound chip?
You should set _flock around that.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3167. Re: Pure C - export.h file+

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-02 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <322afa74482b0fd@discworld.oche.de>
Source record: 8960
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:

DB>Does anyone have a copy of the Pure C 'export.h' file at all?

There is no export.h shipped with PureC.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3168. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-02 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <322afa6e4826a52@discworld.oche.de>
Source record: 8961

Stephen Wilson (101352.2326@compuserve.com) wrote:

SW>I'm having problems with the following slimmed down printing routine -
SW>can anyone help?? Needless to say the machine has been put into
SW>supervisor mode beforehand . . .

Without looking too much at your code: you need to either disable the 200Hz
timer interrupt, or set flock ($43e IIRR) because otherwise the TOS timer
routine will access the PSG (and change the selected register) to check for
disk changes.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3169. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <50fsmr$jn3@tilde.csc.ti.com>
Source record: 8962

>From the Holy Book of <4vc62j$a31@dux.dundee.ac.uk>
> as spake by dmitchel@mcs.dundee.ac.uk (Davy Mitchell) :
>
>>Just out of interest - what projects are people working on??
>>To start the ball rolling I am working on a full screen 3d maze game.
>
>Probably not what you had in mind, but...

Ok here are what I am working on now... a QWK & BlueWave Offline Mail Reader
called Rejoinder. Working on the BlueWave part now, the QWK part is working
and released as Rejoinder 1.3.

See http://www.geocities.com/SiliconValley/6880/phsw.html for more.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3170. Re: Find/change foreground app on AES 4 & compatib

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GIDIEEWGUp@tos.ak.planet.gen.nz>
Source record: 8963

In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :

>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>[...]
>: This can be done by selecting the application under the Desk menu, but I would
>: like to write software capable of bringing an application to the foreground
>: itself.
>Hmmm...If you're doing what I think you're doing, it may have already
>been done. It sounds like you're writing some sort of task manager, like
>that of Geneva. One already exists for AES 4; it's called Hideaway, and
>it works quite nicely.

Hideaway does not work on programs that have no windows - thus it can get around
all the problems I am having by simply manipulating windows.

>: I have been partially successful by sending a WM_TOPPED message for one of the
>: application's windows, but this method fails when an application does not have
>: any windows open.
>Can't you send a message that the application's menu entry under the Desk
>menu has been clicked upon?

No, because this is handled internally in the AES - the program does not get
any message.

>: I would also like to be able to determine which application is currently in the
>: foreground. Currently, I am using menu_bar to check what menu bar is on top,
>: and checking the owner of the top window. This method fails, however, when
>: the application does not have a menu bar or any windows.
>You might check with the author of Hideaway; IIRC, it is able to do this.

Hideaway only finds programs that have windows open. Luckily, very few programs
don't have menubar or window, so it is not much of a problem.

--
+-------------------------------+--+
| Mario Becroft | New improved WWW page: |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+-------------------------------+--+
| Tariland WWW page: http://www.ak.planet.gen.nz/user/mario/tariland |
+---+

3171. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <937cc$f1716.17b@HERMES>
Source record: 8964

Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:
> Hi all,

> Just out of interest - what projects are people working on??

I have been writing DESKFMT, a plug-in replacement for the MultiTOS disc formatter and copier.

<ShamelessPlug>

A list of it's features so far:

It contains the ability to run at one of three priorities - alterable on the fly.

One can create PC friendly formats, or normal Atari formats from the very restrictive SSDD 360k up to DSED 2880k. And each of the Atari formats can be extended in both tracks and sectors per track.

One can set it up to format multiple discs, prompting you when to change discs - useful when you buy no-name unformatted discs.

You can pause (stop temporarily) the format, so you can use the floppy drive for something else. Restarting the format will pick up where it left off.

You can customise the formats (ie One FAT instead of two, a smaller root directory than normal, an "odd" [strange] number of sectors per track)

The copier portion will allow you to write a copy of the disc to your hard drive as an image, as well as save just the boot sector.

You can also run that at variable priorities, pause/resume copying at the click of a mouse, create multiple discs from one source etc.

</ShamelessPlug>

Mario has been Beta testing it for a while, and I am still in the throes of improving it prior to full release.

--

Quote For The Month:

"THe Little Fish Are Drowning In The Sea"

(Special prize to first person to work out the source of that quote).

3172. Re: HELP: re .RSC editing

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0309961336250001@47.85.0.99>
Source record: 8965

In article <Pine.SGI.3.91r.960901124556.13505B-100000@freenet>, Callum
Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

> > Use Interface. It will warn you if you are about to change the object
> > order, as will all good RSC editors. Interface will also let you import
> > IMGs directly into its icon editor.
>
> So where do you get Interface? I've searched high and low and havn't
> found it...

You have to buy it.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3173. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <322C305F.41C6@in.tu-clausthal.de>
Source record: 8966

William Wong wrote:

> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.

Your pages allways kill Netscape. I cannot find out what it is, but
wvwry time I load your pages I get a Segmantation fault. Maybe you
should try and debug your Pages...

Christof

3174. Re: Looking for someone...

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: PETEPP@smaug.devry.ca
Message-ID: <50hkr4$k4q@foam.devry.ca>
Source record: 8967

I'm looking for Eric March, who helped me out a hell of a lot with GFA Basic.
If you're out there, Eric, please let me know!! I've lost your e-mail address,
and would like to get in touch with you again.

Chow,

Sentinel

##
##
Peter Epp
Code name: Sentinel
E-mail: PETEPP@smaug.devry.ca
Y'all come back now, y'hear?
##

3175. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50hdol$2vo_001@jf.intel.com>
Source record: 8968

In article <322C305F.41C6@in.tu-clausthal.de>,
Christof Donat <cdonat@in.tu-clausthal.de> wrote:
>William Wong wrote:
>
>> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.
>
>Your pages allways kill Netscape. I cannot find out what it is, but
>wvwry time I load your pages I get a Segmantation fault. Maybe you
>should try and debug your Pages...

It works fine here, Christof. I suspect you're running into a problem
that's specific to either your system (most likely) or your university's
connection (much less likely).

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3176. Sticker 3.0 source code

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: bellis@mbox317.swipnet.se
Message-ID: <50i7po$g5v@mn5.swip.net>
Source record: 8969

Hi..

Iï¿½m looking for Sticker 3.0 sourcecode...
If you have it plzzz send it to me ...

bellis@mbox317.swipnet.se

3177. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-03 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <18655_SSweet@mettav.demon.co.uk>
Source record: 8970

FROM: SSweet@mettav.demon.co.uk
SUBJ: Current Projects

>>> i am currently working on software to knock missiles out of the sky,
>>> and vaporize their contents.

s> At last!..Another STOS user ??????? :)

Blimey, thats 2 of them now, i wonder if they are a breeding pair. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

3178. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <322d6e77.5305575@news.airtime.co.uk>
Source record: 8971

On Tue, 03 Sep 96 04:24:44, SSweet@mettav.demon.co.uk (Steve Sweet)
wrote:

> >>> i am currently working on software to knock missiles out of the sky,
> >>> and vaporize their contents.
>
> s> At last!..Another STOS user ??????? :)
>
>Blimey, thats 2 of them now, i wonder if they are a breeding pair. 8~))

A bleeding pair of what?

Still giving everyone a load of jip in Nest are we Steve? ;-)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3179. Canon BLC-210 Bubble Jet...

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-04 00:00:00 UTC
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Message-ID: <Pine.GSO.3.94.960904222728.21412A-100000@suntan>
Source record: 8972

Does anyone know if the Canon BJC-210 Color Bubble Juet printer works on the Falcon? I've seen support for the BJ-10e, but havn't seen anything for color.

3180. Re: MagiC form_x.. funcs

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-04 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1284_SBagley@cameo.co.uk>
Source record: 8973

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied and@sun1.mim.uni-hannover.de.
Steven moved forward, and whispered something.
a> Organization: MiM

a> I do not know what MWC is. But some months ago I wrote a multi-thread-
a> safe AES library that also contains all MagiC specific functions up to
a> MagiC 5. The name of this library is MT_AES and it should be available
a> on some FTP servers or from me (by a very long uuencoded mail).

Any ftp addresses known? and what new AES functions are there in M5?

a> The library is mainly writte for PureC, but it includes the complete
a> source code.

What in assembler or C?

The most annoying thing about converting PureC code to Lattice is the Lattice uses long integers (32bits) so all the callbacks in the Windowed Dialog library are mucked up by the time Lattice receives them. In the end I had to receive the correct number of bytes in longs and use some logic to set the relevant variables.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3181. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-04 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1286_kfoley@cameo.co.uk>
Source record: 8974

At 12:28:20 on 31 Aug 96, stosser@airtime.co.uk wrote this about Current Projects

s> I Don't doubt your ability to make a game making language, but
s> have you seen the latest version of STOS, the 1996 version and what
s> can be achieved with it?,

IS this version of STOS available for purchase?

ATB,
Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3182. su for MiNT?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-05 00:00:00 UTC
From: comezana@math.psu.edu
Message-ID: <50n1o0$h0t@dodgson.math.psu.edu>
Source record: 8975

Does anybody know if there is a MiNT version of Unix su? If so, are there sources or binaries available anywhere? Thanks.

Gustavo

3183. Re: su for MiNT?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-05 00:00:00 UTC
From: benni@phil.uni-sb.de
Message-ID: <50n9p5$f1m@pf2.phil.uni-sb.de>
Source record: 8976

Gustavo Comezana <comezana@math.psu.edu> wrote:
>Does anybody know if there is a MiNT version of Unix su? If so, are
>there sources or binaries available anywhere? Thanks.

Just use the su that comes with the GNU sh-utils!

Benni
--
/'^'\
(o o) Benjamin Lorenz, Saarbruecken
-oOOO--(_)--OOOo---- benni@phil.uni-sb.de, 0681/372253

3184. Re: su for MiNT?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-05 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.960905212504.20834A-100000@mars>
Source record: 8977

On 5 Sep 1996, Gustavo Comezana wrote:

> Does anybody know if there is a MiNT version of Unix su? If so, are
> there sources or binaries available anywhere? Thanks.
>

I have one here in /bin ... Judged from the huge size (56k) it came with the
MiNT-OS package available from ftp.funet.fi

// Jens M Andreasen

3185. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-05 00:00:00 UTC
From: 101352.2326@compuserve.com
Message-ID: <50ndsv$gja@hil-news-svc-2.compuserve.com>
Source record: 8978

rincewind@discworld.oche.de (Michael Schwingen) wrote:

>Stephen Wilson (101352.2326@compuserve.com) wrote:

>SW>I'm having problems with the following slimmed down printing routine -
>SW>can anyone help??

>Without looking too much at your code: you need to either disable the 200Hz
>timer interrupt, or set flock ($43e IIRR) because otherwise the TOS timer
>routine will access the PSG (and change the selected register) to check for
>disk changes.

>cu
>Michael

Thanx for the reply Michael.

I've already disabled all interrupts (as a temporary measure) by
writing #$2700 to the status register. Wouldn't this take care of the
200Hz Timer??

What's the >flock< BTW? And how do you set it?

Any other thoughts would be appreciated.
(Sorry I took so long in replying, but Compuserve is rather
temperamental when it comes to the net - you only get so many headers
in a newsgroup. I'm using another Server now)

Cheers,

Steve Wilson
101352.2326@compuserve.com

3186. STOS 1996

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <322f605b.19305721@news.airtime.co.uk>
Source record: 8979

On Wed, 04 Sep 96 18:08:02, in comp.sys.atari.programmer you wrote:

> s> I Don't doubt your ability to make a game making language, but
> s> have you seen the latest version of STOS, the 1996 version and what
> s> can be achieved with it?,
>
>IS this version of STOS available for purchase?

A short explanation, Fracois Lionet in his infinite wisdom, created
STOS with the ability to simply add commands on and therefore update
the language by mean of extensions, once placed in the STOS folder
these will add commands to the Original STOS, not only add but in most
cases replicate, but with better and faster versions,

Had mandarin still supported STOS then each time they upgraded it
they would have added a number to the version, but they dropped
support and it was left to third party developers to do the job, this
actually had the advantage that actual STOS programmers got the
opertunity to have there say in what they want,

Subsequently STOS has had many extensions made for it, each one
enhancing the language,

You take your original old STOS, bung some extensions in the STOS
folder and you then have a highly upgraded language, hence a whole new
1996 version of STOS,

Goodmans pdl will supply you with any extensions needed and indeed
are the shareware holders for two of the most important, ie: Misty and
Missing link extensions,

I program with a far enhanced version of STOS than the original, as
far as I am concerned its been upgraded and is the 1996 version, I
hope my original post and indeed this one dident confuse anything :)

ta<smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3187. HELP: What image type for WImage?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <50os92$5c0@orm.southern.co.nz>
Source record: 8980

Hi there!

I'm wishing to convert some images I have into icons/images that I will be able to insert into resource files that I'm working on. What format of image does Hisoft's WImage need to be able to convert into a format that can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...

TIA for any help,

Chris W.
/|\

3188. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <50p6n7$3b8@m1.cs.man.ac.uk>
Source record: 8981

Hmmm, I'm not sure about your code, but, to put it bluntly, it looks pretty wrong.

PSG register 7 is actually the Mixer control (pure note + noise enable/ disable) and is, according to my docs also supposed to be IO control as well, though if so it's only the top two bits (the bottom six are channels 1-3 pure note on/off, channels 1-3 noise on/off).

The following routine will send a text file to the printer:

<---begin code--->

```
; Simple code to print a text file
;
clr.l -(sp) ; supervisor
move.w #32,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_usp ; save stack
lea.l file,a0 ; a0->text file
move.b (a0)+,d0 ; get first character
send_loop
bsr to_printer ; send it
move.b (a0)+,d0 ; get next
cmp.b #$ff,d0 ; end of file?
bne.s send_loop ; no, so continue sending characters
move.l old_usp,-(sp) ; user
move.w #32,-(sp)
trap #1
addq.l #6,sp
clr.w -(sp) ; exit
trap #1
;
to_printer
move.b #14,$ffff8800.w ; IO port A
ori.b #$60,$ffff8802.w ; centronics STROBE, general purpose OP
tp_online
btst.b #0,$fffffa01.w ; printer online?
bne.s tp_online
move.b #14,$ffff8800.w ; IO port A
move.b #1,$ffff8802.w ; printer font
move.b #15,$ffff8800.w ; IO port B - centronics output
move.b d0,$ffff8802.w ; character
rts
SECTION DATA
```

```
file incbin "a:\filename.ext"
dc.b $ff
SECTION BSS
even
old_usp ds.l 1

<---end code--->
```

Funnily eno\ugh, just a week ago I'd borrowed the Amiga cartridge of Mastersound 2 (which works via the printer port) in the intention of utilising it via the ST's printer port. After much TRAP following, and disassembling I gave up as it all seemed too complicated....and then I saw your routine and realised how it worked!

I'm still not 100% sure about the actual workings of this routine however... According to my docs, $ffff8802.w is used for floppy drive side select, and some other disk stuff, but also for the centronics STROBE and general purpose output (both 1 bit each). I figured selecting these two was important so did an ORI.B to turn the bits on. I assume that port A controls all that lot...

Next an online check, then select port A again and set it, then port B for centronics output and send the character. This is where my logic begins to falter: if port A was used to select the STROBE and general-purpose output (and port A also then handles the disk stuff) how it selects the printer font I've no idea. Mind you - that's only a guess that it selects the font. I originally send do to it as well but that ended up printing rubbish when I did a character test (sending 32-255 to the printer). I tried it with 1 to port A and it did the normal ascii stuff. Different values seem to select different characters, though the upper-case alphabet always appears to be there...I've seen blocks (differnt gray scales) and line-drawing characters (you know, horizontal, vertical, corners, 3-way, 4-way, etc). Sending 1 seems to work fine.

So if this is the case then how am I selecting the STROBE and gp output?!
If you remove those two lines then it doesn't seem to work!
And not selecting port A before sending the character stops it working!
And does removing the online check!

This works fine on my Epson printer, it may vary with other printers, though I suspect most are Epson compatible or work in the same (or similar) way. Note that tab sizes are selected by the printer, and are not consistent with what's on screen (mine uses 8 characters for a tab, but I prefer 4...) if you change tab size from the normal. Might be an idea to do a check for tabs and then send some spaces so you can have variable tab sizes...

I coded this with Devpac 2 and I`ve tested it and it works ok. Hopefully it'll work fine for you too.

I was sure there was something else I was going to say but...

Questions, comments fling 'em my way. Oh yeah, should be able to set tab size by escape codes to the printer, but...it's a lot of messing about. Probably easier just sending spaces. If anyone wants the docs I've got

on system variables or on $ffff8800.w and $ffff8802.w and the MFP, etc.
give me an email.

gaz
(gjones@cs.man.ac.uk)

3189. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50pcnq$1ag_001@jf.intel.com>
Source record: 8982

In article <50p6n7$3b8@m1.cs.man.ac.uk>, gjones@cs.man.ac.uk (S94) wrote:
>
>Next an online check, then select port A again and set it, then port B for
>centronics output and send the character. This is where my logic begins to
>falter: if port A was used to select the STROBE and general-purpose output
>(and port A also then handles the disk stuff) how it selects the printer
>font I've no idea. Mind you - that's only a guess that it selects the
>font.

It doesn't. Font selection in all printers (assuming you're talking about
internal fonts) is via a control-escape sequence or something similar. If
you want to select a printer font under GDOS, it's still a different kettle
of fish, having nothing to do with the port.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * from my email address to reply. Spammers are foiled!
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3190. Re: Find/change foreground app on AES 4 & compatib

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: vegard@interlink.no
Message-ID: <vegard-0609962049250001@0.0.0.0>
Source record: 8983

```
> In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :
>
> >Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:

> >Can't you send a message that the application's menu entry under the Desk
> >menu has been clicked upon?
>
> No, because this is handled internally in the AES - the program does not get
> any message.
```

What if you send this message not to the program itself, but to the AES -
should�nt that trigger a message from the AES to the target program?

```
Vegard Hofsoy
```

3191. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <842121690_OASIS_@elis.demon.co.uk>
Source record: 8984

I'm writing a really grotty fractal proglette. (Well, one day it might
not be so grotty..) Instead of being restricted to z^2+u you can enter almost
any complex expression -i.e. z^3 + cos(z) + z^z + u and it *should* be able to
do it. Runs at an absoloute crawl, though, and what's worse is that it's the
worst form of alert-ware and only likes standard ST resoloutions. I might clean
up my act later. Did anyone get my even sillier (but prettier) sierpinski gasket
prog from the PENSKE BBS ?
Have Fun,
"Augeas"

--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !'

3192. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <842131986_OASIS_@swampdog.demon.co.uk>
Source record: 8985

In article <50p6n7$3b8@m1.cs.man.ac.uk>
gjones@cs.man.ac.uk (S94) said:-

>I'm still not 100% sure about the actual workings of this routine
>however... According to my docs, $ffff8802.w is used for floppy drive
>side select, and some other disk stuff, but also for the centronics
>STROBE and general purpose output (both 1 bit each). I figured
>selecting these two was important so did an ORI.B to turn the bits on.
>I assume that port A controls all that lot...

I dunno if its relevent and I can't remember any details but FLOCK
might need to be dealt with (word at $43E).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3193. Re: HELP: What image type for WImage?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-07 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <842186190_OASIS_@connectum.skurup.se>
Source record: 8986

In article <50os92$5c0@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

>I'm wishing to convert some images I have into icons/images that I will be
>able to insert into resource files that I'm working on. What format of
>image does Hisoft's WImage need to be able to convert into a format that
>can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...

Hi, Chris

The image format should be DEGAS (.PI3).
I've created some icons myself.
-Great fun!

CGO

--

---
savarez@connectum.skurup.se My computer system is an
Claes Olsson
Musketorgatan 11B Atari Mega STE 4MB
S-212 43 Malmoe
Sweden
Phone: 040 - 18 54 97

3194. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-07 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1304_SBagley@cameo.co.uk>
Source record: 8987

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
s> Organization: STOSSER Software

s> Still giving everyone a load of jip in Nest are we Steve? ;-)

Why don't you pop in and find out?

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3195. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3231bcfa.25713266@news.airtime.co.uk>
Source record: 8988

On Sat, 07 Sep 96 17:38:46, SBagley@cameo.co.uk (Steven Bagley) wrote:

> s> Still giving everyone a load of jip in Nest are we Steve? ;-)
>
>Why don't you pop in and find out?

Because it is far too expensive a pastime?, Nest IMHO is far better
than these newsgroups, Unfortunatly none of my local BBS will
entertain Nest as they say I would be the only one, so not worth it,
Wish there was an ATARI BBS withing distance :(

ha well :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3196. Gcc and X11...

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-08 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <842282990_OASIS_@elis.demon.co.uk>
Source record: 8989

Hello, I've just installed the T.A.F. MiNT distribution, and am now
trying to get Gcc to work. I'm using the archives from the other MiNT
distribution, (not KMGD...) all the .zoos were extracted to the right
directories and I copied the environment variables from the MINT.CNF file into
the one supplied by T.A.F. I type out a little proglette:

```
#include<stdio.h>
int main()
{
printf("Hello World ! /n");
return 0;
}
```

Typing gcc hello.c doesn't do anything ! Using the -v option showed that
only the pre-proscessor had been run. No error messages and certainly no trace
of a.out...
Help.

Also, has anyone managed to port a X11 version of Gnuplot ? what about
the X version of Fractint...

Have Fun,
"Augeas"

--

---
augeas@elis.demon.co.uk
'I want all you phoney indie underground artist alternative "punk"
rock sport fan hippies to make like a bowling ball, stick your
thumb up your nose, and roll on outta here !'

3197. cartridge software

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-08 00:00:00 UTC
From: mariner1@freenet.npiec.on.ca
Message-ID: <50t8n0$891@brain.npiec.on.ca>
Source record: 8990

Is it possible to get educational or word processing CARTRIDGE software
for the 130XE?

3198. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: wongck@ti.com
Message-ID: <50vs3g$mgc@tilde.csc.ti.com>
Source record: 8991

In article <322C305F.41C6@in.tu-clausthal.de>, cdonat@in.tu-clausthal.de says...
>
>William Wong wrote:
>
>> See http://www.geocities.com/SiliconValley/6880/phsw.html for more.
>
>Your pages allways kill Netscape. I cannot find out what it is, but
>wvwry time I load your pages I get a Segmantation fault. Maybe you
>should try and debug your Pages...
>

Thanks for the feedback.

Mmm... Segmentation fault... so you're using a Unix System to browse. Well, I don't have a browser on my Sun Ultra, I am using Netscape 3.0 on NT4/Pentium, where I developed those pages. I wonder if all the pages or just the 1st enterance page. The other browser I tested with was CAB 1.3 which works, but without the animated graphics. I will try to install a browser on the Ultra & test it out.

You can try -
http://www.geocities.com/SiliconValley/6880/phsw2.html
which where the 1st page auto jumps to for Netscape, if the 1st page crash on you.

You can also try
http://www.geocities.com/SiliconValley/6880/phem.html
as this page don't have any animated graphics, just text plus a background.

let me know. Thanks.

--
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3199. Re: Find/change foreground app on AES 4 & compatib

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GIJNFGUQUp@tos.ak.planet.gen.nz>
Source record: 8992

In <vegard-06099620492500001@0.0.0.0> Vegard Hofsoy wrote :

>> In <506n8v$fja@ccshst05.uoguelph.ca> Theodore L Hopman wrote :
>>
>> >Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>
>> >Can't you send a message that the application's menu entry under the Desk
>> >menu has been clicked upon?
>>
>> No, because this is handled internally in the AES - the program does not get
>> any message.
>
>What if you send this message not to the program itself, but to the AES -
>shouldï¿½nt that trigger a message from the AES to the target program?

I never thought of that. However, it still
may be a problem, since I will not know where in the menu the program is
listed. Maybe, however, they are always sorted by application identifyer
in the desk menu, in which case I should be able to calculate which menu
entry to activate. It is worth a try.

--
+-------------------------------+--+
| Mario Becroft | New improved WWW page: |
| mbecroft@tos.ak.planet.gen.nz | http://www.ak.planet.gen.nz/user/mario/ |
+-------------------------------+--+
| Tariland WWW page: http://www.ak.planet.gen.nz/user/mario/tariland |
+---+

3200. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1315_SBagley@cameo.co.uk>
Source record: 8993

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
s> Organization: STOSSER Software

>> Why don't you pop in and find out?
s>
s> Because it is far too expensive a pastime?, Nest IMHO is far better
s> than these newsgroups, Unfortunatly none of my local BBS will
s> entertain Nest as they say I would be the only one, so not worth it,
s> Wish there was an ATARI BBS withing distance :(
s>
s> ha well :)

Then why don't you arrange to have the NeST groups sent over Internet Email
to you, its definately possible using Wormhole or Net2Net.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3201. C compiler wanted (Freeware)

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: fl4a004@rzaixsrv2.uni-hamburg.de
Message-ID: <510snb$975@rzsun02.rrz.uni-hamburg.de>
Source record: 8994

```
Hi,

subject says all. I'm looking for a C compiler, debugger etc. under TOS.
This should be a PD/Freeware/Shareware one. Can you recommend one and
give me a ftp site?

Thanks,

Lars

--

/---------------------------------------------------------------------------\
| Lars Sprute Email: fl4a004@rrz.uni-hamburg.de |
\---------------------------------------------------------------------------/
```

3202. TRS-80 emulator update

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: Sander Berents <s.j.berents@fys.ruu.nl>
Message-ID: <323408CC.23C0@fys.ruu.nl>
Source record: 8995

VERSION 0.6 OF TRS-80 EMULATOR FOR ATARI COMPUTERS AVAILABLE

Now you can download the TRS-80 model III emulator version 0.6. The package includes basic programs, machine language programs and NEWDOS/80 on 3 virtual disks. It also has a MagicMac compatibility mode and runs in all monochrome video modes. To download it go to the Atari page of
http://www.pi.net/~volatile/

The package now consists of two .ZIP files. TRS80V06.ZIP contains the minimum configuration. TRS80X06.ZIP contains conversion software and software for exchanging files between the Model III and your Atari. It also contains extra documentation.

Changes:
- Support of all monochrome video modes starting with ST high;
- Support of virtual disks with any number of tracks and sectors per track.
- ROM tape routines rerouted to disk file. This could be used by Tape to Disk copy programs. Note that the current optional CLOAD, CSAVE and SYSTEM rerouting is not changed;
- Snapshot loading/saving added. Memory, registers and options are saved;
- Changed settings on NEWDOS/80 disk. Disk 3 now defined as SS/SD disk for Model 1 disks;
- Startup message;
- NEWDOS/80 info translated to ASCII
- 2nd Connection and 2nd Convert added to the package;
- Manual, BASIC manual and other info included.

Using the included SPEED.BAS the following speed results were obtained (all numbers relative to a 2 Mhz TRS80 model III)

Tested item	ST	STE	Falcon16	TT*	630**
Integer	43	85	83	170	510 %
Floating Point	32	59	60	121	392 %
Memory	45	86	88	182	530 %
Text	170	311	311	530	1766 %
Scrolling	60	131	217	333	714 %

* TT RAM
** Apple Performa 630 running MagicMac 1.2.5
(for these tests the options "disk system" and "speed adapt" were disabled, "video acceleration and clock adapt" were enabled. The real time clock was set to "normal")

Send an email to me if you want to be added to the 2nd Life mailinglist. I will use this list to notify you about new updates, tips and tricks.

s.j.berents@fys.ruu.nl

3203. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3233f334.7625542@news.airtime.co.uk>
Source record: 8996

On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:

> s> Wish there was an ATARI BBS withing distance :(
> s>
> s> ha well :)
>
>Then why don't you arrange to have the NeST groups sent over Internet Email
>to you, its definately possible using Wormhole or Net2Net.

Yes but even though I love my ATARI and spend most of the day using
it, programming mainly (keeping on topic<G>) I actually use my PC for
internet access, so am in shtuk :(

Nice idea though :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3204. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-09 00:00:00 UTC
From: paa@hol.gr
Message-ID: <511ou7$l31@news.hol.gr>
Source record: 8997

>On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:

>Then why don't you arrange to have the NeST groups sent over Internet Email
>to you, its definately possible using Wormhole or Net2Net.

Could someone post or email more information about that?

TIA

3205. FS: [NL] Atari TT030

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-10 00:00:00 UTC
From: Han van Almkerk <jlalmkerk@lucent.com>
Message-ID: <3235D6FA.3882@lucent.com>
Source record: 8998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Han van Almkerk wrote:

Hi,

I have for sale in Holland an Atari TT030.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 48 MB Seagate.
- 212 MB Maxtor.
- TTM194 19" monitor (1280 x 960 x 2).
- SLM804 laserprinter (just installed new drum and toner).
- Spectre GCR Apple Macintosh emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Original case and powersupply available and usable without soldering !
- DD drive.
- Also have a HD drive available but needs Ajax controller.
- 8 x 1 Mb simms for TT-RAM upgrade (needs another TT-RAM board).
- Lots of dutch Atari related magazines and books.
- About 175 diskettes with Atari software.

All in one sale only !
Asking fl. 1700,-

Han van Almkerk
Email: jlalmkerk@lucent.com

--

Han van Almkerk _\\///_
Information Automation Engineering //. .\\ Lucent
Technologies
--------------------------------.oooO--(_)--Oooo.-------------------------
Botterstraat 45
P O Box 18 Phone: (+31) (0)35 687
4583
1270 AA Huizen .oooO Fax: (+31) (0)35 687
4884
Netherlands (Earth) ( ) Oooo. Email:
jlalmkerk@lucent.com
-----------------------------------\ (--(
)----------------------------
_)) /
(_/

3206. Analog joysticks?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-10 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <DxIv5x.4r0@freenet.victoria.bc.ca>
Source record: 8999

Is it possible to use PC compatible analog joysticks on the Falcon? If so how would the information be read? Any info would be appreciated.

--

3207. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-10 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <19074_SSweet@mettav.demon.co.uk>
Source record: 9000

FROM: SSweet@mettav.demon.co.uk
SUBJ: Current Projects

>> s> At last!..Another STOS user ??????? :)

>> Blimey, thats 2 of them now, i wonder if they are a breeding pair.
>> 8~))

s> A bleeding pair of what?

A pair of (s)tossers. 8~))

s> Still giving everyone a load of jip in Nest are we Steve? ;-)

Turbonet is where youre more likely to get blapped these days, but ive
discovered UseNet now, so no buggers safe. 8~)) The world is my victim.

Now tell me slowly and in big letters, what is STOS, and what do you do with
it. 8~)))

<Shameless plug alert>. 8~)))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

3208. The Zilog 8530 SCC.

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-10 00:00:00 UTC
From: dhedberg@moksha.kuai.se
Message-ID: <514fj5$cc9@kaon.kuai.se>
Source record: 9001

Hello,

Anyone got some information about how to conigure/program the Zilog 8530
SCC in the Falcon030? Any help is very appreciated, thank you!

--
@ @
---oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

3209. Re: C compiler wanted (Freeware)

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: Olivier LANDEMARRE <Olivier.landemarre@utbm.fr>
Message-ID: <515t28$fbl@naiad.grenet.fr>
Source record: 9002

Hello
>Hi,

>subject says all. I'm looking for a C compiler, debugger etc. under TOS.
>This should be a PD/Freeware/Shareware one. Can you recommend one and
>give me a ftp site?

Try GNU C or Sozobon C

I use to work with GNU, it have some bug (prototyp problems), but if you
have enough memory, it is not so bad.
ftp://ftp.cnam.fr/pub/Atari/GnuKit/

bye
Olivier

3210. [HELP] ETHERNET RIBEL C90 JUMPERS SIGNIFICATIONS ????

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GILRDFAFUP@parx.frmug.fr.net>
Source record: 9003
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

3211. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32367BFC.41C6@in.tu-clausthal.de>
Source record: 9004

William Wong wrote:

> Mmm... Segmentation fault... so you're using a Unix System to browse.

right...

> Well, I
> don't have a browser on my Sun Ultra, I am using Netscape 3.0 on NT4/Pentium,
> where I developed those pages. I wonder if all the pages or just the 1st
> enterance page.

I don't know. I can not get the other Pages as well.

> The other browser I tested with was CAB 1.3 which works, but
> without the animated graphics. I will try to install a browser on the Ultra &
> test it out.

I use an Alpha running DIGITAL UNIX. for browsing. This only hapens with
Netscape. Mosaic has no problem with it. I also tried HotJava and Arena
on a SUN - No Problem. It really seems to be a bug in Netscape. Don't
ask me, what the Problem is.

> You can try -
> http://www.geocities.com/SiliconValley/6880/phsw2.html
> which where the 1st page auto jumps to for Netscape, if the 1st page crash on
> you.

This one crashes as well.

> You can also try
> http://www.geocities.com/SiliconValley/6880/phem.html
> as this page don't have any animated graphics, just text plus a background.

This one has no Problem. There seem to be Problems with the Animated
GIFS (?). Just find out all the differences between the two Pages. We
can try then (email me).

Christof

3212. Re: cartridge software

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32375ECA.7360@Asymetrix.com>
Source record: 9005

Eric Handbury wrote:
>
> Is it possible to get educational or word processing CARTRIDGE software
> for the 130XE?

I don't know of any worthwhile educational software,
but certainly the old AtariWriter word processor in
cartridge form works just fine with no disk or even
(if you don't mind not being able to save your work)
cassette. Of course, without a printer it doesn't do
anything worthwhile.

I assume that the reason you want a cartridge is becuz
you don't have a disk drive? If you DO have a disk
drive, then there are a lot more choices.

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]

3213. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3236dba2.24888070@news.airtime.co.uk>
Source record: 9006

On Tue, 10 Sep 96 18:49:26, SSweet@mettav.demon.co.uk (Steve Sweet)
wrote:

> >> s> At last!..Another STOS user ??????? :)

> >> Blimey, thats 2 of them now, i wonder if they are a breeding pair.
> >> 8~))

> s> A bleeding pair of what?
>
>A pair of (s)tossers. 8~))

> s> Still giving everyone a load of jip in Nest are we Steve? ;-)

>Turbonet is where youre more likely to get blapped these days, but ive
>discovered UseNet now, so no buggers safe. 8~)) The world is my victim.

Someone mentioned you where having a relative tantrum in N.ST.FORMAT
I was told that just before it all finished, STF sent out copies of
PCFormat as some sort of prezzie to STF subscribers:) ?

>Now tell me slowly and in big letters, what is STOS, and what do you do with
>it. 8~)))

Ho alright, simple question ;), take one chair and one stool and one
stos (stos should be made of cork, 4 inch in diameter and taper off to
a point at the top), place stos on chair (pointy end up), then stand
on stool, leap off the stool so as to land in a sitting position on
the chair, you should now know what to do with your stos :)

><Shameless plug alert>. 8~)))

"plug" ? ho you already knew then :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3214. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-11 00:00:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <3238448620981@discworld.oche.de>
Source record: 9007

Stephen Wilson (101352.2326@compuserve.com) wrote:

SW>I've already disabled all interrupts (as a temporary measure) by
SW>writing #$2700 to the status register. Wouldn't this take care of the
SW>200Hz Timer??

Right, that prevents all such problems.

SW>What's the >flock< BTW? And how do you set it?

It's a documentes TOS system variable at $43e, which is set when anyone
accesses the floppy drive. As a side effect, it makes the VBL routine not
access the PSG registers.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K

3215. Graphical effects under GEM

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-12 00:00:00 UTC
From: Kai Holst <kh@www.hials.no>
Message-ID: <3237D824.9EC@www.hials.no>
Source record: 9008

Greetings, Atari experts.

I have recently been working on a small utilitie that functions as a small resident applications that can be used to add animations and some cool window opening and closing effects. It functions both as an accessory and application, and works both under Single-TOS, MiNT/Multi-TOS, XaAES (Reported by a beta-tester), Geneva and MagiC (Also reported by a beta-tester). It doesn't hook up to any system vectors, but lies resident waiting for messages from other programs, and understand the basic AES messages that can be thrown at it. Since it only uses documented AES and VDI calls that have existed since TOS 1.00, it should, in theory, be downwards compatible all the way.

On a bog-standard Falcon equipped with four megs of RAM running Magic it uses only about 3% of CPU time to display a 64x64 16-color animation at ten frames/second, so there's no problem in that department :)

I am looking for people to help me develop the program, and I'm trying to get people insterested in using these effects in their GEM applications. I think it would be cool if more utilities could get more graphically pleasing to use, wouldn't it? How about an animation while depacking data in ST-Zip or Lharc? While defragmenting a harddrive? While copying data? While reading mail or news? Or just an animation on the desktop, just for fun? It can be done! I just need some inspiration and help.

Limitations of the program:
- It does not convert animations between number of bitplanes - i.e. a 16-color animation only works in a 16-color mode. (actually, if the VDI rastercopy function is debugged a little, it will be possible to display a 16-color animation in both 256 color, high color and true color as well, but all current implementation of that functions do not convert between bitplanes.
- It only supports two fileformats (Neochrome and True Paint Image), which I think should be improved.
- It does not, as of yet, support packed animations (Which is too bad, as a ten-frame animation of 64x64 pixels in 16 colors stored in the True Paint format takes over 20K, and can be packed down to about 500 bytes with Lharc!
- An animation needs to be displayed on a resource object in order to be positioned correctly (If a window containing an animation is moved, my program only needs to check the XY-coordinate of the resource object that is to become an animation to know where to display it next.
- As of this moment, it only support one effect at the time, but that will change.
Development plans:
- Support for packed aniamtion files.
- Perhaps a unique animation-file system, or implementation of an existing system.
- Multiple animation support.
- Further development of the window opening and closing effects. (As of right now, it is possible to have the program close a window ten pixels at a time, or in ten steps, or any other number of pixels/time or steps. I want to make it even

better... The window opening effect will be reversed way, with opening the window ten pixels at a time, and drawing the contents while doing so... It goes without saying that this is kind of slow on most systems, but with a speedy graphics card with accelleration (NVDI comes to mind) it actually looks good!
- Does anybody have any ideas?

So, then it's just to sit around and wait for response. The source code is available upon request, as is a beta copy of Antidote, my virus killer, which uses an animation while reading bootsectors, just for the heck of it.

And the name of the program? Well, I haven't decided on that yet, but the working title is GEM-FX MkII (There was a MkI, but I wrote it in GFA Basic ages ago and it was loathsome), and it is currently being programmed in Pure C.

It takes about 10K of RAM at the current state of development.

Comments, ideas, criticism, anyone? Please forward all postings to me by mail, as I don't very often come down to reading rews...

- Kai

==
Kai Trygve Holst # These are not the views of HiAa - They
P.O.Box 5061, Larsgaarden # are Copyright (C) 1996, Kai Trygve Holst
N-6021 Aalesund, Norway # "The fairest rose is picked the first"
http://www.hials.no/~kh/ # "Time is the silentmost enemy of youth"

3216. Re: Find $50,000!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-12 00:00:00 UTC
From: (unknown)
Message-ID: <5197u1$pd5@lantana.singnet.com.sg>
Source record: 9009

>

> Taking 5 minutes to read what follows could be one of the best

> decisions you have ever made.

>

> READ THIS!!!!

> I saw an article in an internet newsgroup telling me

> I could make $50,000 within a month for an investment of only $5.

>

> I thought it was a huge joke. I spoke to my attorney, friends and family

> about it, and they all agreed it was some kind of scam. I

> can't stand scams, because usually someone gets burned, and I didn't

> want it to be me. After rejecting the idea at first, I realized all I

> had to lose was the $5 in my wallet, and not much else. So, needing

> more than just $5, I figured what the heck, and gave it a shot.

>

> Two weeks later, I began recieving money in the mail! I could not

> believe it! Soon, hundreds, and then thousands of dollars began to

> roll in. Within 4 weeks, I had recieved a total of $32,445! It came

> from everywhere in the world.

>

> If you follow the three steps below, there is no reason why the same

> shouldn't happen to you! This is a legitimate investment opportunity.

> You invest $5, and you recieve a return on your investment. So does

> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY

> LEGITIMATE.

>

> If you are not interested, then don't participate, but please print
> this article and pass it on to someone who may be interested, so they
> can take advantage.
>
> The procedure is simple:
> 1) Write your name and address of 5 sheets of paper. Below that,
> write the words, "Please add me to your mailing list." Fold $1 note in
> each
> piece of paper and mail them to the
> following 5 addresses.:
>
>
> 1. Michael Boykins
> 813 E. Bloomingdale Ave, Apt#137
> Brandon, FL 33511 USA
>
> 2. Joao Lima
> Rua da Gandra, 26 - 1 Esq. Frente
> 4445 Ermesinde, Portugal
>
> 3. Tim Cassedy-Blum
> 8012 Westover Road
> Bethesda, MD 20814 USA
>
> 4. Stephanie Newsome
> 3037 Crystal Springs #914
> Beyford, TX 76021
>
> 5. Nelson Cheong
> Blk 916, #10-71, Tampines St 91
> Singapore 520916

>

> 2) Now remove the top name from the list, and move the other four

> names up. In other words, #5 becomes #4 and so on. Put your name as

> the fifth one on the list. You can do this by simply retyping the

> article or reposting it to other newsgroups with the

> edited addresses.

>

> 3) Post the article to at least 200 newsgroups. There are 17,000, so

> it shouldn't be hard to find that many.

>

> You are now in the mail order investment business, and should start

> seeing returns within a week or two. Of course, the more newsgroups

> you post to, the greater your return will be. If you wish to remain

> anonymous, you may use a psuedonym, but make sure your address is

> correct.

>

> Now, here is why the system works:

>

> Of every 200 posts I made, I recieved 5 responses. Yes, only 5. You

> make $5 for every 200 posts with your name at #5.

>

> Each person who sent you $1 now also makes 200 additional postings

> with your name at #4. ie. 1000 postings. On average therefore, 50

> people will send you $1 with your name at #4. $50.

>

> Your 50 new agents make 200 postings each with your name at #3 or

> 10,000 postings. Average return 500 people= $500. They make 200

> postings each with your name at #2=100,000 postings=5000 return at $1

> each=$5000.

>

> Finally, 5,000 people make 200 postings with your name at #1 and you

> get a return of $50,000 before your name drops off the list. AND THATS
> IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one
> cycle=$55,000.
>
> From time to time, when you see your name no longer on the list, you
> take the latest posting that appears in the newsgroups, and send out
> another $5, and put your name at #5, and start posting again.
> Remember, 200 postings is only a guideline. the more you post, the
> greater the return.
>
> Lets review why you should do this. THE ONLY COST IS $5, AND 5 STAMPS,
> AND 5 ENVELOPES. Anyone can afford $5 for such an effortless
> investment with such SPECTACULAR RETURNS.
>
> Some people have said to me, "what happens if the scheme is played out
> and no one sends me any money?" Big Deal, so you lose $5-but what are
> the chances of that happening??
>
> There are millions of internet users, and millions of new net surfers
> every month.
>
> Remember- read the instructions carefully, and play fairly. Thats the
> only way this will work. Get a printout so you can refer back to this
> article easily.
>
> Try to keep a list of everyone that sends you money and always keep
> an eye on the postings to make sure everyone is playing fairly. You
> know where your name should be.
>
> REMEMBER-HONESTY IS THE BEST POLICY.
> WHAT ARE 5 DOLLARS TO YOU ?

> YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!!!

>

> This is the easiest way that you can make a buck. Think how excited

> you'll be to open up your mailbox day after day! Will it be $49?

> $122? Start making your plans, because it can happen to you.

3217. Decrunch needed immed.

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-12 00:00:00 UTC
From: aegaa@uni-halle.de
Message-ID: <518s3u$ibd@mlucom4.urz.uni-halle.de>
Source record: 9010

I do need some MagicMac-compatible Multidepack-program or at
least an ATOMIK 3.1 to 3.6 depack-routine...

Soeren Koehler (aegaa@cluster.urz.uni-halle.de)

3218. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-12 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1342_SBagley@cameo.co.uk>
Source record: 9011

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
s> Organization: STOSSER Software

s> Yes but even though I love my ATARI and spend most of the day using
s> it, programming mainly (keeping on topic<G>) I actually use my PC
s> for internet access, so am in shtuk :(

No, you'd just have to manually transfer the files onto a disk and wham through IOS-Mail. Or use STiK/AntMail to grab the NeST stuff, assuming you have an external modem.

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3219. Wanted: Assembler Editor cart.

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-12 00:00:00 UTC
From: buck@grolen.com
Message-ID: <323880ed.0@205.247.203.71>
Source record: 9012

Could anyone point me towards Atari's Assembler Editor cartridge?
I'm putting togather an 8-bit system so that I can get back into
programming but I can't find one of these carts.
Any help would be greatly appreciated.

3220. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-13 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32390F8E.2781@in.tu-clausthal.de>
Source record: 9013

Steven Bagley wrote:

> No, you'd just have to manually transfer the files onto a disk and wham
> through IOS-Mail. Or use STiK/AntMail to grab the NeST stuff, assuming you
> have an external modem.

You don't need a Modem. If your PC has Internat acess you can install a Slip conection via a nullmodem Cable between the PC and the Atari. Even STiK can do that. Still if Ram is not the Problem on your Atari I woult prefer to install MiNT and MiNTNet. There is al lot more software available for this Combination. So you can use your Atari and the PC for Internet Access at the same Time. By the way you have a TCP/IP conection between your PC and yout Atari. So you can use stuff like ftp or even NFS for transfering files between the two.

Christof

3221. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <556637011.65062.9.starship@3rdplanet.com>
Source record: 9014

paa@hol.gr barked in COMP.SYS.ATARI.PROGRAMMER on 10 Sep 96:

p> Newsgroups: comp.sys.atari.programmer
p> References: <Dx5uAF.9Bo@liverpool.ac.uk>
p> <841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
p> <1315_SBagley@cameo.co.uk> <3233f334.7625542@news.airtime.co.uk>
p> From: paa@hol.gr (Panayiotis Andriopoulos)
p>
p>
>> On Mon, 09 Sep 96 07:53:20, SBagley@cameo.co.uk (Steven Bagley) wrote:
p>
>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.
p>
p> Could someone post or email more information about that?

Take a look at my Atari Bookmarks page
(http://www.3rdplanet.com/~starship/atari.htm) and you can get Wormhole, NOS,
and assorted other useful stuff. Paul Baker is the responsible party for
Net2Net. If you want to manually decode/encode your UUcoded email packets,
you don't even need Wormhole or N2N - a bare-bones system would include STiK,
Antmail, Swampdog's UUcode thingy (name escapes me ATM, sorry), IOSmail,
Tmail, and STzip. Fancier methods are possible, but that's the minimum
recommendation I could make.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3222. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <556637010.65062.04.starship@3rdplanet.com>
Source record: 9015

stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep 96:

s> Newsgroups: comp.sys.atari.programmer
s> References: <Dx5uAF.9Bo@liverpool.ac.uk>
s> <841794660snz@courtfld.demon.co.uk><322E50AB.1E4B@dial.pipex.com>
s> <1315_SBagley@cameo.co.uk>
>>
>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.
s>
s> Yes but even though I love my ATARI and spend most of the day using
s> it, programming mainly (keeping on topic<G>) I actually use my PC for
s> internet access, so am in shtuk :(

Not stuck at all, Tony. You can get your packets via email on the PC,
UUdecode them to a floppy, then bung them into the Atari for processing,
reading, reply, or ignoring. Reverse the process to send your outbound.
Shoot, you can even use Ghostlink and avoid the floppy altogether.
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3223. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-14 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <323a64a4.3607791@news.airtime.co.uk>
Source record: 9016

On Fri, 13 Sep 1996 19:26:36 GMT, starship@3rdplanet.com (Rich
Tietjens) wrote:

>stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep 96:

>Not stuck at all, Tony. You can get your packets via email on the PC,

where from, how and how do i choose which message areas?

>UUdecode them to a floppy, then bung them into the Atari for processing,

that sounds bloody perfect to me,

>reading, reply, or ignoring. Reverse the process to send your outbound.

sounds like a dream come true :)

>Shoot, you can even use Ghostlink and avoid the floppy altogether.

bit difficult, st upstairs, pc down :)

Hers a question, hope its viable, is it possible to recieve it via
email as a QWK package then use something like KIVI or simmilar OLR to
read and reply, then send back as a return QWK package, that would be
EVERYONES answer surely?:)

If not then can I have exact details on how to do this,

not an url...details please if poss, I really would like to get
back to messaging in NeST.....<SMILE>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,More in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3224. Ethernet Ribel C90 card for TT need Help QUICKLY !!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-14 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GIONAGAFUP@parx.frmug.fr.net>
Source record: 9017
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech,fr.comp.sys.atari

Hi,

PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
CARD RUNNING !! ...

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030, in BNC ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?

Could you give me more informations about the jumpers because I have
no documentation of them !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Hervï¿½

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

3225. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-14 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <556701562.62878.27.starship@3rdplanet.com>
Source record: 9018

stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 14 Sep 96:

s> Newsgroups: comp.sys.atari.programmer
s> References: <Dx5uAF.9Bo@liverpool.ac.uk>
s> <556637010.65062.04.starship@3rdplanet.com>
s> Reply-To: stosser@airtime.co.uk
s>
s> On Fri, 13 Sep 1996 19:26:36 GMT, starship@3rdplanet.com (Rich
s> Tietjens) wrote:
s>
>> stosser@airtime.co.uk barked in COMP.SYS.ATARI.PROGRAMMER on 09 Sep
>> 96:
s>
>> Not stuck at all, Tony. You can get your packets via email on the PC,
s>
s> where from, how and how do i choose which message areas?

From me, or from Paul Baker, or from any NeST sysop with an email account, a small amount of technical know-how, and a big heart. For the moment, if you want to choose the message areas, you need a NeST address. Read on...

>> UUdecode them to a floppy, then bung them into the Atari for processing,
s>
s> that sounds bloody perfect to me,
s>
>> reading, reply, or ignoring. Reverse the process to send your
>> outbound.
s>
s> sounds like a dream come true :)

It's easy enough, yes.

>> Shoot, you can even use Ghostlink and avoid the floppy altogether.
s>
s> bit difficult, st upstairs, pc down :)

Wire is cheap, and RS-232 will support rather long runs usually - up to a couple of hundred feet, anyway.

s> Hers a question, hope its viable, is it possible to recieve it via
s> email as a QWK package then use something like KIVI or simmilar OLR to
s> read and reply, then send back as a return QWK package, that would be
s> EVERYONES answer surely?:)

ATM, no - it would require too much manual setup on the sysop's end. Later, when I have a real UUCP here, yes, it will be possible, but right now, your best option is a NeST private node.

s> If not then can I have exact details on how to do this,
s>
s> not an url...details please if poss, I really would like to get
s> back to messaging in NeST.....<SMILE>

OK, you need to obtain all of the following:

NESTKIT (includes the NeST application and a NeSTlist, not necessarily the latest, however).
BTNC
IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less buggy)
Tmail, LED, or other fido-style message reader
Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable but not recommended due to too many semi-compatible versions)
UUcode software (ESScode or Guy Harrison's UUcoder recommended)

Patience.

You have to fill in your NeST app and submit it as a private node to whomever you wish to get your feed from with a request to have it forwarded to the proper RC. Use the temporary address (90:XXX/999.0 where XXX is the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and your mail reader while you wait for a reply.

You /must/ be able to write and pack netmail in order to get a node number. The only tricky part will be manually UUcoding the outbound packets, which must be emailed to AUTONET at your host system (me or Paul, or whoever else joins the club). The email subject should be "AUTONET Packet" - the content should be nothing but the UUcoded fido packet.

When you get email addressed to AUTONET (or with AUTONET packet in the subject line), UUdecode it to a floppy and move it to your INBOUND folder, or UUdecode it directly to INBOUND. Then run IOS or Jetmail to import the packet.

It sounds complex, but the whole process takes less than a minute once you have your private node set up.

All the necessary files are available at ftp://ftp.teleport.com/users/atari

Good luck!

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

3226. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-14 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1354_kfoley@cameo.co.uk>
Source record: 9019

At 12:21:11 on 09 Sep 96, stosser@airtime.co.uk wrote this about Current Projects

>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.

s> Yes but even though I love my ATARI and spend most of the day using
s> it, programming mainly (keeping on topic<G>) I actually use my PC
s> for internet access, so am in shtuk :(

Nope - Net2Net converts FTN newsgroups to email - It doesn't matter what machine you use, if it reads email you can use it.

s> Nice idea though :)

Still is!

ATB,
Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3227. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-14 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1355_kfoley@cameo.co.uk>
Source record: 9020

At 18:50:47 on 09 Sep 96, paa@hol.gr wrote this about Current Projects

>> Then why don't you arrange to have the NeST groups sent over Internet
>> Email to you, its definately possible using Wormhole or Net2Net.

p> Could someone post or email more information about that?

It's possible but we'd have to agree who would do it... May I suggest that all NeST SysOps with Internet access send a few Nest echos each? BTW -It also works for file echos.

ATB,
Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3228. Re: Ethernet Ribel C90 card for TT need Help QUICKLY !!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-15 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <323CF581.1644@worldnet.att.net>
Source record: 9021
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech,fr.comp.sys.atari

```
Herve Piedvache wrote:
>
> Hi,
>
> ---------------------------------------------------------------------
> PLEASE - I NEED A QUICK ANSWER - I NEED REALLY QUICKLY TO MAKE THIS
> CARD RUNNING !! ...
> ---------------------------------------------------------------------
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030, in BNC ...
>
> For the moment I have the driver for Ribel + !?
> It always said that it don't find the card ...
>
> So have you got a driver for it ?
> ---------------------------------------------------------------------
> Could you give me more informations about the jumpers because I have
> no documentation of them !!
> ---------------------------------------------------------------------
>
> Please reply by Email ... !!
>
> ---------------------------------------------------------------------
> Thanks per advance for your help !!
> ---------------------------------------------------------------------
>
> With Best regards,
> Hervï¿½
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net
```

Sorry to take so long, but I just happened to decide to get Linux going on my Falcon and went to the Linux newsgroups, and guess what I found in comp.os.linux.m68k?

>Marshall Lake (mlake@melake.erols.com) wrote:
>: >And if you insert an ethernet board in your PC, you can connect the Atari(s) to
>: >the ethernet by having the PC forwarding the packets between serial interface
>: >and ethernet...
>:
>: Is there an Ethernet board that can be inserted into the TT that Linux
>: will support?

>There are various kinds of ethernet boards for the TT VME slot, using the
>LANCE chipset. The kernel has drivers for Riebl and PAM's cards - but you may
>hold yourself very lucky if you happen to find one of these for sale.
>
> Michael

He goes on to say they're worth about $100. Check out the thread, maybe someone there can help.

Good luck!

Dan

3229. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: *starship@3rdplanet.com*
Message-ID: <51k1dm$f55@ornews.intel.com>
Source record: 9022

In article <1355_kfoley@cameo.co.uk>, kfoley@cameo.co.uk (Karl Foley) wrote:
>
>At 18:50:47 on 09 Sep 96, paa@hol.gr wrote this about Current Projects
>
> >> Then why don't you arrange to have the NeST groups sent over Internet
> >> Email to you, its definately possible using Wormhole or Net2Net.
>
> p> Could someone post or email more information about that?
>
>It's possible but we'd have to agree who would do it... May I suggest that
>all NeST SysOps with Internet access send a few Nest echos each? BTW -It
>also works for file echos.

My internet access isn't charged by the minute, so I'm the logical candidate.
However... Ever since my ISP "upgraded" his OS, inbound email works ONLY with
Antmail, which is a PITA. I'm working on getting a "true" UUCP account, and
when that is accomplished, this whole idea will be much easier to implement
from my end.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3230. Re: Decrunch needed immed.

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: gjones@cs.man.ac.uk
Message-ID: <51joou$2v1@m1.cs.man.ac.uk>
Source record: 9023

In article <518s3u$ibd@mlucom4.urz.uni-halle.de>, aegaa@uni-halle.de (koehler) writes:

|>
|> I do need some MagicMac-compatible Multidepack-program or at
|> least an ATOMIK 3.1 to 3.6 depack-routine...
|>
|> Soeren Koehler (aegaa@cluster.urz.uni-halle.de)
|>

Mega Depack IIRC depacks ATOMIK-packed files.

Or rip the code off a .prg file packed with ATOMIK.

gaz

3231. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1367_SBagley@cameo.co.uk>
Source record: 9024

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied starship@3rdplanet.com.
Steven moved forward, and whispered something.
s> Organization: STarship and Quark's Holosuites

s> ATM, no - it would require too much manual setup on the sysop's end.
s> Later, when I have a real UUCP here, yes, it will be possible, but
s> right now, your best option is a NeST private node.

Why not just a STandard (they you go Karl a plug for you :) NeST point like 90:106/172.12 (my old NeST address). This is easier to set up for the sysop and user and doesn't require you to submit app forms.

s> NESTKIT (includes the NeST application and a NeSTlist, not necessarily
s> the latest, however).
s> BTNC
s> IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less

I'd recommend IOS myself, but then I'm biased, I'm one of the programmers v0.91pl9 has just been released and is as stable as anything up here on my STe under MagiC 4.

s> buggy) Tmail, LED, or other fido-style message reader

LED v1.22 is also freeware, or you could just wait for my NewsAgent program.

s> Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable
s> but not recommended due to too many semi-compatible versions)

I use LHarc with my mail to and from STandard everyday with no problems. Providing you use the same version as your sysop you'll have no problems

s> UUcode software (ESScode or Guy Harrison's UUcoder recommended)

s> Patience.

:)

s> You have to fill in your NeST app and submit it as a private node to
s> whomever
s> you wish to get your feed from with a request to have it forwarded to
s> the proper RC. Use the temporary address (90:XXX/999.0 where XXX is
s> the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and
s> your mail reader while you wait for a reply.

Is there any reason why you can't just be a point?

s> You /must/ be able to write and pack netmail in order to get a node
s> number. The only tricky part will be manually UUcoding the outbound
s> packets, which must be emailed to AUTONET at your host system (me or

But if you get setup as a point first there is no need to worry about sending NETmails as you don't need to send in forms.

Also, when I became a point of STandard (Karl Foley's board), I was sent an LZh archive containing all the software preconfigured for my point so all I had to do was expand it to my floppies as I was using then and work out how to run it :)

s> It sounds complex, but the whole process takes less than a minute once
s> you have your private node set up.

Someone ought to write a program to scan your emails and automatically extract any NeST stuff. Couldn't this be added to net2net or something?

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3232. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1368_SBagley@cameo.co.uk>
Source record: 9025

"Ambassador Foley," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied Karl.
Steven moved forward, and whispered something.

KF> Nope - Net2Net converts FTN newsgroups to email - It doesn't matter
KF> what machine you use, if it reads email you can use it.

I suppose you could set some PC(spit!) fido software up and do it all on the PC, if you really wanted to.

s>> Nice idea though :)
KF>
KF> Still is!

Especially if you get connected through STandard, if he's offering email NeST. Karl's got all the software preconfigured to run from Semper so it shouldn't be much trouble to drop the decoded packets into the INBOUND pa

Hope I haven't dropped you in anything Karl :)

See you earlier,

Steven

InterNet: sbagley@cameo.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203

.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3233. Re: The Zilog 8530 SCC.

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: atwareck@ece.uwaterloo.ca
Message-ID: <Dxsy2t.Hw8@novice.uwaterloo.ca>
Source record: 9026

In article <514fj5$cc9@kaon.kuai.se>,
Daniel Hedberg <dhedberg@moksha.kuai.se> wrote:
>Hello,
>
>Anyone got some information about how to conigure/program the Zilog 8530
>SCC in the Falcon030? Any help is very appreciated, thank you!

1) Obtain data book from Zilog or AMD
2) Look at linux device driver: tsx-11.mit.edu:pub/linux/680x0/
Browse around in there, and you'll find source code for various
kernel versions. Grab any of them (preferably 1.2.13pl.. or 2.0...)
When you decompress the .tar.gz archive, look in
drivers/char/atari_SCC.c and .h

E-mail me if you need more info,

Art

3234. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-16 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <51kdq2$9k6@lira.i-way.co.uk>
Source record: 9027

rsg0910@iglou.com (Robert Goodwin) mumbled indistinctly:

>Davy Mitchell (dmitchel@mcs.dundee.ac.uk) wrote:

>: Just out of interest - what projects are people working on??
>: To start the ball rolling I am working on a full screen 3d maze game.

Working on getting XaAES beta 6 out. (plug plug plug).
New improved, better than ever before & it actually has a fileselector
this time as well :)

Also working (a bit) on a GEM'ed trace debugger for
MultiTOS/oAESis/XaAES/N.AES

Laters..
Craig.

3235. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1374_kfoley@cameo.co.uk>
Source record: 9028

At 23:06:02 on 15 Sep 96, Steven Bagley wrote this about Current Projects

SB> Someone ought to write a program to scan your emails and
SB> automatically extract any NeST stuff. Couldn't this be added to
SB> net2net or something?

It's there now! All mail between Paul Baker and me is sent via Net2net.

ATB,
Karl.

--

Cameo Network Services Ltd., Suite 214, | Novell authorised reseller.
York House, 2-4 York Road, | Training and consultancy.
Felixstowe, Suffolk, England. |
Tel: 01394-672004 Fax: 01394-271210 | HTTP://www.cameo.co.uk

3236. Floppy controller detection

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <9117cc$131628.392@HERMES>
Source record: 9029

How does one detect which floppy controller a computer has?

As part of my DESKFMT program (a plug-in replacement for the MultiTOS disc format/copier), I would like to be able to detect which floppy controller is fitted to the machine, so I can auto-configure the program and disallow capabilities above and beyond that available from the FDC.

Other than looking for the _FDC cookie and the _SWI cookie, what else can I do?

The _FDC cookie will not, AFAIK, be available in TOS versions prior to 4.

The _SWI is available from v1.06.

However, both are unavailable on TOS 1.04, as 1.04 has no cookie jar.

And, of course, they could be mis-programmed (ie incorrect cookie data)

--

Quote For The Month:

"The little fish are drowning in the sea"

(We have a winner! On Fri, 13 Sep 1996 johnsojc@jmu.edu correctly guessed the television show "The Powers That Be")

3237. Floppy controller detection

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <9117cc$15156.2c8@HERMES>
Source record: 9030

How does one detect which floppy controller a computer has?

As part of my DESKFMT program (a plug-in replacement for the MultiTOS disc format/copier), I would like to be able to detect which floppy controller is fitted to the machine, so I can auto-configure the program and disallow capabilities above and beyond that available from the FDC.

Other than looking for the _FDC cookie and the _SWI cookie, what else can I do?

The _FDC cookie will not, AFAIK, be available in TOS versions prior to 4.

The _SWI is available from v1.06.

However, both are of little use on a TOS 1.04 machine.

And, of course, the cookies could have incorrect data.

BTW: I am using Lattice C 5.60.

--

Quote For The Month:

"The little fish are drowning in the sea"

(We have a winner! On Fri, 13 Sep 1996 johnsojc@jmu.edu correctly guessed the television show "The Powers That Be")

3238. Fdup & Fforce

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: King Of The Divan <kingof@skynet.be>
Message-ID: <323EA3A9.5256@skynet.be>
Source record: 9031

Hello,

Does anybody know how I can redirect the output of a TOS program
and process this output myself ?

I would like to launch programs via the shell vector and than put
the output myself on the screen. I believe that is exactly what Gemini
does. I thought it could be done without bending vectors, just by using
Fdup and Fforce but until now I didn't have any success.

Greetings,

Dirk Nissen.

3239. GAMES TESTERS!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: kfettes@ntsrv.com
Message-ID: <51mh2q$jbi@mari.onr.com>
Source record: 9032
Cross-posted to: alt.netgames.bolo,alt.newgroup.for.fun.fun.fun,alt.rave,alt.resumes,comp.ai.games,comp.graphics.packages.3dstudio,comp.sys.atari.programmer,comp.sys.ibm.pc.games.action,comp.sys.ibm.pc.games.adventure

CALLING ALL COMPUTER GAME JUNKIES...

NETSERV HAS 2 POSITIONS IN AUSTIN, TX FOR CONTRACT PC/DOS GAMES TESTERS
AT 10/HR.

ALL APPLICANTS MUST HAVE EXPERIENCE TESTING SOFTWARE AND HAVE A PASSION
FOR GAMES!

PLEASE SEND ALL RESUMES TO KRISTIN AT:
kfettes@ntsrv.com
fax (512) 453-9650

3240. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: *starship@3rdplanet.com*
Message-ID: <51mmbc$bqp@ornews.intel.com>
Source record: 9033

In article <1367_SBagley@cameo.co.uk>,
SBagley@cameo.co.uk (Steven Bagley) wrote:
>
> s> right now, your best option is a NeST private node.
>
>Why not just a STandard (they you go Karl a plug for you :) NeST point like
>90:106/172.12 (my old NeST address). This is easier to set up for the sysop
>and user and doesn't require you to submit app forms.

Last time I looked, points weren't allowed. Having just perused the current
Nest Policy document (.196), it appears that that particular restriction has
evaporated.

> s> IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less
>
>I'd recommend IOS myself, but then I'm biased, I'm one of the programmers
>v0.91pl9 has just been released and is as stable as anything up here on my
>STe under MagiC 4.

Oh, for anyone who is short on funds or not carrying tons of message areas,
IOS is great. I used it myself quite a while ago, and it was a VAST
improvement over what I had used previously (ACS? Long time ago, I'd have to
ask Vroomfondle). For a system like mine, with over 100 message bases and 4
or more networks (I lose count), Jetmail is better.

> s> buggy) Tmail, LED, or other fido-style message reader
>
>LED v1.22 is also freeware, or you could just wait for my NewsAgent program.

I wasn't aware that LED had ever been freeware. It's currently on 1.4x,
innit?

And what about Newsagent, then? Specifications, please.

>I use LHarc with my mail to and from STandard everyday with no problems.
>Providing you use the same version as your sysop you'll have no problems

Key words being "same version" - which was my point. If you ever link a
system run by a PC Puke<tm> (as I will be doing shortly), Zip is better anyway
- they have SUCH difficulty with everything else. <G>

> s> You have to fill in your NeST app and submit it as a private node to
> s> whomever
> s> you wish to get your feed from with a request to have it forwarded to
> s> the proper RC. Use the temporary address (90:XXX/999.0 where XXX is
> s> the rgion you'll be connecting to) to set up BTNC, IOS/Jetmail, and
> s> your mail reader while you wait for a reply.

>
>Is there any reason why you can't just be a point?

Not that I can see now, no. However, anyone linking to me will have to fill
out an app anyhow - point or node, I want details for use when
troubleshooting.

> s> You /must/ be able to write and pack netmail in order to get a node
> s> number. The only tricky part will be manually UUcoding the outbound
> s> packets, which must be emailed to AUTONET at your host system (me or
>
>But if you get setup as a point first there is no need to worry about sending
>NETmails as you don't need to send in forms.

Not for forms, no. However, I didn't notice it in the Nest Policy, but Fido
Policy requires the ability to send and receive netmail as a prerequisite for
membership. I feel that's important, else how is your uplink going to let you
know that your system is wonky? In email, if you have Internet access (which
is what this whole thread is about, of course), but netmail is still a vital
part of any ftn.

>Also, when I became a point of STandard (Karl Foley's board), I was sent an
>LZh archive containing all the software preconfigured for my point so all I
>had to do was expand it to my floppies as I was using then and work out how
>to run it :)

Karl clearly has more free time than I do. <G>

> s> It sounds complex, but the whole process takes less than a minute once
> s> you have your private node set up.
>
>Someone ought to write a program to scan your emails and automatically
>extract any NeST stuff. Couldn't this be added to net2net or something?

Could be added to Wormhole, and since my ISP has bunged up email for NOS, I
think I'll do that Real Soon Now. I'm tired of manually UUdecoding packets.

>See you earlier,

Possibly, if I can ever get this bl**dy TARDIS Mark II out of neutral...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3241. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxwE7w.Fx8@iglou.com>
Source record: 9034

Rich Tietjens (starship@3rdplanet.com) wrote:

: NESTKIT (includes the NeST application and a NeSTlist, not necessarily the
: latest, however).
: BTNC
: IOSmail or Jetmail (IOS is freeware; Jetmail is faster and a bit less buggy)
: Tmail, LED, or other fido-style message reader
: Suitable archiver(s) (STzip recommended; ARC supported; LHA acceptable but
: not recommended due to too many semi-compatible versions)
: UUcode software (ESScode or Guy Harrison's UUcoder recommended)

Some of us have been on the lookout for more than these things to use in
their Fidonet stuff and so on. I located a URL that had a lot of these
things, and then some. I think it's the cnam site, but I don't have the
URL handy with me. However, I am looking for the FidoDoor program, and
other support programs that go with it. Daron Brewood usually lists his
URL for the NeST utilities.

Someone also mentioned a program that helps in setting up Binkley, that
makes it easier to set up. What program was this, again?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3242. ATARI ST EMULATOR FOR THE PC THE TEST !

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: ddrcrew1@aol.com
Message-ID: <51ne91$rdg@newsbf02.news.aol.com>
Source record: 9035

i have been tested 3 emulators on my p.c. tos2win,gemulator 96,and magic
pc
(demo version)
the ratio of compatibility is under at 10%
every atari software then i've been tested not works at 90%
well ! this is my questions :
1) if i had the rom card with G.E.M. in my p.c. they are much
compatibility with these 3 emulators ???

2)they are anybody here can i have 1 of these 3 emulators whith G.E.M.
card
and what are the compatibility ??

3) what of these 3 emulators is better

4) thank's to all for your answer because i want to buy this solution but
the report of compatibility in demo version does not seduct me !

TO BE CONTINUED....

5) AND NOW I KNOW WHY GEMULATOR DOES NOT SUPPORT A LOT OF
ST FLOPPY BECAUSE IF YOU HAVE DISK FORMATED AT 10 SECTORS PER TRACK
GEMULATOR CAN NOT READ THIS FORMAT THIS IS A REAL PROBLEM BECAUSE ALL THE
ST GAMES ARE IN THIS FORMAT FOR EX:DUNGEON MASTER !
IF THERE ARE ANYBODY HERE CAN KNOW AN EMULATOR CAN SUPPORT THIS FORMAT
PLEASE HELP ME AND SEND ME A MAIL !!!

BYE ALL ! FROM DDRCREW !
(excuse for my little english i'm french!)

3243. 40Mhz accellerator + Falconspeed = Kaboom?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: herman@dialis.xs4all.nl
Message-ID: <50a_9609180531@dialis.xs4all.nl>
Source record: 9036

Hello Everyone,

I recently joined the group of Falcon owners.
My Falcon already has a Falconspeed already installed, and there is an accelerator that is not yet installed.
I checked out the accellerator (from Digital Data Deicke [a German firm]) and it consists of nothing more than three little black boxes with labels on them and wires coming out.
On the labels is a description telling which wire is to be connected to which pin.
Two of the boxes definetely have cristals in them (one supplies 40Mhz to the 68030 and one supplies 50Mhz to the dsp)
The owner, which I definetely *DO* trust btw, told me he hadn't the experience to do it.
Now I have some problems:
-I don't know if this accellerator thingy works with the falconspeed.
-I don't know if I can still install a coprocessor.
-If a copro can be installed, I don't know which one (what clock speed)
-I don't know what I have to do to make sure that my Falcon doesn't spit smoke after running with the accellerator gizmo.

Oh phuuuleez someone help meee,

Herman

3244. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-17 00:00:00 UTC
From: *starship@3rdplanet.com*
Message-ID: <51nej8$rh1@ornews.intel.com>
Source record: 9037

In article <DxwE7w.Fx8@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:
>
>Rich Tietjens (starship@3rdplanet.com) wrote:
>
>: NESTKIT (includes the NeST application and a NeSTlist, not necessarily the
>: latest, however).
>
>Some of us have been on the lookout for more than these things to use in
>their Fidonet stuff and so on. I located a URL that had a lot of these
>things, and then some. I think it's the cnam site, but I don't have the
>URL handy with me. However, I am looking for the FidoDoor program, and
>other support programs that go with it. Daron Brewood usually lists his
>URL for the NeST utilities.

Most of this stuff should be readily available via my bookmarks page. The
"Captain's Seachest" links to my ftp space, and I'm filling that up all too
quickly (only 5 megs available space, I'm sorry to say).

>Someone also mentioned a program that helps in setting up Binkley, that
>makes it easier to set up. What program was this, again?

I use Semper, so I really don't know about that. Bill Scull is the current
developer of BTST - best to ask him in AtariNet.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3245. RIBEL C90 CARD HELP NEEDED !!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-18 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GISLDJAUUP@parx.frmug.fr.net>
Source record: 9038
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need very very quick help for an Ethernet card called RIBEL C90.

There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

3246. Speech routine in GFA-basic - 2 bombs

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-18 00:00:00 UTC
From: froygif@infonet.no
Message-ID: <51o7or$9q@torget.bgnett.no>
Source record: 9039

Hi!
I'm trying to get the speech routines (@initio.speech & @talk) from
Gfaexpert to work in GFA-basic 3.5, but all I get is 2 bombs.
Does anybody have any experience with using these routines or know
what could be wrong with the code.
Here are the routines:

```
'
PROCEDURE initio.speech
' *** uses STSPEECH.TOS to speak
' *** RESERVE doesn't function, therefore reset necessary
' *** don't be surprised by a sudden freeze or some bombs
' *** routine by Dave Morrison
' *** uses Standard Procedure
LOCAL i%,k%,bpage%,prg%,phoneme$,speech$,m$
file$="I:\HIGH_MED\SOUND\STSPEECH.TOS" ! or other
path
IF NOT EXIST(file$)
ALERT 3,"Can't find| |STSPEECH.TOS|",1,"EXIT",button
@exit
ENDIF
RESERVE FRE(0)-29000
bpage%=EXEC(3,file$,"","")
IF bpage%>0
prg%=bpage%+&H100
POKE prg%+&HE,&H4E
POKE prg%+&HF,&H75
POKE prg%+&H6C,&H4E
POKE prg%+&H6D,&H75
speech_buf%=prg%+&H6EEE
POKE speech_buf%,&HFE
phoneme%=prg%+&H32
speech%=prg%+&H88
RESTORE speech_data
FOR i%=1 TO 6
READ k%
phoneme$=phoneme$+CHR$(k%)
speech$=speech$+CHR$(k%)
NEXT i%
phoneme$=phoneme$+MKL$(phenome%)
speech$=speech$+MKL$(speech%)
FOR i%=1 TO 6
READ k%
phoneme$=phoneme$+CHR$(k%)
```

```
speech$=speech$+CHR$(k%)
NEXT i%
phoneme%=VARPTR(phoneme$)
speech%=VARPTR(speech$)
ELSE
m$="*** ERROR ***| |EXEC 3 returns| "+STR$(bpage%)
ALERT 3,m$,1,"EXIT",k
@exit
ENDIF
'
speech_data:
DATA &h48,&he7,&hff,&hfe,&h4e,&hb9,&h4c,&hdf,&h7f,&hff,&h4e,&h75
RETURN
' ***
PROCEDURE talk(txt$)
' *** use phonetic spelling to improve pronunciation
POKE speech_buf%+1,LEN(txt$)
txt$=txt$+CHR$(0)
BMOVE VARPTR(txt$),speech_buf%+2,LEN(txt$)
CALL phoneme%
CALL speech%
PAUSE 5
RETURN
```

3247. Re: HELP: What image type for WImage?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-18 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <DxxwnD.9t0@cix.compulink.co.uk>
Source record: 9040

>I'm wishing to convert some images I have into icons/images that I will be
>able to insert into resource files that I'm working on. What format of
>image does Hisoft's WImage need to be able to convert into a format that
>can be then imported into WERCS? ie is it GIF, TGA, JPG? etc...
Degas.
It's best to grab the image you've done in Degas using tyhe rubberband method
in WImage. If you grab a few pixels too many around the image you can edit
them out in WERCS and set the image size accordingly.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

3248. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-18 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <134_RCain@nest.demon.co.uk>
Source record: 9041

Hi *starship@3rdplanet.com*, on 17 Sep 96 you wrote:

>> LED v1.22 is also freeware, or you could just wait for my NewsAgent
>> program.
*>
*> I wasn't aware that LED had ever been freeware. It's currently on
*> 1.4x, innit?

v1.22 was the last LED produced by Volkmar and Roland. Since Stephan took over the development it has become shareware.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3249. Re: Current Projects

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-19 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dxzzyt.EMF@iglou.com>
Source record: 8892

Rich Tietjens (*starship@3rdplanet.com*) wrote:

: Most of this stuff should be readily available via my bookmarks page. The
: "Captain's Seachest" links to my ftp space, and I'm filling that up all too
: quickly (only 5 megs available space, I'm sorry to say).

I took a quick look, though I'll have to take more time to look through it some more. Seems you've been putting quite a bit of work in it since I was last on it! Keep it up!

However, I'm more interested in finding the FidoDoor program than the other stuff, since I think there's been some updates since. If I have to, I'll make a long distance call to the guy's board, unless someone lives near him and it's a local call for this person.

: I use Semper, so I really don't know about that. Bill Scull is the current
: developer of BTST - best to ask him in AtariNet.

I unfortunately have no Fido or Atari net access at the moment, as the accesses I've had were over local boards. At least most of them want a subscription rate to get that access. None of them have AtariNet access, as far as I know. Does he have Internet access? I think I may have noticed his name somewhere around on the net. Now that I think about it, I may have noticed some sort of program to help out in the BTST setup in one of my many Atari CD ROMs... Gotta look...

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

3250. Magx programming info

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-19 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <843204672_OASIS_@hookup.net>
Source record: 8893

```
--
Can someone point me to a spot where I can find an electronic
programming guide for Magx . I need this info to make a program
compatible with Magx on a Falcon .
P.S. I know in my manual there is some info but unfortunately I don't
have a scanner to send the info out to the writer !

*************************************************************************
* martinr@hookup.net Falcon030 4megs / 85megs / 1.6 Gig SCSI / *
* Ottawa, Ontario Apexmedia / Imagecopy / Powerup2 / 4X CD ROM *
* Canada Roland D70 Synth... *
*************************************************************************
```

3251. Re: 40Mhz accellerator + Falconspeed = Kaboom?

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-20 00:00:00 UTC
From: Henrik Lunardi Weide <chainxor@iota.cs.auc.dk>
Message-ID: <pxx4tkt8ew9.fsf@iota.cs.auc.dk>
Source record: 8894

herman@dialis.xs4all.nl (Herman Budde) writes:

>
> Hello Everyone,
>
> I recently joined the group of Falcon owners.
> My Falcon already has a Falconspeed already installed, and there is an
> accelerator that is not yet installed.
> I checked out the accellerator (from Digital Data Deicke [a German firm]) and
> it consists of nothing more than three little black boxes with labels on them
> and wires coming out.
> On the labels is a description telling which wire is to be connected to which
> pin.

Well, it sounds like the DDD accelerator allright :-)

> Two of the boxes definetely have cristals in them (one supplies 40Mhz to the
> 68030 and one supplies 50Mhz to the dsp)

OK.

> The owner, which I definetely *DO* trust btw, told me he hadn't the
> experience to do it.

Well, you'll have to find somebody who has experience with soldering and
you need a good fine soldering iron, which doesn't get too hot.

> Now I have some problems:
> -I don't know if this accellerator thingy works with the falconspeed.

FalconSpeed can work with up to 36 Mhz CPU and 18 Mhz BUS, and as far as
I remember the DDD accelerator has a 36/18 Mhz setting too.
40/20 Mhz mode is a bit uncertain though. And it is not guaranteed that
your Falcon will work properly with 40/20 Mhz mode, not because of the
heat, but because the DMA sometimes gets very upset with a 20 Mhz
system BUS, it won't smoke or anything like that, it just doesn't work
properly. This can be fixed though with some hardware patches.

If you can't get your Falcon to run with 40/20 Mhz, you should consider
buying the brand new accelerator from TITAN DESIGNS called NEMESIS.
It has a special hardware patch, which makes 97% of all Falcon's run
correctly with the DMA-chip up to 24 Mhz BUS!
The CPU isn't double clocked though, hence the system runs with
24 Mhz CPU and 24 Mhz BUS. But this setting gives a very good
performance raise anyway, since the BUS is a lot faster.
You can also run at 640x480 in TrueColor non-interlaced in SVGA-mode
with a 24 Mhz BUS! Maybe even a bit higher...

> -I don't know if I can still install a coprocessor.

That shouldn't be any problem, as far as I know.

> -If a copro can be installed, I don't know which one (what clock speed)

Well, if the DDD-accellerator has FPU acceleration too, say up to 40 Mhz,
you must buy an FPU rated at 33 Mhz (MC68882-33), these can also cope
with 40 Mhz clock-speed. I have mine running at both 36 Mhz and 40 Mhz,
without problems, and it's a 68882-33 chip.

If you can't get a 33 Mhz FPU, just avoid connecting the acceleration wires
to the FPU and it will only run at BUS-speed, that is either
16, 18 or 20 Mhz clock, depending on the accelerator setting.

You should however be able to find information on this in the DDD-
accelerator manual.

> -I don't know what I have to do to make sure that my Falcon doesn't spit
> smoke after running with the accellerator gizmo.

If you install the accelerator properly (as the installation guide tells
you), without doing anything odd, there
shouldn't be any problems at all. My Falcon has been running at 36 Mhz CPU,
36 Mhz FPU, 50 Mhz DSP for 2 years now without smoking :-)

> Oh phuuuleez someone help meee,

My accelerator is a FX-Card, which is an accelerator card that can
run at 32/16 Mhz, 36/18 Mhz (mostly used) and 40/20 Mhz (DMA-problems
may appear)
and gives the DSP 50 Mhz clock and the FPU the same clock as the CPU.
In addition to that, it can accept up to 10 MB FastRAM (FX-RAM) with
30-pin SIMM's, an additional 72-pin module can be connected to the
FX-Card if one prefers 72-pin SIMM modules instead of 30-pin's.

And as I said earlier, my machine doesn't smoke or anything :-)

> Herman

I hope these words can help you :-)

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***

3252. BEYOND TECHNOLOGY

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-20 00:00:00 UTC
From: GetFree@mail.com
Message-ID: <32430AE4.1FC3@mail.com>
Source record: 8895
Cross-posted to: comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.ibm.ps2.hardware,comp.sys.mac.games.action,comp.sys.next.marketplace

Taking 5 minutes to read what follows can change your life :

I saw an article in an internet newsgroup telling me I could make $50,000 within a month for an investment of only $5.

I thought it was a huge joke. I spoke to my wife, attorney and friends about it, and they all agreed it was some kind of scam. I can't stand scams, because usually someone gets burned, and I didn't want it to be me. Of course, I rejected the idea at first. after a short period of about two weeks ,I thought : "I have already heard of such things. But on the Internet ?!?!? ". I decided that even if I had to throw $5 into the fire, I wouldn't mind it that much, and gave it a try .After all I needed a LOT more than five dollars.

Two weeks later, I began receiving money -- every day! I could not believe it! Soon, hundreds, and then thousands of dollars began to roll in. Within 4 weeks, I had received a total of $32,445! It came from everywhere in the world. My bank account has changed its "-" into a big "+" (++++)!!!,I bought myself a car and things I wanted for a long long time for my wife and kids!

If you follow the three steps below, there is no reason why the same shouldn't happen to you! This is a legitimate investment opportunity. You invest $5, and you receive a return on your investment. So does the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY LEGITIMATE.

If you are not interested, then don't participate, but please print this article and pass it on to someone who may be interested, so they can take advantage.

The procedure is simple: 1) Write your name and address, an e-mail address, and the name of the newsgroup where you learned of this on 5 sheets of paper. Below that, write the words, "Please add me to your list." Fold $1 note or bank draft or money order in each piece of paper and send them to the following 5 addresses.:

1. Oleg Gorbik,
10834-97 St.
Edmonton, AB, T5H 2M3 CANADA

2. Nir Levi,
PO BOX 342
Yavne, ISRAEL

3. Landon
#1 Lakeway Drive
Conroe, Tx 77304 USA

4. Olivier Arcadipane
237 rue Francois Andre
7390 Quaregnon BELGIUM

5. Beyond Technology
5641 Apgar Street
Houston, Texas 77032 USA

2) Now remove the top name from the list, and move the other four names up. In other words, #5 becomes #4 and so on. Put your name as the fifth one on the list. Use a simple text editor such as Notepad, in your "accessories" window (If you have MS-Windows),or DOS editor. In fact, any editor will do.

3) Post the article to at least 200 newsgroups. There are 17,000, so it shouldn't be hard to find that many. Try posting to as many newsgroups as you can, and the bigger the newsgroup is, the more people are to see your message!

You are now in the an order services business, and should start seeing returns within a week or two. Of course, the more newsgroups you post to, the greater your return is. If you wish to remain anonymous, you may use a psuedonym, call yourself "The Manager", "The Boss", whatever but make sure your address is correct.

Now, here is why the system works:

-Of every 200 posts I made, I received 5 responses. Yes, only 5. You make $5 for every 200 posts with your name at #5.

-Each person who sent you $1 now also makes 200 additional postings with your name at #4. ie. 1000 postings. On average therefore, 50 people will send you $1 with your name at #4. $50.

-Your 50 new agents make 200 postings each with your name at #3 or 10,000 postings. Average return 500 people = $500. They make 200 postings each with your name at #2=100,000 postings=5000 return at $1 each=$5000.

-Finally, 5,000 people make 200 postings with your name at #1 and you get a return of $50,000 before your name drops off the list. AND THATS IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one cycle=$55,000.

From time to time, when you see your name no longer on the list, you take the latest posting that appears in the newsgroups, and send out another $5, and put your name at #5, and start posting again. Remember, 200 postings is only a guideline. the more you post, the greater the return.

Lets review why you should do this. THE ONLY COST IS $5. Anyone can afford $5 for such an effortless investment with such SPECTACULAR RETURNS.

Some people have said to me, "what happens if the scheme is played out and no one sends me any money? "Big Deal, so you lose $5-but what are the chances of that happening ?? Do you Realize that NOBODY cares for the LEGAL chance of winning such a BIG money as 50,000.00 $$$$???? and all for a microscopic investment of five separate dollars? just think of all of the new Internet users that join the net every day!!!

There are millions of internet users, and millions of new net surfers every month !!! This is the great plus of the Internet, people all over the world can hear you and listen carefully if you talk reasonably. Everyone will take that chance ! I agree, If it wasn't the Internet, and was a small circle of people, the chance wouldn't have been so small. the amount of money had to be 200 times bigger, and the chances were zero. It wouldn't succeed.

But here, on the Internet, it is a giant village, where new thousands of members join in every day ! you CAN'T lose !!!!

Remember- read the instructions carefully, and play fairly. That's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the postings to make sure everyone is playing fairly. You know where your name should be.

REMEMBER-HONESTY IS THE BEST POLICY. YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!! BESIDES,NOT PLAYING THE GAME FAIRLY IS ILLEGAL.SO LET'S BE REASONABLE AND PLAY FAIRLY,SO WE CAN ALL ENJOY THE INTERNET GOLD MINE.

GOOD LUCK FOR YOU ALL, And remember, play fair and you'll win, I don't want to mention what might happen to those who won't. AND AGAIN,SEE YOU NEXT TIME WITH SOMETHING YOU WANTED FOR A LONG TIME !!!

3253. $$COULD YOU USE A LOTTA XTRA CASH?$$

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-22 00:00:00 UTC
From: plamour@tss.net
Message-ID: <522thu$q0d@sjx-ixn3.ix.netcom.com>
Source record: 8896

```
Mary Had A Little Lamb: 9878999, 888, 999, 9878999, 88987
```

3254. RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-22 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>
Source record: 8897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi!

I'm wondering if there is a program somewhere that is able to convert an
RSC file to C code?
It has to be able to convert CICON objects too.

Thanks,

Tomas

3255. MintLib for SozobonX w/ fork()

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-22 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5241hj$e4d@ccshst05.uoguelph.ca>
Source record: 8898

OK, so I grabbed the MintLibs for SozobonX, thinking I could you my nicely running Mint system for my Operating Systems programming assignment. Much to my dismay, however, it appears that fork() is not implemented, or at least, that's what it looks like from the unistd.h file. Is there a later verison of the libraries where fork() does work (I have v44 (?)). Will I have to install Gnu C if I wish to take advantage of Mint's features? Or even install Linux or NetBSD in order to gain a semblance of a fully functional UNIX programming environment?

THeo

3256. Atari games for trade - please READ!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-23 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1996Sep23.110355.31570@ludens>
Source record: 8899

Hello Atarilovers,

Perhaps you haven't read any letters like this for years, and Atari ST is now out of fashion. So, I'm speaking to that few people who are mad of this kickass computer. I would like to trade with ATARI ST games (I have about 200 of them...) via internet, e-mail, snail-mail or what. I'm also interested in STe and Falcon 030 games. Please let me know if you're interested. My e-mail address is thehidden@ludens.elte.hu (Yeah, you're right, I'm hungarian!!!), but if you reply to the actual atari newsgroup, that's all right too.

If you reply, I send you my list. And one important thing: I'd like to do this without sending money or asking for some bucks...

Cheers,

The Hidden (aka Sebi)

(P.s.> Mark Love, if you read this message, please contact meeeeeeeee!!!)

3257. Re: RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: fr_jacqu@mail.club-internet.fr
Message-ID: <fr_jacqu-2409960411280001@ppp114.hexagone.club-internet.fr>
Source record: 8900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article (Dans l'article)
<Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> wrote (�crivait)�:

> Hi!
>
> I'm wondering if there is a program somewhere that is able to convert an
> RSC file to C code?
> It has to be able to convert CICON objects too.
>
> Thanks,
>
> Tomas
Yes !

an old but good program may do this very well, it is "WERKS", which was
produced by HISOFT. It is copyrighted and can be found also in the Lattice
C package.
Good Luck.

3258. Re: RIBEL C90 CARD HELP NEEDED !!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: fr_jacqu@mail.club-internet.fr
Message-ID: <fr_jacqu-2409960405120001@ppp114.hexagone.club-internet.fr>
Source record: 8901
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article (Dans l'article) <GISLDJAUUP@parx.frmug.fr.net>,
herve@parx.frmug.fr.net (Herve Piedvache) wrote (�crivait)�:

> Hi,
>
> I need very very quick help for an Ethernet card called RIBEL C90.
>
> There is on it Jumpers :
>
> J1 to J6 next to the BNC connector
> J11 alone
> J8 to J10 next to the VME port
> J17 to J23 next to the memory
>
> I want to make it running on TT030 ...

>
> With Best regards,
> Herve
>
> --
> Herve Piedvache SysOp on The BBS for ATARI Computers.
> +33-1-42511135
> 90:8/0@nest.ftn 51:901/0@atarinet.ftn
> 2:320/107@fidonet.org herve@parx.frmug.fr.net

Dear Herv� !
What a chance to meet you here ! I see, the gate with fidonet is not
available and a real e-mail adress is a good thing.
Treve de plaisanterie, as tell froggies, you can definitely suppres my
point access, i am happy with an access to THE BBS and to the net...From a
Mac, it's easier. But i always keep my falcon, and if Hades get a good
debugger, then i'll buy one.
So long.

3259. file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: 42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de>
Message-ID: <3247A17B.5578@rghx50.gp.fht-esslingen.de>
Source record: 8902

Hi, I got a file (text ??) with the file-extension .SEA.
Does anybody now this and might tell me ???

THX

42Bastian

3260. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.960924160019.19361A-100000@tingeling.lysator.liu.se>
Source record: 8903

On Tue, 24 Sep 1996, 42Bastian Schick wrote:

> Hi, I got a file (text ??) with the file-extension .SEA.
> Does anybody now this and might tell me ???

If it's a text file, I don't know.
But .sea is the extension of self extracting files packed with a program
on the Macintosh called StuffIt. As far as I know, it's only the Mac that
uses this format.

Tomas

3261. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: patrick@onestep.co.uk
Message-ID: <528tas$799@pub.news.uk.psi.net>
Source record: 8904

```
On 09/24/96, 42Bastian Schick wrote:
>Hi, I got a file (text ??) with the file-extension .SEA.
>Does anybody now this and might tell me ???
>
>
>THX
>
>42Bastian
>
Probably an Apple Mac Self Extracting Archive.

--
Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 551010/426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)
```

3262. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-24 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <843608370_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 8905

In article <Pine.GSO.3.95Lrindlow.960924160019.19361A-100000@tingeling.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> wrote:-

>On Tue, 24 Sep 1996, 42Bastian Schick wrote:
>
>> Hi, I got a file (text ??) with the file-extension .SEA.
>> Does anybody now this and might tell me ???
>
>If it's a text file, I don't know.
>But .sea is the extension of self extracting files packed with a program
>on the Macintosh called StuffIt. As far as I know, it's only the Mac that
>uses this format.
>
Yes, it is ONLY for the MAC, or for Spectre, of course!

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

3263. TOP JOBS AVAILABLE

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-25 00:00:00 UTC
From: pjrose@pelican-consultants.co.uk
Message-ID: <52bcc6$4sk@infoserv.netkonect.net>
Source record: 8906

If this is an inappropriate newsgroup for this type of posting, please accept my apologies.

Pelican Consultants International Ltd are a search and selection agency who specialise in interactive entertainment - both hardware and software.

Many of our clients have asked us to keep a constant stream of candidates coming through to them as they continue to expand.

Throughout the whole of the UK, we have a need for programming talent. If not already experienced in the games industry, you will at least have a keen interest and will have suitable qualifications highlighting your abilities.

We are particularly interested in people with programming skills in 3D graphics, artificial intelligence and networking, but we are not merely limiting ourselves to that.

If you are working in the industry and looking for a move, or if you would like to enter an exciting and constantly changing marketplace, we can put you in touch with the right people.

All applications are treatest with the upmost discretion and we will spend a lot of time finding out about the job that you want to do, rather than just sending your details to anyone we can think of.

For an initial discussion, please send your details to me, Paul Rose, via private email or call me on 0181 423 3400.

We look forward to hearing from you soon.

Paul J Rose
Pelican Consultants International Ltd

http://www.pelican-consultants.co.uk/pelican

3264. Re: RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-25 00:00:00 UTC
From: W T Goodall <wtg@wtgab.demon.co.uk>
Message-ID: <3249B7C4.4374@wtgab.demon.co.uk>
Source record: 8907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

fr_jacqu@mail.club-internet.fr wrote:
>
> In article (Dans l'article)
> <Pine.GSO.3.95Lrindlow.960922200716.25173A-100000@tingeling.lysator.liu.se>,
> Tomas Berndtsson <tobe@lysator.liu.se> wrote (ï¿½crivait)ï¿½:
>
> > Hi!
> > >
> > > I'm wondering if there is a program somewhere that is able to convert an
> > > RSC file to C code?
> > > It has to be able to convert CICON objects too.
> > >
> > > Thanks,
> > >
> > > Tomas
> Yes !
>
> an old but good program may do this very well, it is "WERKS", which was
> produced by HISOFT. It is copyrighted and can be found also in the Lattice
> C package.
> Good Luck.

If you want to convert the resource file entirely into C source code so
that you can compile it into the executable and ship a program that has
_no_ .rsc file then yes there is at least one program that does this.
But I can't remember what it was called! It was Australian and the
particular release I used had a couple of small bugs so that you had to
make a few edits in the output. But it worked. I converted a complete
resource with menus, icons, buttons etc into C source and built it into
the program instead of using an external resource file and rsrc_load
with little trouble. Of course the executable gets bigger by about the
size of the resource file. And it means no-one can edit the resources to
change the language (for example). This might be what you want!

William T Goodall
wtg@wtgab.demon.co.uk

3265. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-25 00:00:00 UTC
From: 42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de>
Message-ID: <32490EB2.760@rghx50.gp.fht-esslingen.de>
Source record: 8908

Thanks for the info.
I looked into it and it really seems to be an archive.
Is there really no depacker for the ST ?? ;-(((

42Bastian

3266. ATARI ST EMULATOR

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-26 00:00:00 UTC
From: Yuhe <cule1@gd.swissptt.ch>
Message-ID: <324AFC51.33A1@gd.swissptt.ch>
Source record: 8909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
hi,

who can send me by e-mail,
an atari st emulator (share/free ware)

thanks

leo
```

3267. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-26 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <52ej5p$fsq@ornews.intel.com>
Source record: 8910

In article <32490EB2.760@rghx50.gp.fht-esslingen.de>,
42Bastian Schick <elw5basc@rghx50.gp.fht-esslingen.de> wrote:
>
>Thanks for the info.
>I looked into it and it really seems to be an archive.
>Is there really no depacker for the ST ?? ;-(((

If it's for the ST, try copying it to *.TOS and running it. An ST
self-extracting arhive will work, and if it's not an ST SEA, it will give a TOS
ERROR 35 or something similar.

I seem to recall that DC created an SEA depacker some years ago, anyone else
remember that?

My bookmarks: http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3268. Re: RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-26 00:00:00 UTC
From: curis@jonque.ens.fr
Message-ID: <52etlo$n8g@nef.ens.fr>
Source record: 8911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Interface est capable de sauver un fichier .C partir du fichier RSC sur lequel on travaille.

```
--- (English version)

Interface can do it.

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html
```

3269. HELP NEEDED for Ethernet CARD !!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-28 00:00:00 UTC
From: herve@parx.frmug.fr.net
Message-ID: <GI3NFIAIUP@parx.frmug.fr.net>
Source record: 8912
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.tech

Hi,

I need very very QUICK help for an Ethernet card called RIBEL C90.
=====
There is on it Jumpers :

J1 to J6 next to the BNC connector
J11 alone
J8 to J10 next to the VME port
J17 to J23 next to the memory

I want to make it running on TT030 ...

For the moment I have the driver for Ribel + !?
It always said that it don't find the card ...

So have you got a driver for it ?
Could you give me more informations about the jumpers because I have
no documentation of it !!

Please reply by Email ... !!

Thanks per advance for your help !!

With Best regards,
Herve

--
Herve Piedvache SysOp on The BBS for ATARI Computers.
+33-1-42511135
90:8/0@nest.ftn 51:901/0@atarinet.ftn
2:320/107@fidonet.org herve@parx.frmug.fr.net

3270. Re: Speech routine in GFA-basic - 2 bombs

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-28 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <52kcol$h7g@news.aros.net>
Source record: 8913

Gisle Fr&#65533;ysland (froygif@infonet.no) wrote:
: Hi!
: I'm trying to get the speech routines (@initio.speech & @talk) from
: Gfaexpert to work in GFA-basic 3.5, but all I get is 2 bombs.
: Does anybody have any experience with using these routines or know
: what could be wrong with the code.

I recall trying to get STSPEECH routines to work with GFA 3.07, and never having any luck. (I think I'd pulled them from a GFA 2.0 program.)

Somewhere on disk I think I have Modula-2 and/or assembly code for interfacing with STSPEECH. I'll see if I can find it; you may be able to adapt it to work with GFA 3.5.

3271. Re: Cab 1.41 is out!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-29 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <52lgk9$e78@orm.southern.co.nz>
Source record: 8914
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I guess I should have spammed it in my first post, but I forgot.... I'll try posting it to the comp.binaries.atari and alt.binaries.atari newsgroups but I doubt any of you will get it.... (there seems to be a distribution problem....

: Get it from:
: http://www.flinny.demon.co.uk/files/cab141.lzh
:
: and Stik 1.11 is out
: http://www.flinny.demon.co.uk/files/stik1_11.zip
:
: I daresay that they will be appearing all over the place soon :)
:
: -- Julian Forsythe

3272. Re: file-extension *.SEA

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-30 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <52p714$172@madeline.INS.CWRU.Edu>
Source record: 8915

In a previous article, elw5basc@rghx50.gp.fht-esslingen.de (42Bastian Schick) says:

>Thanks for the info.
>I looked into it and it really seems to be an archive.
>Is there really no depacker for the ST ?? ;-(((
>
NO!!!! It IS an archive, but for the MAC (or Spectre) ONLY!! It is a
Self Extracting Archive for the MAC, like a .tos self extracting archive using
zip2tos but runs ONLY in a MAC, and the files it contains are ONLY for a MAC!!!
You can unpack it in a mac, but it will do you NO GOOD on an Atari.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

3273. Re: Cab 1.41 is out!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-09-30 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <52p6tv$8n6@ornews.intel.com>
Source record: 8916
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <52lgk9$e78@orm.southern.co.nz>,
clifton@southern.co.nz (Julian Forsythe) wrote:
>
>I guess I should have spammed it in my first post, but I forgot.... I'll
>try posting it to the comp.binaries.atari and alt.binaries.atari
>newsgroups but I doubt any of you will get it.... (there seems to be a
>distribution problem....

Ther is always a distribution problem with alt.binaries groups, and c.b.a has not existed for months. The moderator pulled an end run and pushed an RFD through to get it removed early this year. I am currently waiting for tale to post the RFD to recreate it.

My bookmarks: http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

3274. Maddalt()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-01 00:00:00 UTC
From: Bernd_Mueller@mausdu3.gun.de
Message-ID: <199610010230.a27877@du3.maus.de>
Source record: 8917

Hi,

Can anyone help my with this f***** Maddat() call?

It is very important for me, because the original 32 Mb Ram-Driver
(for Afterburner040) won't run normal.

wirte you soon
/ Bernd /

3275. Configuration file placement (HOME)?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-01 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GJBOBCUQUp@tos.ak.planet.gen.nz>
Source record: 8918

I notice now a number of programs (zControl, COPS, Start Me Up...) which
place their configuration files into the current user's home directory
(as set in the HOME environment variable).

I do not see this behaviour mentioned in any of the GEM references (including
the Atari Compendium).

What is the proper place for configuration files?

It seems to me that all software should place configuration files into the
current user's home directory, this way multiple users can have different
setups while sharing one copy of the software - saving disc space.

However, this does mean that users' home directories might become clogged up
with lots of configuration files.

In addition, many people will not be running a multi-user OS, and this would
not mean much to those people. I suppose that if the software did not find a
HOME environment variable, it would then use the directory it resides in to
store the configuration files.

The above is just my thoughts on the matter, however - what is the standard
protocol to use for placing configuration files?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.ak.planet.gen.nz/user/mario/ o( )
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/ / /\

3276. Re: Maddalt()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <844282388_OASIS_@swampdog.demon.co.uk>
Source record: 8919

In article <199610010230.a27877@du3.maus.de>
Bernd_Mueller@mausdu3.gun.de (=?ISO-8859-1?Q?Bernd_M=FCller?=) said:-

>Hi,
>
>Can anyone help my with this f***** Maddat() call?

Just been asking about this myself! :-)

>It is very important for me, because the original 32 Mb Ram-Driver
>(for Afterburner040) won't run normal.

long Maddalt(void *start, long size)

Maddalt() informs Gemdos of the existence of additional alternative ram that would not normally be identified by the system. (gemdos >= 0.19)

'start' indicates the starting address for the block of memory to be added to the Gemdos free list. 'size' indicates the length of this block in bytes. Returns E_OK on success or negative error.

Once the ram has been identified with this call is should not be removed and only be allocated with standard system calls. In addition, programs wishing to use this ram must have their alternative ram load bit set (or use Mxalloc()). Typically this call is implemented as an auto folder program.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3277. Need copy of 1200 memory map

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-02 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb015$04a75ea0$53a065cc@ichadwick.georgian.net>
Source record: 8920
Cross-posted to: alt.binaries.comp.atari8bit,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8,t-netz.rechner.atari.8bit

My only copy of Computer's Third Book of Atari was lost in the move out of
the city several years ago. I am planning to create an HTML version of
Mapping for all the versions. I need either a copy of the book or a
photocopy of the pages I wrote in it. Can anyone help me?

--
Ian Chadwick
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

3278. Re: Configuration file placement (HOME)?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-02 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <52ts6k$qbo@due.unit.no>
Source record: 8921

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: I notice now a number of programs (zControl, COPS, Start Me Up...) which
: place their configuration files into the current user's home directory
: (as set in the HOME environment variable).

Quite a few of these programs won't work properly if the HOME variable is
set to something like /users/root (Replace / with backslash). I had to
set my HOME to u:/i:/users/root (Again / -> backslash), otherwise SMU and
MultiStrip couldn't find their config-files.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

3279. STOS hi res graphics extension

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-03 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <Dyp7Ez.EE1@cee.hw.ac.uk>
Source record: 8922

Hi, I'm working on a FAST hi res graphics extension for stos. Anybody interested? What features? (At the moment I have a rather fast plot routine. I have not checked the actual speed yet!)

Mail: ceebti@cee.hw.ac.uk

3280. Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-03 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <531crj$qga@freenet.hut.fi>
Source record: 8923

How can I move a picture to video memory very fast? (move.l is much too slow...
8[)

TWN/VLP^pWp^VDC^hAze^p33107

3281. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <3254C421.167E@in.tu-clausthal.de>
Source record: 8924

Taneli Mielikainen wrote:

> How can I move a picture to video memory very fast? (move.l is much too slow...

Try e.g. the Blitter. you can even go on with the rest of the Program
while the blitter moves the block for you.

I'm not a demo coder. So I cann not say if the Blitter is faster than
move.l, but I guess, that the transfare in the background is a good
reason to use it.

BTW the 030er has some Instructions for Block moves. at least it is
possible to fill all the Registers iwith one Instruction and write them
out again with another.

Christof

3282. Re: STOS hi res graphics extension

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <532tk1$hme@m1.cs.man.ac.uk>
Source record: 8925

In article <Dyp7Ez.EE1@cee.hw.ac.uk>, ceebti@cee.hw.ac.uk (Brian Thomas Innes) writes:
>Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
>interested? What features? (At the moment I have a rather fast plot routine. I
>have not checked the actual speed yet!)

I'd be interested. :)

features? fast polygons, anything, so long as it works on the Falcon :-)

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3283. Re: Configuration file placement (HOME)?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-04 00:00:00 UTC
From: mbge4mdc@meehpa01.ee.man.ac.uk
Message-ID: <533bhs$bb9@yama.mcc.ac.uk>
Source record: 8926

In article <GJBOBCUQUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:
> I notice now a number of programs (zControl, COPS, Start Me Up...) which
> place their configuration files into the current user's home directory
> (as set in the HOME environment variable).
>
> I do not see this behaviour mentioned in any of the GEM references (including
> the Atari Compendium).
>
> What is the proper place for configuration files?
>

Having a directory pointed to by a HOME variable is definitely the best way IMHO

That way, as you say, multiple users can have their own config files for
a common program. If you have only one user, and don't use Unixy stuff, then
you could always create a HOME directory called "CONFIGS" for example.

> It seems to me that all software should place configuration files into the
> current user's home directory, this way multiple users can have different
> setups while sharing one copy of the software - saving disc space.
>
> However, this does mean that users' home directories might become clogged up
> with lots of configuration files.
>

Most Unix software I've seen calls files ".file.cnf" - i.e. a preceding dot.
In a Unix system this will make it hidden, so listing the files from a shell
or similar will not usually show them. Unfortunately Thing shows dot files
even under a Minix filesystem :(((

The Atari desktop knows nothing about Minix filesystems anyway, so I rarely
use it now.

> In addition, many people will not be running a multi-user OS, and this would
> not mean much to those people. I suppose that if the software did not find a
> HOME environment variable, it would then use the directory it resides in to
> store the configuration files.
>

Depends on the software, but most things will look in their own directory at
some point. Many check the root drive and C:\MINT or C:\MULTITOS first though.

> The above is just my thoughts on the matter, however - what is the standard
> protocol to use for placing configuration files?

I'm writing a little program myself at the moment, and what I've chosen to do is to look first for the HOME path (looking for the file both with and without a preceding dot) then in the application path.

There is no real "standard" but more and more things are moving towards using a HOME path (and a good thing to!).

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

3284. Portfolio problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-04 00:00:00 UTC
From: wendyw@gwx.sis.lmco.com
Message-ID: <5339ka$u4q@cisu2.jsc.nasa.gov>
Source record: 8927

My father has a Portfolio for several years; unfortunately
the battery expired before he had a chance to recharge it
this week.

When he tried to re-boot it after plugging it in, he got a
Divide by Zero error. Even a cold boot (if we're doing it
right -- it doesn't look quite like the picture) doesn't
help, he still gets the same error.

Since the manual simply says to reset and re-try or fix the
program in the event of a Divide by Zero, that's not a
whole lot of help.

Any ideas?
thanks a lot
Wendy W.

3285. Re: Portfolio problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-04 00:00:00 UTC
From: wendyw@gwx.sis.lmco.com
Message-ID: <533bp4$1do@cisu2.jsc.nasa.gov>
Source record: 8928

In <5339ka$u4q@cisu2.jsc.nasa.gov>, wendyw@gwx.sis.lmco.com writes:
>My father has a Portfolio for several years; unfortunately
>the battery expired before he had a chance to recharge it
>this week.
>
>When he tried to re-boot it after plugging it in, he got a
>Divide by Zero error. Even a cold boot (if we're doing it
>right -- it doesn't look quite like the picture) doesn't
>help, he still gets the same error.
>
>Since the manual simply says to reset and re-try or fix the
>program in the event of a Divide by Zero, that's not a
>whole lot of help.
>
>Any ideas?
>thanks a lot
>Wendy W.

Fixed, as if by magic. By using the batteries (now recharged)
rather than the AC adapter, it began working.
Wendy W.

3286. FACE VALUE is NOW shipping in North America!

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: sft@sound.net
Message-ID: <533bsr$ql5@guitar.sound.net>
Source record: 8929

PRESS RELEASE

FACE VALUE - "Visual GFA basic" for TOS computers

Visual GFA programming is now a reality. As the first GEM program generator for GFA Basic, Face Value will create fully featured, solid, multitasking friendly programs almost at a click of the mouse. It will revolutionize GFA programming. Now you can devote your programming time to the task you set out to solve, and not spend weeks - or even months - on creating a modern GEM interface yourself. Face Value will do that for you.

How do you work with Face Value?
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
The program design is done in a resource-editor. Here you decide how the program will be presented to the user. Face Value will then load the RSC-file and write a complete, ready-to-run, solid GEM-program LST file. All you have to do is merge your own routines, and "connect" them to the Face Value-written code. This is easy to do thanks to Face Values well commented source code. The development time for your programs will be radically reduced, and as a lot of effort has gone into ease of use, even relatively inexperienced GFA programmers can now create first class, professional GEM programs.

Some features of the program:

* Windows with toolbars or toolstrips
(as seen in modern document processors or paint programs)
* Menu bars in windows
(Toolbox windows that will work in the background)
* Modal and non-modal dialog windows
* Animated icons (even with samples)
* Animated mouse pointers
* Realtime scrolling popup listboxes
(radio-, check- or menu listboxes)
* Radio- and menu image popups
* Multiline radiobuttons (round) and checkboxes
* Windowed progress indicator or animated busy-dialog
* Number scrollers for numerical values
* Switchable Menu bars with automatic shortcuts
* User windows with graphics or text (or both)
* Custom desktop that can be installed/deinstalled "on the fly"
* Alerts in windows - with standard, custom or animated icons
* Iconification on all systems
* Can run as accessory, just rename to *.ACC
* Intelligent ST-Guide support (context sensitive calls to
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

ST-Guide, automatic generation of ST-Guide sources for
documentation of the menu bars and dialogs)

You can also pick & choose from Face Value's expandable library:

* Fontselector support (xFSL)
* Full Selectric support
* Drag & drop support
* GEM clipboard support
* GDOS (all types) support
* Command line support
* Off screen bitmap support (with eDVI/NVDI 2.5+)
* Load & save IMG
* and more...

What are people Saying?
~~~~~~~~~~~~~~~~~~~~~~~
"ST Format seal of approval - 90%" (august 96): "If you want to give your GFA Basic programs real 1990s interfaces, then Face Value is a must." - 90%

ST Computer: 5 of 5 mice! (january 96):"Face Value - das ist eine Revolution furGFA-Basic-Benutzer....Und die ist jede Mark wert." - 5 out of 5 mice. (high points for those of us lacking German language skills: 5 of 5 rating, A Revolution)

What do I get?
~~~~~~~~~~~~~~
The program and detailed reference are in English, and are supplied with a printed English introduction. The reference and documentation is in ST-Guide format. Example programs are included. The on-line help system ST-Guide is included on a second disk. You must supply GFA interpreter 3.5 or 3.6 and a resource construction set (ie. RCS2, ORCS or INTERFACE) these programs are NOT included with Face Value.

How do I get my copy?
~~~~~~~~~~~~~~~~~~~~~
The North American Version of Face Value is distributed by Systems For Tomorrow, with Technical support provided by our new software division: Kordes Development. The North American version of Face Value is available NOW for only $69.99. Dealer Inquiries invited.

To Order, call (800)875-4943 (US/Canada Orders Only) or (816)833-4738. Or send E-Mail to sft@sound.net.

In Europe contact: Columbus Soft at 0049-6151-94383-0
~~~~~~~~~~~~~~~~~~~~~

3287. Re: STOS hi res graphics extension

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bbb280$3f1f6240$2b201fce@rory>
Source record: 8930

Brian Thomas Innes <ceebti@cee.hw.ac.uk> wrote in article
<Dyp7Ez.EE1@cee.hw.ac.uk>...
> Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
> interested? What features? (At the moment I have a rather fast plot
routine. I
> have not checked the actual speed yet!)
>
> Mail: ceebti@cee.hw.ac.uk

Interest here!

3288. Re: RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: mark@mdsh.com
Message-ID: <32565d22.2889846@news.idiscover.co.uk>
Source record: 8931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
>> I'm wondering if there is a program somewhere that is able to convert an
>> RSC file to C code?
>> It has to be able to convert CICON objects too.
>an old but good program may do this very well, it is "WERKS", which was
>produced by HISOFT. It is copyrighted and can be found also in the Lattice
>C package.

It's DERCS from HISOFT which de compiles RSC files and turns it into 'C'.
It works very well on every RSC I've tried, including colour icons.

--
Enjoy! Mark Himsley.
```

3289. menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <844604570_OASIS_@swampdog.demon.co.uk>
Source record: 8932

Hi folks,

I've hunted high and low for the AES opcode for the above function.
Can somebody tell me what it is please!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3290. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961005195940.20684B-100000@pallas.amp.uni-hannover.de>
Source record: 8933

On Sat, 5 Oct 1996, Guy Harrison wrote:

>
> Hi folks,
>
> I've hunted high and low for the AES opcode for the above function.
> Can somebody tell me what it is please!

AES opcode for menu_unregister is 36. Note that menu_popup has the same
opcode. AES distinguishes between them via the number of parameter of
each type.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3291. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-05 00:00:00 UTC
From: dhedberg@moksha.kuai.se
Message-ID: <536o5q$vep@kaon.kuai.se>
Source record: 8934

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: I've hunted high and low for the AES opcode for the above function.
: Can somebody tell me what it is please!

Hi,

As far as I know there does not exist an AES function named
menu_unregister, and I can't see what use it would be for. There does
exist a function called menu_register, though, but I guess you already
knew that.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

The Home Page of New Beat Development: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@kuai.se _Daniel
----
oOo oOo
U U

3292. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-06 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961006233937.19665B-100000@tingeling.lysator.liu.se>
Source record: 8935

On 3 Oct 1996, Taneli Mielikainen wrote:

> How can I move a picture to video memory very fast? (move.l is much too slow...

movem.l if you use many registers.

Don't know if the Blitter can do the work faster, but I don't think so.

Setting the screen pointer is a quite fast way! :)

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3293. ICTARI goes on-line !

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-06 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <844653838_OASIS_@elis.demon.co.uk>
Source record: 8936

Thee Augean Stables Present:

/������\ /��������\ /������\ /������\
/��\ /��_____/ _____/ /��_____//��\ /��_____//��\ /��\
__/ __/ __/ __//������__/ __//������__/ __/
/��\ /��\ /��\ /��_____//��\ /��_____/ /��\
											\��|
											\\|
											\\|
											\\|
__/ __//������__/ __/ __/ ____/
_____/

The Atari Programmer's User Group

Peter Hibbs, the editor of ICTARI, the Atari programmer's disk-'zine has given me the go-ahead to put some back issues (including the current one) on a web site. He hasn't seen it yet, so it could be subject to quite a few changes. The page contains five zipped issues (averaging around 250kb each), a facility to mail articles to me, which I will then forward, and some brief notes about how the disk-based version works. You can get to the page from my home-page at:

http://www.elis.demon.co.uk/

Or, you can avoid my warped sense of humour and cut to the chase at:

http://www.elis.demon.co.uk/ictari/ictari.htm

Have fun, and tell me what you think. I'd like to add more links to other Atari programming resources in the near future. Anyway, please give it a go.

Enjoy Theeselves,
"Augeas"

--

/�\������������������������\ T |�\ |�| |�\ /�| |�����| ARE
| \ augeas@elis.demon.co.uk \ | \ | | | \/ | | |���
\/��\ \ H | |\\| | | |\/| | | ���| THE
����\ /�\������������������\ | | \ | | | | | |���
_| | E | | \ | | | | | ���| ENEMY

_/_____/ ? ? ? ? ?????

3294. Re: STOS hi res graphics extension

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-07 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <DywFBM.426@cee.hw.ac.uk>
Source record: 8937

In article <532tk1$hme@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>In article <Dyp7Ez.EE1@cee.hw.ac.uk>, ceebti@cee.hw.ac.uk (Brian Thomas
Innes) writes:
>>Hi, I'm working on a FAST hi res graphics extension for stos. Anybody
>>interested? What features? (At the moment I have a rather fast plot routine.
I
>>have not checked the actual speed yet!)
>
>I'd be interested. :)
>
>features? fast polygons, anything, so long as it works on the Falcon :-)
>
>Anthony

Hmm, yes, well.....

I would be rather surprised if it worked on the falcon!. I have
designed the pixel plot routine for ST high res mode (May work in Falcon ST
High Res compatible mode), and it accesses the screen directly.

Note, that this routine was only an experiment in using Stos
extensions and may not get developed further. (What with university course
work and everything!)

At the moment the extension has a plot routine (for ST high res,
rather fast!), and a fast version of CLS. I have figured out a way of playing
chip music at the correct speed (50Hz) in high res mode, and I may put this
into the extension if I can be bothered.

Would you like me to email you a copy of the extension?

Thanks for your reply!

Brian T. Innes
~~~~~~~~~~~~~~
~~~~~~~~~~~~~~

3295. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-07 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961007180152.7249C-100000@tingeling.lysator.liu.se>
Source record: 8938

On Fri, 4 Oct 1996, Christof Donat wrote:

> Taneli Mielikainen wrote:
>
> > How can I move a picture to video memory very fast? (move.l is much too slow...
>
> Try e.g. the Blitter. you can even go on with the rest of the Program
> while the blitter moves the block for you.

Well, it not quite true, unfortunately. There are two modes you can use
the Blitter in. Either only Blitter and lock the system, or share time
with the 68k. The second mode only reduced the amount of time for the two,
so they're not really working in parallel, and this wont improve the use.

> BTW the 030er has some Instructions for Block moves. at least it is
> possible to fill all the Registers iwith one Instruction and write them
> out again with another.

This isn't only 030, it's on all 68K, called movem. It's only faster than
many move.l if you use a lot of registers, don't know how many, but I
think you'll have to use eight or more.
This would be my choice, if you can spare many registers for the move.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3296. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <844796750_OASIS_@swampdog.demon.co.uk>
Source record: 8939

In article <536o5q$vep@kaon.kuai.se>
dhedberg@moksha.kuai.se (Daniel Hedberg) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: I've hunted high and low for the AES opcode for the above function.
>: Can somebody tell me what it is please!
>
>Hi,
>
>As far as I know there does not exist an AES function named
>menu_unregister, and I can't see what use it would be for. There does
>exist a function called menu_register, though, but I guess you already
>knew that.

It's existence is mentioned in the MagiC 2 manual but no assembly
binding or explanation of its purpose. From discussions on irc it
seems there is a difference:

MagiC 2 app:
menu_register() then terminate removes the entry leaving a blank slot
in the "desk" entry.

Magic >2 app:
menu_register() then terminate removes the entry and removes the slot.

I'm simply curious to find out if menu_unregister() removes the blank
slot under MagiC 2.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3297. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <844796704_OASIS_@swampdog.demon.co.uk>
Source record: 8940

In article <Pine.A32.3.91.961005195940.20684B-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On Sat, 5 Oct 1996, Guy Harrison wrote:
>
>>
>> Hi folks,
>>
>> I've hunted high and low for the AES opcode for the above function.
>> Can somebody tell me what it is please!
>
>AES opcode for menu_unregister is 36. Note that menu_popup has the same
>opcode. AES distinguishes between them via the number of parameter of
>each type.

Thanks. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3298. Re: RSC to C

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <844797640_OASIS_@swampdog.demon.co.uk>
Source record: 8941

In article <32565d22.2889846@news.idiscover.co.uk>
mark@mdsh.com (Mark Himsley) said:-

>
>>> I'm wondering if there is a program somewhere that is able to convert an
>>> RSC file to C code?
>>> It has to be able to convert CICON objects too.
>>an old but good program may do this very well, it is "WERKS", which was
>>produced by HISOFT. It is copyrighted and can be found also in the Lattice
>>C package.
>
>It's DERCS from HISOFT which de compiles RSC files and turns it into 'C'.
>It works very well on every RSC I've tried, including colour icons.

I started writing one of these. I implemented enough to convert
whatever resource it was that I needed converting at the time. Email
me if you want the source (MWC K&R C) to look at.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3299. FS: [NL] TT030

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-09 00:00:00 UTC
From: Han van Almkerk <jlalmkerk@lucent.com>
Message-ID: <325C07A8.701E@lucent.com>
Source record: 8842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.os.linux.m68k

FOR SALE: Atari TT030, 4 Mb ST ram and 4 Mb TT ram.

- TTM194 19" monitor.
- TOS version 3.05.
- 720Kb floppy drive.
- 212 Mb and 48 Mb harddisks.
- SLM804 Laser printer.
- Spectre GCR mac emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Lots of software and books.
- etc, etc ...

Asking fl. 1700,-
email for more details.

--

Han van Almkerk _\\///_
Information Automation Engineering //. .\\ Lucent
Technologies
--------------------------------.oooO--(_)--Oooo.--------------------------
Botterstraat 45
P O Box 18 Phone: (+31) (0)35 687
4583
1270 AA Huizen .oooO Fax: (+31) (0)35 687
4884
Netherlands (Earth) ( ) Oooo. Email:
jlalmkerk@lucent.com
-----------------------------------\ (--(
)----------------------------
_)) /
(_/

3300. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-09 00:00:00 UTC
From: Phill Hugo <plh102@york.ac.uk>
Message-ID: <325BC174.2E91@york.ac.uk>
Source record: 8843

Is should be possible to use the DSP to shift it around??? I have not got one or ever worlked on one but I would have thought that the DSP is a perfect slave for the job. Forgive me if I'm wrong

3301. menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-09 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <284_RCain@nest.demon.co.uk>
Source record: 8844

Hi guy@swampdog.demon.co.uk, on 05 Oct 96 you wrote:

g>
g> I've hunted high and low for the AES opcode for the above function.
g> Can somebody tell me what it is please!

I can't find it documented ANYWHERE.

Have you tried playing with opcode 36? If it's anything it's likely to be
this one.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3302. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-10 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>
Source record: 8845

On Wed, 9 Oct 1996, Phill Hugo wrote:

> Is should be possible to use the DSP to shift it around??? I have not got
> one or ever worlked on one but I would have thought that the DSP is a
> perfect slave for the job. Forgive me if I'm wrong

First of all, what do you mean by shifting it around?

It is possible to use the DSP for image processing, but remember that the
DSP hasn't got very much RAM memory to use, so large pictures, or even
medium sized, can't be processed at once.
And, if only doing a filter or something like that, it would take too much
time sending data to and from the DSP to really make it useful, at least
in real time applications.

One good thing is that it is possible to use handshaked DMA transfer to
and from the DSP, which makes it possible to use the DSP completely
separated from the CPU, which will therefore be free to do other things.
The transfer rate on DMA transfers though are slower than the regular host
transfer, so it sort of depends on the application.

Of course, no matter the speed, it's more fun programming the DSP! :)

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3303. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-10 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <53i9ib$r12@newsserver.rrzn.uni-hannover.de>
Source record: 8846

Roger Cain (RCain@nest.demon.co.uk) wrote:
: I can't find it documented ANYWHERE.

It's a function of GEM/2, that never was ported for the ST.
This function is also included in MagiC, but not in any other ST OS.
Take a look at MT_AES, the multi-threaded-AES-library. This library
includes _ALL_ AES-calls.

--

ANDREAS KROMKE

3304. TOS 2.06

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-10 00:00:00 UTC
From: dbacon@h659.dunton.ford.com
Message-ID: <53iue9$e9r@eccdb1.pms.ford.com>
Source record: 8847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi All

I have a couple of computers I am considering upgrading and I was hoping that somebody out there in Atari Land could advise me as to what advantages I obtain through the upgrade, or possible disadvantages, ie. new Bugs, incompatibilities etc.

The machines I am considering are:-

STFM 4Meg, current TOS 1.09, No Blitter.
STe 4Meg, current TOS 1.62, Blitter Fitted.

In addition can anyone recommend a good source for the upgrade chips.

Don Bacon, BA(Hons) C.Eng. M.I.E.D., Design Engineer,
Electrical & Fuel Handling Division, Ford Motor Co. Ltd.
Tel : +44 (1268) 404296
FAX : +44 (1268) 404334
Email : dbacon@ford.com

3305. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <53iqbn$14m@balaena.bio.vu.nl>
Source record: 8848

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: Of course, no matter the speed, it's more fun programming the DSP! :)

OK, but are there any docs on HOW to program the DSP?
I haven't found much yet...

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Sir, they've taken mr. Rimmer!"
- "Quick, let's get out of here before they bring him back!"

3306. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-10 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <53idq7$o9t@nyheter.chalmers.se>
Source record: 8849

In article <Pine.GSO.3.95Lrindlow.961010000156.19103B-100000@tiny.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> wrote:
...
>It is possible to use the DSP for image processing, but remember that the
>DSP hasn't got very much RAM memory to use, so large pictures, or even
>medium sized, can't be processed at once.

Fortunately, many image processing operation work fine even if you can
only have a small part of the image available at once.

>And, if only doing a filter or something like that, it would take too much
>time sending data to and from the DSP to really make it useful, at least

Uhm, doing a standard convolution filter is _much_ faster with the DSP
than anything you could do via the normal 16 Mhz '030.

On a 640x480 greyscale picture, MGIF does a 3x3 convolution in 0.8 seconds
using the DSP and a 5x5 convolution 1.11 seconds. (640x480x16 colour mode)
For the 3x3 convolution that is 9 multiplications, 1 'divide' and limiting
to 0-255 for the result. 5x5 needs 25 multiplications.

Granted, other image processing programs using the DSP don't come anywhere
close to that speed, but that's not my fault. ;-)

>in real time applications.

Yes, real time image processing needs serious hardware.

>One good thing is that it is possible to use handshaked DMA transfer to
>and from the DSP, which makes it possible to use the DSP completely
>separated from the CPU, which will therefore be free to do other things.

I've been planning to take a look at that. Could be useful for some things.

>Of course, no matter the speed, it's more fun programming the DSP! :)

That it certainly is!

The nice little card with an XC68040RC33 that's lying on a desk nearby
waiting to be installed will probably also be much fun, though. :-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3307. Re: ICTARI goes on-line !

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-11 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GJLMEAUQUp@tos.ak.planet.gen.nz>
Source record: 8850

In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :

> The Atari Programmer's User Group

What is this group? Could you post some details about it (purpose,
how does one become a member, etc.)

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.ak.planet.gen.nz/user/mario/ o( )
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/ / /\

3308. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-11 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <53lavf$4ug@lira.i-way.co.uk>
Source record: 8851

lvzon@bio.vu.nl (Levien van Zon) mumbled indistinctly:

>Tomas Berndtsson (tobe@lysator.liu.se) wrote:

>: Of course, no matter the speed, it's more fun programming the DSP! :)

>OK, but are there any docs on HOW to program the DSP?
>I haven't found much yet...

You can get the complete manual for the DSP56000 from Motorola's
WWW site (it's a pretty big download, but well worth the effort).

Craig.

3309. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-11 00:00:00 UTC
From: cpb4@ukc.ac.uk
Message-ID: <642@cypress.ukc.ac.uk>
Source record: 8852

Tomas Berndtsson <tobe@lysator.liu.se> wrote:
>Well, it not quite true, unfortunately. There are two modes you can use
>the Blitter in. Either only Blitter and lock the system, or share time
>with the 68k. The second mode only reduced the amount of time for the two,
>so they're not really working in parallel, and this wont improve the use.

To the original poster: If you want to use the Blitter, I suggest you
get its manual from Graphics/blit.arc on atari.archive.umich.edu. Some
relevant paragraphs from it are:

The HOG bit, when cleared, causes the processor and the blitter to
share the bus equally. In this mode each will get 64 bus cycles
while the other is halted. When set, the bit will cause the
processor to be halted until the transfer is complete. In either
case the BLiTTER will yield to other DMA devices. [...]

[...]

The BLiTTER is usually operated with the HOG flag cleared. In this
mode the BLiTTER and the ST's cpu share the bus equally, each
taking 64 bus cycles while the other is halted. This mode allows
interrupts to be fielded by the cpu while an extensive BitBlt is
being processed by the BLiTTER. There is a drawback in that
BitBlts in this shared mode may take twice as long as BitBlts
executed in hog mode. Ninety percent of hog mode performance is
achieved while retaining robust interrupt handling via a method of
prematurely restarting the BLiTTER. When control is returned to
the cpu by the BLiTTER, the cpu immediately resets the BUSY flag,
restarting the BLiTTER after just 7 bus cycles rather than after
the usual 64 cycles. Interrupts pending will be serviced before
the restart code regains control. If the BUSY flag is reset when
the Y_Count is zero, the flag will remain clear indicating BLiTTER
completion and the BLiTTER won't be restarted.

(Interrupt service routines may explicitly halt the BLiTTER during
execution time critical sections by clearing the BUSY flag. The
original BUSY flag state must be restored however, before
termination of the interrupt service routine.)

I thought I'd heard that the 68030-based Ataris didn't have a Blitter
chip because the 030 could emulate it faster anyway? Or did that only
apply to the 32MHz TT?

--Charles

3310. ******FREE DEMO******

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-11 00:00:00 UTC
From: remove1@juno.com
Message-ID: <53m9pk$and@usenet10.interramp.com>
Source record: 8853

Greetings!

This email is intended for persons that are interested in electronic marketing and online business. Your email addresses was selected because you were listed in the net abuse newsgroup as someone who probably had their message deleted. If you are interested in learning how you can market online in a way that the cyber-cops can't stop you, read on. If you don't fall into this category please excuse the intrusion and ignore this message.

Within my targeted group electronic marketers and online businesses, I am especially looking for individuals that are interested in marketing using email. If you are in that group, you may be interested in a software package I distribute called Email Works. If you'd like more information and a FREE DEMO simply call our offices at: 609-933-0644 or 212-953-5234

Don't reply to the email address from which this came for more information.

If you want to be placed on my remove list, reply to the address you received this email from with the word remove in the subject line.

Thank you,
Lisa

3311. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-11 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961011214958.5152B-100000@tiny.lysator.liu.se>
Source record: 8854

On 10 Oct 1996, Levien van Zon wrote:

> Tomas Berndtsson (tobe@lysator.liu.se) wrote:
>
> : Of course, no matter the speed, it's more fun programming the DSP! :)
>
> OK, but are there any docs on HOW to program the DSP?
> I haven't found much yet...

I have started writing about this on my homepage, at URL:
http://www.lysator.liu.se/~tobe/DSP/DSP-main.html

I haven't written more than what I have there, and right now my studying takes too much of the time I have. Ok, so I'm a little lazy too, I admit! More will come in the future, but the things so far are mostly introduction to the DSP, how it uses fixpoint numbers, it's registers and stuff like that. Nothing Atari specific is written yet, but I'm sure this can be found somewhere else.

I will gladly help anyone who wants to start program the DSP.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3312. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-12 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961012170023.28418A-100000@tingeling.lysator.liu.se>
Source record: 8855

On 10 Oct 1996, Johan Klockars wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> wrote:
> >One good thing is that it is possible to use handshaked DMA transfer to
> >and from the DSP, which makes it possible to use the DSP completely
> >separated from the CPU, which will therefore be free to do other things.
>
> I've been planning to take a look at that. Could be useful for some things.

We have done this already and have working routines for handshaked DMA transfers both to and from the DSP. It's good if you have data that the CPU are drawing on the screen that the DSP has calculated. Then you can have two buffers, one the CPU is using and one the DSP uses, and flip between these.

In one of our latest projects, the Mpeg-2 audio player for Falcon, we also use handshaked DMA transfer to the DSP and nonhandshaked (frequent) transfer from the DSP to the DAC.

I'm currently working on an GEM interface for it. A VERY beta version of it can be found at
ftp://kaneda.hemmet.s-hem.chalmers.se/pub/nocrew/tos/mp2audio.tar.gz

Sorry about the .tar.gz even if it's TOS only, but there are depackers for these.

This version only works with an external 44.1Khz clock, unfortunately. The finished version will have support for internal clock.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3313. Re: menu_unregister()

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <845232214_OASIS_@swampdog.demon.co.uk>
Source record: 8856

In article <844796750_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

quoting myself... :-)

>It's existence is mentioned in the MagiC 2 manual but no assembly
>binding or explanation of its purpose. From discussions on irc it
>seems there is a difference:
>
>MagiC 2 app:
>menu_register() then terminate removes the entry leaving a blank slot
>in the "desk" entry.
>
>Magic >2 app:
>menu_register() then terminate removes the entry and removes the slot.
>
>I'm simply curious to find out if menu_unregister() removes the blank
>slot under MagiC 2.

I tried it. The function removes the entry but still leaves a blank
slot so is pointless implementing just before program termination.
Such is life. (MagiC 2).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3314. NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-13 00:00:00 UTC
From: mike@interware.it
Message-ID: <201_mike@interware.it>
Source record: 8857

I am actually using NOS to connect to my provider, the problem is: it does not work ! It works on a friend's SLIP account but sleeps on ppp+PAP authentication with my provider, running NT server+backoffice, accepting ppp+PAP immediately after modem connection.

I talked with David Nash, but trying "status up" in dialer or "ifconfig <iface> up" after connection to start ppp negotiation doesn't help, the line falls suddenly. I would even correct NOS sources, but I should work on NOS POP3 version not rebuilding also this stuff, so please, can anybody help me (at least to find those sources) ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

3315. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvicdeqvg.fsf@emw.ericsson.se>
Source record: 8858

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> In one of our latest projects, the Mpeg-2 audio player for Falcon, we also
> use handshaked DMA transfer to the DSP and nonhandshaked (frequent)
> transfer from the DSP to the DAC.

Hmm... have you ever thought about doing am mpeg-2 encoder as well using the DSP,
or isn't it possible? Now there isn't any encoders for the falcon so the
mpeg-2 player is rather useless, atleast for me. :-\

> I'm currently working on an GEM interface for it. A VERY beta version of
> it can be found at

Nice. What will the GEM interface do? AS it's just a player it can't do much,
but it's nice anyway. :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3316. Re: ICTARI goes on-line !

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: Movement <movement@cs.man.ac.uk>
Message-ID: <32622926.41C67EA6@cs.man.ac.uk>
Source record: 8859

Mario Becroft wrote:
>
> In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :
>
> > The Atari Programmer's User Group
>
> What is this group? Could you post some details about it (purpose,
> how does one become a member, etc.)

Try

http://www.cs.man.ac.uk/~levonj5/ictari/ictainde.htm

3317. Re: ICTARI goes on-line !

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <53taeh$4gp@m1.cs.man.ac.uk>
Source record: 8860

In article <32622926.41C67EA6@cs.man.ac.uk>, Movement <movement@cs.man.ac.uk> writes:
>Mario Becroft wrote:
>>
>> In <844653838_OASIS_@elis.demon.co.uk> G Greenway wrote :
>>
>> > The Atari Programmer's User Group
>>
>> What is this group? Could you post some details about it (purpose,
>> how does one become a member, etc.)
>
>Try
>
>http://www.cs.man.ac.uk/~levonj5/ictari/ictainde.htm
^^^^^^
Oh dear, getting your own URL's wrong! :-)

http://www.cs.man.ac.uk/~levonj5/movement/ictainde.htm

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3318. Problems with cpp (gcc 2.6.1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: fvk@cs.vu.nl
Message-ID: <Dz981K.Dq2@cs.vu.nl>
Source record: 8861

Hello,

Last week, I grabbed MiNT 1.14 of the web and tried to compile it
using my gcc 2.6.1 on my Mega STe4 running MiNT 1.12-Beta.
Compiling went ok, but somehow the preprocessor cannot handle the
'\' in a c-source to indicate that a *program* line continues after the
ascii 'end-of-line'.

Is this a 'dos/unix' problem concerning cr/lf? What is going wrong?
And, of equal importance, how to fix it?

Many thanx in advance!

Greetings

Florentijn van Kampen

--
mailto: fvk@cs.vu.nl URL: http://www.cs.vu.nl/~fvk

System Administrator at the department of
Mathematics and Computer Science, VU Amsterdam.

3319. I need a Minix aware version of 'find' for MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1410961430450001@47.85.0.99>
Source record: 8862
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,st

Can anybody reccommend a version of 'find' which works with Minix partitions?

I am using the version from Knarf's German MiNT Distribution, GNU Find version 4.1 (I think). When I use 'find' on a TOS partition, it works as expected.

When I use 'find' on a Minix partition (30 character file names), it quits immediately with an error' memory exhausted'.

Also, can anybody tell me the correct way to pass arguments to find's '-exec' option. On another version of find, I had success with the following:-

find . -name *.ZIP -exec "ZIP -xrg {}".

When I try this with GNU find, it complains about no parameters for -exec.

I have read the 'find' MAN file, but can't make sense if it.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3320. Debug in Lattice C???

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <845306770_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 8863

Help!
I am trying to update Telnet with Lattice C, using uncompleted
source from Dan Ackerman. I can run the program under lattice C in
debug mode just fine, but from the desktop it just gives me two bombs,
and crashes the computer. Totally. It doesn't even reboot right without
a complete reset.
Does anyone have any experience with debug who can give me some
help???

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

3321. Game programmer position offered.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: Lou Haehn <lhaehn@nufx.com>
Message-ID: <01bbb9e3$8b9604c0$6afd36ce@nufx.enteract.com>
Source record: 8864

Established suburban Chicago, Illinois game developer
is seeking experienced game programmers and experienced
Windows programmers.

If you have background in game development or Windows
development and would like to enter the game field,
please contact us to discuss a possible position.

We are licensed developers for 3DO, Atari, Nintendo,
Sega, and Sony.

Send your resume to NuFX, Inc., 1870 N. Roselle Road,
Suite 101, Schaumburg, Illinois 60195. You may email
your resume to us. Use the following email address:
resumes@nufx.com. Your may also visit our web site
at http://www.nufx.com.

3322. Re: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <845391668_OASIS_@swampdog.demon.co.uk>
Source record: 8865

In article <201_mike@interware.it>
mike@interware.it (Mike De.Petris) said:-

>I am actually using NOS to connect to my provider, the problem is: it does
>not work ! It works on a friend's SLIP account but sleeps on ppp+PAP
>authentication with my provider, running NT server+backoffice, accepting
>ppp+PAP immediately after modem connection.

I use PPP myself but it does not involve PAP.

>I talked with David Nash, but trying "status up" in dialer or
>"ifconfig <iface> up" after connection to start ppp negotiation
>doesn't help, the line falls suddenly. I would even correct NOS
>sources, but I should work on NOS POP3 version not rebuilding also
>this stuff, so please, can anybody help me (at least to find those
>sources) ?

The Lattice sources for Nos 0.42 can be found FTP'd from
ftp.demon.co.uk. Look in pub/atari and you should find them fairly
easily. I have not found the sources for POP3 Nos myself either, so if
you do find them let me know!

Having said that, Nos 0.42 does contain POP source modules. I do not
know why they are unimplemented!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3323. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-14 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961014205107.24629C-100000@tiny.lysator.liu.se>
Source record: 8866

On 14 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
>
> > In one of our latest projects, the Mpeg-2 audio player for Falcon, we also
> > use handshaked DMA transfer to the DSP and nonhandshaked (frequent)
> > transfer from the DSP to the DAC.
>
> Hmm... have you ever thought about doing am mpeg-2 encoder as well using the DSP,
> or isn't it possible? Now there isn't any encoders for the falcon so the
> mpeg-2 player is rather useless, atleast for me. :-\

It's not me who has done the DSP code for this, it's Fredrik Noring.
See: http://www.lysator.liu.se/~noring

But there is a possibility there will be an encoder too. Not in the near
future though.

Mpeg-2 song can be found on http://www.iuma.com
It's slow, but some small songs can be fetched from there.

> > I'm currently working on an GEM interface for it. A VERY beta version of
> > it can be found at
>
> Nice. What will the GEM interface do? AS it's just a player it can't do much,
> but it's nice anyway. :-)

Well, it's just a shell for play, stop, load, pause. A future feature will
be to have lyrics to the songs syncronized with the playing song.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3324. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-15 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvran0e8in.fsf@emw.ericsson.se>
Source record: 8867

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > Hmm... have you ever thought about doing am mpeg-2 encoder as well using the DSP,
> > or isn't it possible? Now there isn't any encoders for the falcon so the
> > mpeg-2 player is rather useless, atleast for me. :-\
>
> It's not me who has done the DSP code for this, it's Fredrik Noring.
> See: http://www.lysator.liu.se/~noring

I know.

> But there is a possibility there will be an encoder too. Not in the near
> future though.

That's great! Even a CPU based one would do. Okey it will be very very slow,
but it's still better than nothing until a DSP based encoder gets released.

> Mpeg-2 song can be found on http://www.iuma.com
> It's slow, but some small songs can be fetched from there.

Well, as the internet connection from Ericsson already is ssslooowwww I guess
I will get nothing from this one.

> > > I'm currently working on an GEM interface for it. A VERY beta version of
> > > it can be found at
> > >
> > Nice. What will the GEM interface do? AS it's just a player it can't do much,
> > but it's nice anyway. :-)
>
> Well, it's just a shell for play, stop, load, pause. A future feature will
> be to have lyrics to the songs syncronized with the playing song.

Hehehee.. that sound very cool indeed. ;-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3325. Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-15 00:00:00 UTC
From: mike@interware.it
Message-ID: <259_mike@interware.it>
Source record: 8868

In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :
g> The Lattice sources for Nos 0.42 can be found FTP'd from
g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
g> easily. I have not found the sources for POP3 Nos myself either, so if
g> you do find them let me know!

The same for me.

g> Having said that, Nos 0.42 does contain POP source modules. I do not
g> know why they are unimplemented!

They are only POP2, I think we should be able to find POP3 in the pc version,
as the nospop3 author did, in fact.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

3326. Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-15 00:00:00 UTC
From: mike@interware.it
Message-ID: <252_mike@interware.it>
Source record: 8869

In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :
g> The Lattice sources for Nos 0.42 can be found FTP'd from
g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
g> easily. I have not found the sources for POP3 Nos myself either, so if
g> you do find them let me know!

The same for me.

g> Having said that, Nos 0.42 does contain POP source modules. I do not
g> know why they are unimplemented!

They are only POP2, I think we should be able to find POP3 in the pc version,
as the nospop3 author did, in fact.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

3327. Serial port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <a107cc$f926.3a7@HERMES>
Source record: 8870

Rather than re-invent the wheel (again), I am interested in locating source code to talk to the serial ports and any modems connected thereto, and can handle XYZmodem protocols.

Ideally it would be TSR-able at system start-up, and callable from the currently running app (or apps), although that last part is less necessary.

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

3328. Re: Debug in Lattice C???

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: mbge4mdc@meehpf.ee.man.ac.uk
Message-ID: <542fia$3ne@yama.mcc.ac.uk>
Source record: 8871

In article <845306770_OASIS_NEWS@bdc2-ra.cwru.edu>,
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) writes:
> Help!
> I am trying to update Telnet with Lattice C, using uncompleted
> source from Dan Ackerman. I can run the program under lattice C in
> debug mode just fine, but from the desktop it just gives me two bombs,
> and crashes the computer. Totally. It doesn't even reboot right without
> a complete reset.
> Does anyone have any experience with debug who can give me some
> help???

--

Well I'm certainly no expert on programming, but assuming you mean that it
runs fine from MonST under Lattice, then this _might_ be relevant.

A while ago I had a similar problem with code to read the joystick ports.
Worked fine in MonST, but not from the desktop. It turned out that it was
a simple case of the hardware needing time to initialise properly - single
stepping in MonST was giving it that time, but from the desktop it was too
fast. A simple for loop as a delay solved the problem.

Obviously this is unlikely to be exactly the same problem you're having,
but try looking for places where the machine needs some time to initialise
something.

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

3329. Re: I need a Minix aware version of 'find' for MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DzCp6x.8sB@iglou.com>
Source record: 8872
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,st

In article <gigxr01-14109614304500001@47.85.0.99>, Gerry O'Rourke wrote:
>Also, can anybody tell me the correct way to pass arguments to find's
>'-exec' option. On another version of find, I had success with the following:-
>
>find . -name *.ZIP -exec "ZIP -xrg {}".
>
>When I try this with GNU find, it complains about no parameters for -exec.
>
>I have read the 'find' MAN file, but can't make sense if it.
>
The arguments don't usually have to be quoted, but there should be a
quoted or escaped semicolon (\;) to end the -exec arguments.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3330. STOS.FAQ

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3264bc6d.8181473@news.airtime.co.uk>
Source record: 8873

STOS.FAQ has been updated, Now includes list of graphic files
supported, This is hopefully the first of many lists to be added to
the faq,
Get a copy from my page...its in my sig:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3331. Step by step example GEM app?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: zan660@aol.com
Message-ID: <543ljt$lfj@newsbf02.news.aol.com>
Source record: 8874

-I am trying to brake into the world of Atari progrmaing under MagiCMac, does anyone have some source code to a simple application of any kind which works under MagiCMac and can be complied under GFAtt (I have yet to find a place to buy this!). I know this is a lot to ask but I think it is one of the best ways to learn. I have a MagiCMac web page and would like to post some example code of my own it.

Please email if you can,
Zan

3332. What do You use to develop for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: lenkel@inconnect.inconnect.com
Message-ID: <543m5a$jnu@news.inconnect.com>
Source record: 8875

So what do you think is best: DEVPAC and using assembley or C ?
Which C is really good? Lattice C? or Something else ? Isn't there a simple 68030 compiler that will take assembley Language text files and turn them into PRG's ? Where do I get info on GEM and programming graphics, the blitter, I/O to SCSI or IDE or just "The SYSTEM", ho about serial and parallel port programming and god forbid the LAN port? Where do I get this information and a good Assembley compiler ? Which ones do you recommend ? There are some really comprehensive Assembley packages on the MAC in shareware land, anything like that for the Falcon? Thank-You!

Paul

-lenkel@inconnect.com

3333. 2Mx32 60ns $34.00

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-16 00:00:00 UTC
From: frontier@fii.com
Message-ID: <543pf4$cok@news05.deltanet.com>
Source record: 8876

Hi there,

I am the Marketing Manager of Frontier Industrial, I would like to let you know
of special that we have on 8 MB SIMMS.

I can offer you 2MX32 60ns modules @ $34.00 per piece.
VARS, DEALERS, DISTRIBUTORS, & SYSTEM INTEGRATORS ONLY PLEASE

Frontier Industrial
http://www.fii.com

3334. chips

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-17 00:00:00 UTC
From: Chris Mills <stumilcj@reading.ac.uk>
Message-ID: <Pine.SUN.3.95.961017132919.14803D-100000@sgsscsc1.reading.ac.uk>
Source record: 8877

I am interested in finding all possible details on the intenal IC's of the st, especially the MMU, and all atari custom chips. I would also like info on addressing the disk controller chip for floppy access, as I would like to write a bios/xbios replacement. If anybody can help me please reply to my address directly.

Chris.

3335. Re: Step by step example GEM app?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <845645492_OASIS_@swampdog.demon.co.uk>
Source record: 8878

In article <543ljt$lfj@newsbf02.news.aol.com>
zan660@aol.com (Zan660) said:-

This is general because I dont know anything about GFA ...

>-I am trying to brake into the world of Atari progrmaing under MagiCMac,

Any legally written Gem program will run under MagiC and thus should
do so under MagiCMac. The same applies for most of TOS. MagiC docs can
be found on some german sites and are only in german unfortunately.
Just a few days ago someone (name escapes me) said they were seriously
thinking of translating them to english.

>does anyone have some source code to a simple application of any kind
>which works under MagiCMac and can be complied under GFAtt (I have yet
>to find a place to buy this!). I know this is a lot to ask but I think
>it is one of the best ways to learn. I have a MagiCMac web page and
>would like to post some example code of my own it.

Start by getting some standard Gem docs. Experiment with AES calls and
a resource editor - this is the highest level and will give you some
understanding of OBJECTs. Try controlling a menubar - this will
introduce you to simple messages. Then try dialog boxes to understand
OBJECT's fully. Next try putting the dialog into a window - you wont
be able to do anything with the dialog itself but you will learn the
fundamentals of window messages and control. Check it works in
different resolutions. Now do the same thing in a window using the VDI
to draw text or graphics.

There's a couple of libraries for GFA which will take much of the pain
away I believe.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3336. Re: Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <845645068_OASIS_@swampdog.demon.co.uk>
Source record: 8879

In article <259_mike@interware.it>
mike@interware.it (Mike De.Petris) said:-

>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>scrisse al povero All :
> g> The Lattice sources for Nos 0.42 can be found FTP'd from
> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
> g> easily. I have not found the sources for POP3 Nos myself either, so if
> g> you do find them let me know!
>
>The same for me.
>
> g> Having said that, Nos 0.42 does contain POP source modules. I do not
> g> know why they are unimplemented!
>
>They are only POP2, I think we should be able to find POP3 in the pc
>version, as the nospop3 author did, in fact.

oic! I haven't looked at the code in any great depth and won't be
doing so unless I can port it back to Mark Williams C. This is not
going very well which is strange considering it was ported from MWC in
the first place!

That aside, I can telnet into my pop account and control it from there
if need be. Is that any use?

>Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
>--
>Too old to rock'n'roll, too young to die.
>
>--
>
>

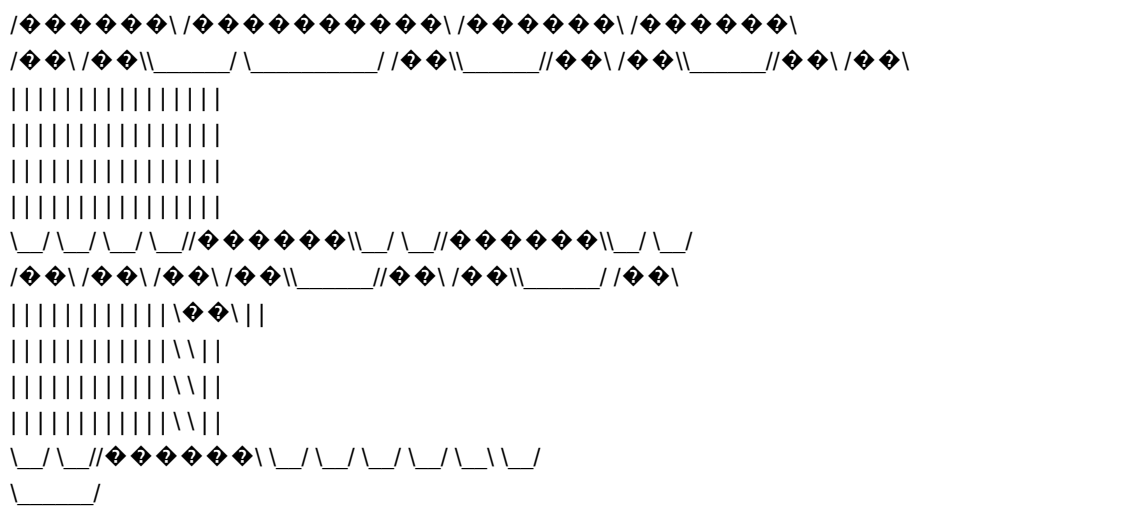
--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3337. ICTARI 39 out now !

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-17 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <845681128_OASIS_@elis.demon.co.uk>
Source record: 8880



The Atari Programmer's User Group

Issue 39 is now available. *Please* don't just grab the .ZIP file and leave without another word ! Come back again, and mail me a nice article, or better yet, post it to the editor. ICTARI needs your support. I've also added a form so that you can tell the 'zine a little about yourself. Please try to fill it in. Bear with me, this is sill my first crack at HTML !

Above All,
Have Fun,
"Augeas"

The URL is:

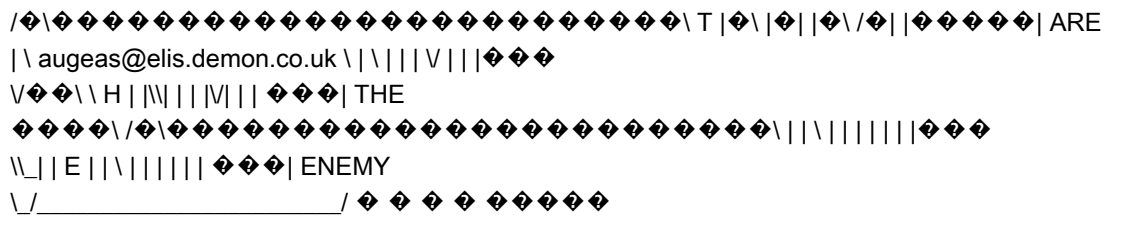
http://www.elis.demon.co.uk/

Or more directly:

http://www.elis.demon.co.uk/ictari/ictari.htm

Hey, how's about some links, people !

--



3338. Homepage...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <547pvq$il6@balaena.bio.vu.nl>
Source record: 8881

I've just started to collect some interesting links for programmers
(especially the ones who don't know where to look for docs)
on my Atari page... Go take a look... (although the page is far from
finished)

http://huizen.dds.nl/~levjenno/atari/

-=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"It's a b... It's a b... It's a small,
off-duty Czechoslovakian traffic warden!"

3339. Re: chips

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-18 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1810961411260001@47.85.0.99>
Source record: 8882

In article
<Pine.SUN.3.95.961017132919.14803D-100000@sgsscsc1.reading.ac.uk>, Chris
Mills <stumilcj@reading.ac.uk> wrote:

> I am interested in finding all possible details on the intenal IC's of the
> st, especially the MMU, and all atari custom chips. I would also like info
> on addressing the disk controller chip for floppy access, as I would like
> to write a bios/xbios replacement. If anybody can help me please reply to
> my address directly.
>

You need to get the Atari service manuals for a real understanding of what
goes on inside the ST.

The service manual gives a good grounding in how everything fits together
inside the ST. It does not contain detailed information on the custom
chips; for information on the others, try the manufacturer's websites, or
get a copy of the data sheets.

For more information, get a copy of the Tech manual, (should be on umich)
which will give internal block diagrams of the video system.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3340. Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-18 00:00:00 UTC
From: mike@interware.it
Message-ID: <309_mike@interware.it>
Source record: 8883

In uno strano messaggio del 17 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
scrisse al povero All :
g> oic! I haven't looked at the code in any great depth and won't be
g> doing so unless I can port it back to Mark Williams C. This is not
g> going very well which is strange considering it was ported from MWC in
g> the first place!
g>
g> That aside, I can telnet into my pop account and control it from there
g> if need be. Is that any use?

Any help about this is helpful, I will soon have a look at last PC sources,
to see if I can update something.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

3341. Re: What do You use to develop for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <a137cc$c222d.20c@HERMES>
Source record: 8884

Paul D. Luscher (lenkel@inconnect.inconnect.com) wrote:
> So what do you think is best: DEVPAC and using assembley or C ?
> Which C is really good? Lattice C? or Something else ?

(I write predominantly for the TT and ST-series using Lattice C 5.60 and Devpac 3.1, but my code will also run on Falcons - I have yet to receive a "it crashed on the Falcon" error report [oops, I've just unleashed a few thousand demons, who'll guarrantee I'll get heaps of bug reports from Falcon owners in the next 24 hours])

Lattice 5.60 is quite good, but, depending on what you want to write, it may be worth your while looking at different languages.

ie DSP native code can only be generated by an assembler (like Devpac DSP), LAttice C will not generate anything but 68k code (68000-68040 and 68331/2) and FPU code (68881/2). Code for the 68851 MMU has to be written in assembly and linked in. (Obvious, I know, but I just thought I'd pre-empt a few nitpicks)

> Isn't there a
> simple 68030 compiler that will take assembley Language text files and
> turn them into PRG's ?

For intricate programming within a predominantly Lattice C app, the included assembler is satisfactory. However, if your assembly code is very intricate or makes use of deeply nested macros (or recursive macros), the lattice C assembler will barf. Therefore, I use Devpac 3.1 on those tasks (it will generate a Lattice object module that can be linked to a Lattice app).

> Where do I get info on GEM and programming
> graphics, the blitter, I/O to SCSI or IDE or just "The SYSTEM", ho about
> serial and parallel port programming and god forbid the LAN port? Where
> do I get this information and a good Assembley compiler ? Which ones do
> you recommend ? There are some really comprehensive Assembley packages on
> the MAC in shareware land, anything like that for the Falcon? Thank-You!

GEM info is found in the (ARRGH! NOT SPIRAL BOUND!!) Lattice 5.60 manuals (If you can get a copy of the 5.x manuals, they _were_ spiral bound and will lie flat - or at least the ones I got with 5.06.02 were in 1991)

The Atari Compendium book is quite good on hardware level info, (register addresses, and bit layouts for some of those registers, but not _how_ to program them) but sometimes you feel that you need more. Usenet is a good second info source!

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

3342. Re: Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-19 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <54agim$b34@lira.i-way.co.uk>
Source record: 8885

guy@swampdog.demon.co.uk (Guy Harrison) mumbled indistinctly:

> In article <259_mike@interware.it>
> mike@interware.it (Mike De.Petris) said:-

>>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>>scrisse al povero All :
>> g> The Lattice sources for Nos 0.42 can be found FTP'd from
>> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
>> g> easily. I have not found the sources for POP3 Nos myself either, so if
>> g> you do find them let me know!
>>
>>The same for me.
>>
>> g> Having said that, Nos 0.42 does contain POP source modules. I do not
>> g> know why they are unimplemented!
>>
>>They are only POP2, I think we should be able to find POP3 in the pc
>>version, as the nospop3 author did, in fact.

>oic! I haven't looked at the code in any great depth and won't be
>doing so unless I can port it back to Mark Williams C. This is not
>going very well which is strange considering it was ported from MWC in
>the first place!

>That aside, I can telnet into my pop account and control it from there
>if need be. Is that any use?

POP3 is mindbogglingly easy to implement - I've got a dead short C
program (<100 lines) that does a POP3 mail fetch using MiNTnet.

Text only, so re-working for NOS (though why folks want to is beyond
me) should be real easy.

Craig.

3343. Re: What do You use to develop for Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-19 00:00:00 UTC
From: Artur Karwatka /VaT <karvatka@mathsun.amu.edu.pl>
Message-ID: <Pine.SOL.3.91.961019180408.7770A@mathsun>
Source record: 8886

On 16 Oct 1996, Paul D. Luscher wrote:

> So what do you think is best: DEVPAC and using assembley or C ?
> Which C is really good? Lattice C? or Something else ?
>
I've found Pure C v1.1 as one of the beST 'C' for Falcon...

> Isn't there a simple 68030 compiler that will take assembley Language
> text files and turn them into PRG's ?
>
DEVPAC 3.10 or newer is "simple & faST" enough! :)

> Where do I get info on GEM and programming graphics, the blitter,
> I/O to SCSI or IDE or just "The SYSTEM", ho about
> serial and parallel port programming and god forbid the LAN port?
>
in Germany there is PROFI BUCH, and there is also English relase of thiz
book, and if I remember right it's called: ATARI COMPEDIUM
if hardware infos are needed, then also look out for HARDWARE v7.0 it's
a text document... should be available on SUNSITE.CNAM.FR /pub/Atari/...
under Docs (or something like that) directory... or maybe on FTP.UNI-KL.DE
/pub/atari/... (maybe "texts" directory)...

> Where do I get this information and a good Assembley compiler ?
> Which ones do you recommend ?
>
I think that DEVPAC v3.10 assembler (maybe there's later version) is the
best for Atari Falcon! [Devpac is a HiSoft product]
to contatc HiSoft: http://www.hisoft.co.uk/products/atari/

> There are some really comprehensive Assembley packages on the MAC in
> shareware land, anything like that for the Falcon? Thank-You!
>
really don't know if there're any shareware assemblers for Atari Falcon...
For Atari ST there was Turbo Assembler, but dunno if it was ported to
Falcon... BTW... for sure one of the best shareware DSP assemblers for
Falcon is QUICK-DSP Assembler by Audoly Gilles [FRANCE], available on
FTP://SUNSITE.CNAM.FR/pub/Atari/Falcon/Programming/...

> Paul
> -lenkel@inconnect.com
>

Artur /vat.

==========
vat /LuZak tEaM {m68oXo/dSP56k/i386+}

```
-------------------------------------
Falcon o3o 16ram/1.2GiG/68882/sc1224/...
Jaguar SERVER SooN...
486DX4-12o 8ram/85oHdd/6xCDr/CL^15"/...
-------------------------------------
Email: karvatka@mathsun.amu.edu.pl
karvatka@vm.amu.edu.pl
modest@mathsun.amu.edu.pl
modest@plpuam11.amu.edu.pl
LUZAKs aRE:
GRAF,Latifah -GfX
Modest,vat,Wachu -C0dE
Prodiz -MSX.
=====================================
```

3344. Re: Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <845829126_OASIS_@swampdog.demon.co.uk>
Source record: 8887

In article <309_mike@interware.it>
mike@interware.it (Mike De.Petris) said:-

>In uno strano messaggio del 17 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>scrisse al povero All :
> g> oic! I haven't looked at the code in any great depth and won't be
> g> doing so unless I can port it back to Mark Williams C. This is not
> g> going very well which is strange considering it was ported from MWC in
> g> the first place!
> g>
> g> That aside, I can telnet into my pop account and control it from there
> g> if need be. Is that any use?
>
>Any help about this is helpful, I will soon have a look at last PC sources,
>to see if I can update something.

On the telnet front it consists (for me from within Nos) of simply

telnet pop.dial.pipex.com 110

The pipex server then tersely introduces itself and sits there doing
absolutely nothing which gives the distinct impression it is a machine
not human interface.

USER maci38

causes it to report "OK <code> valid mailbox".

PASS password

causes it to report "OK <code> User mailbox locked and ready".

At this point I can type other commands such as STAT which tells me
how many emails I've got sat there. I'm afraid I've forgotten the
command to display an email (SHOW <email_num> perhaps?) (I only use it
to see if I should run AntMail). I do remember "DELE <email_number>"
(as shown by STAT) does remove emails.

QUIT

gets you out.

Not having read the relevent RFC's I've no idea if this method of
access if generally supported or not but as it returns RFC type error
codes along similar lines to Nos's NNTP and SMTP it could be worth
investigating further. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3345. Talking to the serial port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <a147cc$108e.348@HERMES>
Source record: 8888

What sequence of Bconin and Bconout calls must one make to implement the X/Y/ZMODEM protocol?

Where might one find a reference to such protocols?

It's to run on a multi-serial port Atari (MSTE/TT/Falcon).

--

Quote For The Month:

"Where did you learn to drive?"
"I took a correspondence course"

3346. Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-20 00:00:00 UTC
From: taliesin@inconnect.inconnect.com
Message-ID: <54d2uc$lsf@news.inconnect.com>
Source record: 8889

I was wondering if there is a java compiler out there for the
atari st? Ive been looking through the ng but cant see anything... could
be that its expired...? anyway thanks for any posts
Justin

3347. Hisoft

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <326a75ce.5996653@news.airtime.co.uk>
Source record: 8890

Has anyone got a Hisoft BASIC Manual for sale?
I have the HiSoft BASIC 2.10 from ATARI World cover disk and could do with a manual or any ASCII helps files or anything?, simple source code? anything really :)

Cheers :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,in STOS BASIC,Inc'many Award Winners
HERO.Island Strike,MultiPakman,VidIgrid,SpotIt,Heartland + More
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

3348. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-21 00:00:00 UTC
From: Shetland Piper <shetland@wavetech.net>
Message-ID: <54eo3p$mkk@tsunami.wavetech.net>
Source record: 8792

C.P.Briscoe-Smith <cpb4@ukc.ac.uk> wrote:
: I thought I'd heard that the 68030-based Ataris didn't have a Blitter
: chip because the 030 could emulate it faster anyway? Or did that only
: apply to the 32MHz TT?

Atari apparently did not have the time to design a completely new blitter chip for the TT. The existing 8mhz one obviously would not work with the 32mhz TT. However, the Falcon does* have a blitter...

3349. Re: Re^2: NOS ppp

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <846013558_OASIS_@swampdog.demon.co.uk>
Source record: 8793

In article <54agim$b34@lira.i-way.co.uk>
c_graham@patrol.i-way.co.uk (Craig Graham) said:-

>From: c_graham@patrol.i-way.co.uk (Craig Graham)
>Newsgroups: comp.sys.atari.programmer
>Subject: Re: Re^2: NOS ppp
>Date: Sat, 19 Oct 1996 10:14:12 GMT
>Organization: Intelligent Research / Data Uncertain
>Lines: 36
>Message-ID: <54agim$b34@lira.i-way.co.uk>
>References: <845645068_OASIS_@swampdog.demon.co.uk>
>Reply-To: c_graham@patrol.i-way.co.uk
>NNTP-Posting-Host: 194.129.193.100
>X-Newsreader: Forte Free Agent 1.0.82
>
>guy@swampdog.demon.co.uk (Guy Harrison) mumbled indistinctly:
>
>> In article <259_mike@interware.it>
>> mike@interware.it (Mike De.Petris) said:-
>
>>>In uno strano messaggio del 14 Oct 96 guy@swampdog.demon.co.uk (90:700/104.1)
>>>scrisse al povero All :
>>> g> The Lattice sources for Nos 0.42 can be found FTP'd from
>>> g> ftp.demon.co.uk. Look in pub/atari and you should find them fairly
>>> g> easily. I have not found the sources for POP3 Nos myself either, so if
>>> g> you do find them let me know!
>>>
>>>The same for me.
>>>
>>> g> Having said that, Nos 0.42 does contain POP source modules. I do not
>>> g> know why they are unimplemented!
>>>
>>>They are only POP2, I think we should be able to find POP3 in the pc
>>>version, as the nospop3 author did, in fact.
>
>>oic! I haven't looked at the code in any great depth and won't be
>>doing so unless I can port it back to Mark Williams C. This is not
>>going very well which is strange considering it was ported from MWC in
>>the first place!
>
>>That aside, I can telnet into my pop account and control it from there
>>if need be. Is that any use?
>
>POP3 is mindbogglingly easy to implement - I've got a dead short C

>program (<100 lines) that does a POP3 mail fetch using MiNTnet.
>
>Text only, so re-working for NOS (though why folks want to is beyond
>me) should be real easy.

If it is simply a matter of doing the telnet commands then I guess it
is!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3350. GDOS printer driver help...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-21 00:00:00 UTC
From: nab@comp.lancs.ac.uk
Message-ID: <DzMvAu.HnB@comp.lancs.ac.uk>
Source record: 8794

I know this is probably a very simple question, but I have recently got hold of a Canon BJ10sx printer, and want to use it to dump some images from GemView and so on.. I guess I need a GDOS printer driver for the BJ10 series.. does anyone have one or know where I can get one from please.. also it needs to work with GDOS release 1.1, as I'm not quite well off enough to get something nice like SPEEDO GDOS yet..

Thanks all in advance,

Neil
(nab@comp.lancs.ac.uk)

3351. Re: Step by step example GEM app?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-21 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <54ej4d$1cu@scanner.worldgate.com>
Source record: 8891

zan660@aol.com (Zan660) wrote:
>-I am trying to brake into the world of Atari progrmaing under MagiCMac,
>does anyone have some source code to a simple application of any kind
>which works under MagiCMac and can be complied under GFAtt (I have yet to
>find a place to buy this!). I know this is a lot to ask but I think it is
>one of the best ways to learn. I have a MagiCMac web page and would like
>to post some example code of my own it.
>
>Please email if you can,
>Zan

Hi Alexander,

If you are looking at GFA Basic, you can get a copy from Systems For Tomorrow,
sft@sound.net

Also, ask him about Face Value, it is like Visual Basic, object oriented programming and is designed to be used in conjunction with =
GFA. You still need GFA to put everything together.

All the best,
Chris @ Computer Direct

http://www.compdirect.com

Need Directions? Join our Atari Support Mailing Lists!

http://www.compdirect.com/directions/

3352. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-22 00:00:00 UTC
From: JRicha00@nest.demon.co.uk
Message-ID: <398_JRicha00@nest.demon.co.uk>
Source record: 8795

Yo,

Your code works but for the wrong reasons, take a look at this revised code
with comments you should get the jist of what's happening:

```
to_printer:
move.b #14,$ffff8800.w ; select port A register
eor.l #$20,$ffff8802.w ; ensure _STROBE_ is low
test_online:
btst.b #0,$fffffa01.w
bne test_online

move.b #15,$ffff8800.w ; select port B register
move.b d0,$ffff8802.w ; put character on port B

move.b #14,$ffff8800.w ; select port A register
ori.l #$20,$ffff8802.w ; set _STROBE_ to high

; possible delay code maybe needed here on faster machines ;

rts
```

On faster machines you may need to insert some code (NOPs will do) to stop
the code from desetting the _STROBE_ signal too early! Although this will
work fine on a standard 8Mhz machine.

Any questions then just ask.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3353. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <54kkn6$57j@orm.southern.co.nz>
Source record: 8796

Hi there!

Justin Thuet (taliesin@inconnect.inconnect.com) wrote:
: I was wondering if there is a java compiler out there for the
: atari st? Ive been looking through the ng but cant see anything... could
: be that its expired...? anyway thanks for any posts
: Justin

Sun Microsystems in their wisdom praised Java as THE ultimate runtime language that would work on ALL platforms. They forgot to say originally that they required a licensing agreement to be signed before you could take away their source code to compile Java for your own platform. Sadly this has scared all Atari coders away thus far...I could be wrong, but if I'm wrong then whoever IS compiling Java for the Atari is being very quiet about it!...:(

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/32Mhz/DSP/FPU

3354. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Message-ID: <Pine.HPP.3.91.961023130151.8125A-100000@rghx50.gp.fht-esslingen.de>
Source record: 8797

```
On Tue, 22 Oct 1996, John Richardson wrote:

> Yo,
>
>
> Your code works but for the wrong reasons, take a look at this revised code
> with comments you should get the jist of what's happening:
>
> to_printer:
> move.b #14,$ffff8800.w ; select port A register
> eor.l #$20,$ffff8802.w ; ensure _STROBE_ is low
Wrong ----^
You have to use this
move.b $ffff8800.w,d1
bclr #5,d1
move.b d1,$ffff8802.w ; now STROBE is sure low

> test_online:
> btst.b #0,$fffffa01.w
> bne test_online
>
> move.b #15,$ffff8800.w ; select port B register
> move.b d0,$ffff8802.w ; put character on port B
>
ok.

> move.b #14,$ffff8800.w ; select port A register
> ori.l #$20,$ffff8802.w ; set _STROBE_ to high
Wrong ----^
move.b #14,$ffff8800.w
move.b $ffff8800.w,d0
bset #5,d0
move.b d0,$ffff8802.w ; set STROBE high

nop ; wait
; maybe more nop or here.

bclr #5,d0
move.b d0,$ffff8802 ; set STROBE low

; STROBE should be a pulse !

rts

NOTE: During this routine set irq-mask to $7 to avoid access of any
other routine (like the disc-check in TOS) to the PSG.
```

> ...

42Bastian

3355. Lottery Information

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: information@ix.netcom.com
Message-ID: <54kqeq$prj@sjx-ixn10.ix.netcom.com>
Source record: 8798

To get information on one of the best lotteries in the world, go to......

http://www.interlotto.li/cgi/hserver.exe?mainlot+serve=_mn_main+urlref=3300000511816

for other information, go to....

http://www.interllotto.com

3356. Pexec problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961023163343.22213C-100000@pallas.amp.uni-hannover.de>
Source record: 8799

I have a problem, hopefully one of you can help ?

I loaded an overlay via Pexec(3,...), then used it via direct calling,
thus no further use of Pexec(). How do I get rid of it later again ?

First thought is Mfree(basepage), but this is probably not the proper
way. What about environment, does it need to be freed separately ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3357. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
Source record: 8800

On 23 Oct 1996, Chris Wilkinson wrote:

> Hi there!
>
> Justin Thuet (taliesin@inconnect.inconnect.com) wrote:
> : I was wondering if there is a java compiler out there for the
> : atari st? Ive been looking through the ng but cant see anything... could
> : be that its expired...? anyway thanks for any posts
> : Justin
>
> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
> language that would work on ALL platforms. They forgot to say originally
> that they required a licensing agreement to be signed before you could
> take away their source code to compile Java for your own platform. Sadly
> this has scared all Atari coders away thus far...I could be wrong, but if
> I'm wrong then whoever IS compiling Java for the Atari is being very
> quiet about it!...:(

The real reason is that until very recently there was no way for Java applets
to run on Ataris, because no OS supported real threads. It appears to me
that recently released MagiC 5.0 could run Java applications, but there
wasn't enough time for the coders to come up with something useful.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3358. Re: Pexec problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-23 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2310961627350001@138.110.7.161>
Source record: 8801

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

> I have a problem, hopefully one of you can help ?
>
> I loaded an overlay via Pexec(3,...), then used it via direct calling,
> thus no further use of Pexec(). How do I get rid of it later again ?
>
> First thought is Mfree(basepage), but this is probably not the proper
> way. What about environment, does it need to be freed separately ?

You've got the method exactly. Use Mfree() to free the environment, then
the basepage.

Dan Wilga
dwilga@mtholyoke.edu

3359. CAROLE LEPILLEUR! PLEASE REPLY!

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-24 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1996Oct24.180316.32882@ludens>
Source record: 8802

Hello ST-fools,

I'm looking for a girl, Carole Lepilleur. He had a letter on one of the Atari newsgroups. I discussed several sings with her, now I've sent a letter again, but haven't got any reponse yet. Now, I "fingered" her and got this reponse:

Account used on Tue Oct 1 10:08 (23 days ago)

It was long ago. Carole, if you're reading this, please write to me to "thehidden@ludens.elte.hu" or "sebi@augusta.inf.elte.hu"!

Thanks!

The Hidden

(P.s.> If someone of you know her, please tell her to contact me.)

3360. problems with man pages...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-24 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <326F9C76.44F9@eng.derby.ac.uk>
Source record: 8803

Hello I use a falcon030 with 4M ram and a small hard disk. I have
tried to install the rest of MiNT, i.e. that over and above what you get
with multiTOS, most of what I have got works except the 'man' routine.
This is driving me up the wall since the instructions on most of the
other utilities I have got are in man format.

Whenever I tried to run man I get one of the following:

A report that Nroff cannot find it's macro file (solved by reinstalling
the whole lot).
or when that works, typing [man xxx] where xxx is any man file I have
produces the following.

pause while program loads.
message [formatting page please wait]
another pause
message [aborted, sorry...]
program returns to command shell.

It does this under MiNT (with or without GEM), and under normal TOS. It
does not complain of missing files etc.

To start with it could not find files but now the Mint directory setup
has it's own (virtual) drive via the alias command in mint.cnf.

The only part of mint I don't use is minix due to a small drive size and
the fact that as yet mint is of little use due to this problem.

I am aware of one possible solution which is as follows:
can anyone post or email me (needhadp@sparcdii.derby.ac.uk) information
on the man page format, e.g. what the embedded command sequences are and
what they do so I can write a viewer that uses GEM and as such can be
used outside Mint etc.

Having used man on unix I would like to be able to decipher the files I
have got. I know you can read most of it but sorting the commands from
the text is a pain.

Thanks to anyone who can help, or direct me to those who can...

Dale Needham
Engineering student derby university.
email : needhadp@spardii.derby.ac.uk

3361. GDOS printer driver help...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-24 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <405_RCain@nest.demon.co.uk>
Source record: 8804

Hi nab@comp.lancs.ac.uk, on 21 Oct 96 you wrote:

n>
n> I know this is probably a very simple question, but I have recently
n> got hold of a Canon BJ10sx printer, and want to use it to dump some
n> images from GemView and so on.. I guess I need a GDOS printer driver
n> for the BJ10 series.. does anyone have one or know where I can get one
n> from please.. also it needs to work with GDOS release 1.1, as I'm not
n> quite well off enough to get something nice like SPEEDO GDOS yet..

Does the 10sx emulate anything, Neil? You'll have to take a look in the
manual but usually you don't need a specific driver for each printer model -
just the one appropriate to its emulation mode.

I have a BJ300 which can either use Epson LQ850 or IBM Proprinter drivers.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3362. ka9q NOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-26 00:00:00 UTC
From: mike@interware.it
Message-ID: <358_mike@interware.it>
Source record: 8805

I want to get make changes to the Atari NOS ka9q version, and possible to the PC one.

I really would like to make NOS able to connect with a ppp PAP server. I am now able to compile NOS 0.42 with Lattice, but I need some help.

I would add POP3 routines as in NOSPOP3, but I cannot find the author of that version, and correct the ppp-pap problem, so:

I am looking for sources, just to avoid rewriting the pop3 client that is working good in nospop3, for this and to correct pop3 or to add new features, I think it would be enough to get the most recent NOS sources for PC, I tryed to do this, but unsuccessfull. I found sources for TurboC in Qualcomm Phil Karn directory, but seems to be old stuff, anyway the attach command does not recognize the ppp protocol (bug?). Mr. Karn says it is dropping this version going on with djpp or something similar, what is this ? I think I need the C version (or C++) to correct the Atari NOS.

My searches on the web give few interesting results about ka9q NOS, so please help me, I would also port to Atari any other PC stuff (written in C) that essentialy lets:

- connect in ppp pap to an NT server Backoffice internet provider
- email (SMTP - POP3)
- nntp
- ftp
- telnet (should be simple)
- scripts (automated sessions)

Please help me.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike

3363. ka9q NOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-26 00:00:00 UTC
From: mike@interware.it
Message-ID: <366_mike@interware.it>
Source record: 8806

I ask you help to correct the NOS problem, at least tell me if any author can be reached by email, or any newsgroup or mailing list is available.

Here is where it fails to connect in ppp-pap, ack is received after pap, then a protocol is rejected, then a config option and then loop until disconnect:

```
Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len 7 (compressed ALL/UI) protocol: PAP
0000 c0 23 02 03 00 05 00 @#.....
Sat Oct 26 20:24:56 1996 - sl0 PPP/Pap Recv, option: Config Ack, id: 3, len:
Sat Oct 26 20:24:56 1996 - sl0 PPP/PAP Valid Ack:
Sat Oct 26 20:24:56 1996 - sl0 PPP/Pap Req Sent; Open
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Listen ; Start
Sat Oct 26 20:24:56 1996 - making IP source address: 0.0.0.0
Sat Oct 26 20:24:56 1996 - making IP destination address 0.0.0.0
Sat Oct 26 20:24:56 1996 - making IP compression 0x002d
Sat Oct 26 20:24:56 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Listen ; Sending Config Req, id: 4,
len: 20

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len 24 protocol: IPCP
0000 ff 03 80 21 01 04 00 14 01 0a 00 00 00 00 00 00 ...!............
0010 00 00 02 06 00 2d 0f 01 .....-..

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: unknown 0x80fd
0000 80 fd 01 04 00 0a 12 06 00 00 00 01 .}..........
Sat Oct 26 20:24:56 1996 - sl0 PPP Unknown packet protocol: 80fd;
Sat Oct 26 20:24:56 1996 - sl0 PPP/Lcp Opened ; Sending Protocol Reject, id:
5, len: 16

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len 20 protocol: LCP
0000 ff 03 c0 21 08 05 00 10 80 fd 01 04 00 0a 12 06 ..@!.....}......
0010 00 00 00 01 ....

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len 18 (compressed ALL/UI) protocol: IPCP
0000 80 21 01 05 00 10 02 06 00 2d 0f 01 03 06 97 63 .!.......-.....c
0010 e2 77 bw
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
5, len: 16
Sat Oct 26 20:24:56 1996 - checking IP compression 0x002d
Sat Oct 26 20:24:56 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - IPCP REQ: result Config Ack, option 2, length 6
```

```
Sat Oct 26 20:24:56 1996 - making IP compression 0x002d
Sat Oct 26 20:24:56 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - IPCP REQ: result Config Reject, option 3, length 6
Sat Oct 26 20:24:56 1996 - making unimplemented type 3
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Sending Config Reject, id:
5, len: 10

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 04 05 00 0a 03 06 97 63 e2 77 ...!.......cbw

Sat Oct 26 20:24:56 1996 - sl0 recv:
PPP: len 16 (compressed ALL/UI) protocol: IPCP
0000 80 21 04 04 00 0e 01 0a 00 00 00 00 00 00 00 00 .!..............
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Processing Config Reject,
id: 4, len: 14
Sat Oct 26 20:24:56 1996 - making IP compression 0x002d
Sat Oct 26 20:24:56 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:56 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 6,
len: 10

Sat Oct 26 20:24:56 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 06 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 01 06 00 0a 02 06 00 2d 0f 01 .!.......-..
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
6, len: 10
Sat Oct 26 20:24:58 1996 - checking IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - IPCP REQ: result Config Ack, option 2, length 6
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Sending Config Ack, id: 6,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 02 06 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 06 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
6, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 7,
len: 10
```

```
Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 07 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 07 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
7, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 8,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 08 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 08 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
8, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 9,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 09 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 09 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
9, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 10,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0a 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 0a 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
10, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
```

```
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 11,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0b 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 0b 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
11, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 12,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0c 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 0c 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
12, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 13,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0d 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 0d 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
13, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 14,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0e 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 03 0e 00 0a 03 06 00 00 00 00 .!..........
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Nak, id:
```

```
14, len: 10
Sat Oct 26 20:24:58 1996 - making IP compression 0x002d
Sat Oct 26 20:24:58 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Sending Config Req, id: 15,
len: 10

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 0f 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:24:58 1996 - sl0 recv:
PPP: len 10 (compressed ALL/UI) protocol: IPCP
0000 80 21 05 07 00 08 00 00 02 dc .!.......\
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Processing Termin Req, id:
7, len: 8
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Ack Sent; Peer requested Termination
Sat Oct 26 20:24:58 1996 - sl0 PPP/IPcp Req Sent; Sending Termin Ack, id: 7,
len: 4

Sat Oct 26 20:24:58 1996 - sl0 sent:
PPP: len 8 protocol: IPCP
0000 ff 03 80 21 06 07 00 04 ...!....
Sat Oct 26 20:25:02 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:02 1996 - making IP compression 0x002d
Sat Oct 26 20:25:02 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:02 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 16,
len: 10

Sat Oct 26 20:25:02 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 10 00 0a 02 06 00 2d 0f 01 ...!.......-..
Sat Oct 26 20:25:04 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:04 1996 - making IP compression 0x002d
Sat Oct 26 20:25:04 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:04 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 17,
len: 10

Sat Oct 26 20:25:04 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 11 00 0a 02 06 00 2d 0f 01 ...!.......-..
Sat Oct 26 20:25:04 1996 - sl0 PPP checksum error
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Timeout
Sat Oct 26 20:25:08 1996 - making IP compression 0x002d
Sat Oct 26 20:25:08 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Sending Config Req, id: 18,
len: 10

Sat Oct 26 20:25:08 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 01 12 00 0a 02 06 00 2d 0f 01 ...!.......-..
```

```
Sat Oct 26 20:25:08 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 01 12 00 0a 02 06 00 2d 0f 01 .!.......-..
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Processing Config Req, id:
18, len: 10
Sat Oct 26 20:25:08 1996 - checking IP compression 0x002d
Sat Oct 26 20:25:08 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - IPCP REQ: result Config Ack, option 2, length 6
Sat Oct 26 20:25:08 1996 - making IP compression 0x002d
Sat Oct 26 20:25:08 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Req Sent; Sending Config Ack, id: 18,
len: 10

Sat Oct 26 20:25:08 1996 - sl0 sent:
PPP: len 14 protocol: IPCP
0000 ff 03 80 21 02 12 00 0a 02 06 00 2d 0f 01 ...!.......-..

Sat Oct 26 20:25:08 1996 - sl0 recv:
PPP: len 12 (compressed ALL/UI) protocol: IPCP
0000 80 21 02 12 00 0a 02 06 00 2d 0f 01 .!.......-..
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Ack Sent; Processing Config Ack, id:
18, len: 10
Sat Oct 26 20:25:08 1996 - making IP compression 0x002d
Sat Oct 26 20:25:08 1996 - with IP compression slots 16, flag 1
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPcp Ack Sent; Opened
Sat Oct 26 20:25:08 1996 - sl0 PPP/IPCP Compression enabled; Recv slots = 16,
flag = 1; Xmit slots = 16, flag = 1

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Ciao, ** Mike ** mike@interware.it www.interware.it/users/mike
```

3364. Atari Stacy

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-26 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <54uj04$4hi@learnet.freenet.hut.fi>
Source record: 8807

I guess this is the name of Atari's portable ST?
Could someone send me some info about it?
Have Atari done any other portable computers? (ST or higher, no portfolio)
Should I try to buy one? 8] (Sorry but this is the only
atari-conference I can read... 8[)

TWN...

* Kivi (unregistered) 1.41a *

3365. Re: GDOS printer driver help...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-26 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <54tgi9$6k8@ccshst05.cs.uoguelph.ca>
Source record: 8808

Roger Cain (RCain@nest.demon.co.uk) wrote:
: Hi nab@comp.lancs.ac.uk, on 21 Oct 96 you wrote:

: n>
: n> I know this is probably a very simple question, but I have recently
: n> got hold of a Canon BJ10sx printer, and want to use it to dump some
: n> images from GemView and so on.. I guess I need a GDOS printer driver
: n> for the BJ10 series.. does anyone have one or know where I can get one
: n> from please.. also it needs to work with GDOS release 1.1, as I'm not
: n> quite well off enough to get something nice like SPEEDO GDOS yet..

: Does the 10sx emulate anything, Neil? You'll have to take a look in the
: manual but usually you don't need a specific driver for each printer model -
: just the one appropriate to its emulation mode.

: I have a BJ300 which can either use Epson LQ850 or IBM Proprinter drivers.

What Canon calls the BJ10 mode is actually IBM Proprinter mode (or at
least, that's the way it works on my BJ200). A BJ10 specific driver can
be font in the FontGDOS package:
ftp://ftp.uni-paderborn.de/pub/atari/tools/gdos/fontgdos.lzh
It appears that there are also archives of drivers for ink-jet printers
in the same directory.

THeo

3366. O0o&TvnEbHOT TECHNOLOGIES AND FREE STUFFvaGLLm[Mkt

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-27 00:00:00 UTC
From: terry@modesty.com
Message-ID: <a1b7cc$dd12.2cf@nntphost.bbsi.net>
Source record: 8809

The Men's Club - http://www.mens-club.com/
- Hot Technologies
- FREE Stuff
- Exclusive Products
- Health Resources
- Image and Graphics Libraries
Men and Women 18+ Are Welcome!

3367. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GJ3MFDUSUp@tos.ak.planet.gen.nz>
Source record: 8810

In <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On 23 Oct 1996, Chris Wilkinson wrote:
>> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
>> language that would work on ALL platforms. They forgot to say originally
>> that they required a licensing agreement to be signed before you could
>> take away their source code to compile Java for your own platform. Sadly
>> this has scared all Atari coders away thus far...I could be wrong, but if
>> I'm wrong then whoever IS compiling Java for the Atari is being very
>> quiet about it!...:(
>
>The real reason is that until very recently there was no way for Java applets
>to run on Ataris, because no OS supported real threads. It appears to me
>that recently released MagiC 5.0 could run Java applications, but there
>wasn't enough time for the coders to come up with something useful.

Doesn't MiNT support threads? I never used this facility myself, but it all seems to be there.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.ak.planet.gen.nz/user/mario/ o( )
Tariland: http://www.ak.planet.gen.nz/user/mario/tariland/ / /\

3368. Man pages

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <3274A53E.326F@eng.derby.ac.uk>
Source record: 8811

Does anyone know of a way to view man pages on a falcon? I have tried one or two manpagers but non of them worked, one crashed the other displayed the message :

"Formatting Page, aborted sorry..."

Both were installed according to instructions to no avail.

Ideally I would like the specification for man pages, i.e. what are the control characters & what do they do? So that I can write a simple pager package [TOS or maybe GEM].

It would help if you could email this info to me due to a shaky newsgroup setup in netscape 3 [problem this end]

Dale Needham
email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk

Thank you.

3369. XIMG specs

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <3274A63A.7116@eng.derby.ac.uk>
Source record: 8812

Hello can anyone send me the specifications for XIMG files? I have the specs for IMG files (i.e. monochrome) but would like info on how to save colour information so I can USE what I create elsewhere.

Thanks
Dale Needham

email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk

3370. Re: Man pages

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <552cip$4g8@due.unit.no>
Source record: 8813

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:

> Ideally I would like the specification for man pages, i.e. what are the
> control characters & what do they do? So that I can write a simple pager
> package [TOS or maybe GEM].

There is a gem-based man-pager at ftp.fu-berlin.de called manview.

--

Jo Even Skarstein
josk@stud.unit.no
URL: http://www.stud.unit.no/~josk/

3371. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: JRicha00@nest.demon.co.uk
Message-ID: <420_JRicha00@nest.demon.co.uk>
Source record: 8814

Yo,

> Organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
>
>> eor.l #$20,$ffff8802.w ; ensure _STROBE_ is low
> Wrong ----^
> You have to use this
> move.b $ffff8800.w,d1
> bclr #5,d1
> move.b d1,$ffff8802.w ; now STROBE is sure low

The .l should've been .w or .b but otherwise there is no reason to use your
method.

>> move.b #14,$ffff8800.w ; select port A register
>> ori.l #$20,$ffff8802.w ; set _STROBE_ to high
> Wrong ----^
> move.b #14,$ffff8800.w
> move.b $ffff8800.w,d0
> bset #5,d0
> move.b d0,$ffff8802.w ; set STROBE high

Again no reason to type all this code.

> nop ; wait
> ; maybe more nop or here.
>
> bclr #5,d0
> move.b d0,$ffff8802 ; set STROBE low
>
> ; STROBE should be a pulse !

That's just a matter of code ordering, it really makes no difference.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3372. Re: addressing the centronics port

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: JRicha00@nest.demon.co.uk
Message-ID: <421_JRicha00@nest.demon.co.uk>
Source record: 8815

Yo,

> Organization: InterNetNews at News.BelWue.DE (Stuttgart, Germany)
> Wrong ----^
> You have to use this
> move.b $ffff8800.w,d1
> bclr #5,d1
> move.b d1,$ffff8802.w ; now STROBE is sure low
> Wrong ----^
> move.b #14,$ffff8800.w
> move.b $ffff8800.w,d0
> bset #5,d0
> move.b d0,$ffff8802.w ; set STROBE high

You are of course absolutely right, please excuse my earlier reply -mouth
before brain, again!

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3373. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <3274AEEC.446B@in.tu-clausthal.de>
Source record: 8816

Mario Becroft wrote:

> Doesn't MiNT support threads? I never used this facility myself, but it all
> seems to be there.

MiNT supports what all UNIX people call threads: the fork System call is
there since freeMiNT1.12.6 I think.

generally Threads are a bit different. Treads use the same Memory Space
(according to our Professor here who is lecturing about OS).

In Unix two Processes can never use the same Memoryspace. They can only
use shared Memory for some of their Data. This makes it easier to
implement Memory Protection.

Don't think MagiC can do real Threads. AFAIK the Concept there is
combatible to the MiNT concept.

All in all this should not matter, because Java uses the same Idear of
threads as Unix does.

Christof

3374. VDI Drivers

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Didier DONAT <donat@condor.univ-orleans.fr>
Message-ID: <3274B97B.6111@condor.univ-orleans.fr>
Source record: 8817

```
Hello can anyone send me the specifications for .SYS files?
I would like to programm a Printer driver, but i've got no information
about .SYS structure.
```

3375. AES Window handling on STE's

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <553mbj$pin@nnrp1.news.primenet.com>
Source record: 8818

Is there some "unique" AES window handling in the STe TOS (1.62)?
I'm getting reports of windows failing to open the second time on
STe's. I may be issuing wind_close() on a window that has not been
opened yet. Also any window situations reported to cause lockups?

I doesn't seem to happen on my Falcon.

Thanks in advance,
John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

3376. Re: POV 3?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961028174854.10498F-100000@tintin.lysator.liu.se>
Source record: 8819

On Mon, 28 Oct 1996, Dale Philip Needham wrote:

> Hello
> Can anyone tell me if there is a version of POV 3 available for the
> atari series as yet? if so where is it?

Yes, there is, in:
ftp://ftp.uni-kl.de/pub/atari/graphics/raytrace

I may have some directory wrong, but something like that anyway.
I'm not sure if this is compiled 68000 or 68030 though.

Tomas

3377. Re: a great idea that might help

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32753146.9601957@news.airtime.co.uk>
Source record: 8820

On 28 Oct 1996 21:46:27 GMT, okelly@indigo.ie (okelly) wrote:

>THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot

WELL I HOPE YOU LIKE IT A LOT, CAUSE I JUST FORWARDED IT BACK TO YOU,
THEN MADE A COPY AND A NOTE THAT I SENT TO YOUR POSTMASTER,

Makes you wanna shout dunnit :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

3378. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846624248_OASIS_@pcc-uky.campus.mci.net>
Source record: 8821

In article <Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> said:-

>Songs can be found at http://www.iuma.com
>**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Okay, sounds great! How about a ftp site (and path) where we can
get these stereo mpeg songs!? :)

--

```
_/_/_/
```

3379. ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
Source record: 8822

Yes! A new version is available, with lots of bug fixed and new features!

It can be found on these ftp's:

ftp://ftp.nocrew.pp.se/pub/nocrew/tos/mp2_07.lzh

Right now in this directories, but will be moved:
ftp://ftp.uni-kl.de/pub/atari/incoming/mp2_07.lzh

Read more on http://noring.org/mp2/
There you can also get the latest version.

A few new things are:

* The MPEG decoder now uses both handshaked and non-handshaked
DMA communication at once! This was made possible by a special
bit-shifting technology invented by NoCrew.
* The MPEG player doesn't take any CPU time! (except for loading
MPEG data from the disk)
* The decoder now features a GEM interface, also working as ACC.
* Several new options, including pause and stop.
* Automagical sync detection and recovery routines. This feature
enables you to load MPEG files (most cases) not properly aligned.
* Automatic clock detection. The program now checks if an external
clock is available, and uses it if so.
* If the program can't load any MPEG data for a period of time,
the DSP continues to replay until the buffer is empty. The
program will, of course, continue to replay when it gets a
chance to load again.
* Count down display.
* MiNT support, and several other systems.

All sources are included in the package and it's released under the GNU
General Public License 2.

We're also working on a version for Atari Linux.

Songs can be found at http://www.iuma.com
NOTE ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Enjoy!

Fredrik Noring Tomas Berndtsson
noring@lysator.liu.se tobe@lysator.liu.se
http://www.lysator.liu.se/~noring http://www.lysator.liu.se/~tobe

3380. Re: Man pages

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvaft75di4.fsf@emw.ericsson.se>
Source record: 8823

josk@stud.unit.no (Jo Even Skarstein) writes:

> > Ideally I would like the specification for man pages, i.e. what are the
> > control characters & what do they do? So that I can write a simple pager
> > package [TOS or maybe GEM].
>
> There is a gem-based man-pager at ftp.fu-berlin.de called manview.

Talking about man-pages, isn't there a good shell like C-shell or T-schell
for MagiC?? I would love to have a _good_ one. The shit (if you can call
that a shell at all) you get with MagiC is only, that's right, shit.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3381. YM2149

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55401o$73q@learnet.freenet.hut.fi>
Source record: 8824

Is there any standard format for YM2149?
..or any good trackers?
All kind of information would be nice.

TWN...

* Kivi (unregistered) 1.41a *

3382. a great idea that might help

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: okelly@indigo.ie
Message-ID: <5539jj$pmc@niamh.indigo.ie>
Source record: 8825

THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot of
money fast READ THIS!!! and it will change your life. I just read an
article in a newsgroup
describing how to make $ 50,000 in only one month from a $5.00 investment.
Participation is all it
takes to make this work. PLEASE PRINT THIS ARTICLE FOR YOUR REFERENCE AND
ACT NOW!!!
STEP 1:
Invest your $ 5.00 by writing your name and address on five separate
pieces of paper along with the words, 'PLEASE ADD ME TO YOUR MAILING
LIST".
You are paying for a legitimate service. FOLD a $1.00 bill or money order
inside each paper (for safe
delivery cover the dollar bill in the paper), and mail it by standard mail
to the following five
addresses:
• 1.Jason Segal, 5961 Glenhaven cres, Norfolk, Virginia 23508, USA
• 2.Rick Roehrich, 478 Conklintown Rd., Ringwood, NJ 07456, USA
• 3. Allen, P.O. Box 300, St. Peter, Minnesota 56082, USA
• 4.Chuck Rhoades, Rt 5 Box 172, Bowie, TX 76230, USA
• 5.D O'Kelly, 38 Brewery Rd, Blackrock, County Dublin, IRELAND

STEP 2:
Now remove the top name from the list, and move the other name up. This
way, #5 becomes #4 and so on. Put YOUR NAME in as #5 on the list. You can
use your real name or any other name but make sure your address is right.
You can do this by simply retyping this article or re-posting it to other
newsgroups with the edited address.
STEP 3:
Post the revised article to about 300 newsgroups. There are at least
17,000 newsgroups. Try posting to as many newsgroups you can. More posting
means MORE CASH!!!
STEP 4:
Your are now IN BUSINESS FOR YOURSELF, and should start
seeing returns within 7 to 14 days. remember internet is new and HUGE.
There is no way you can
lose. Out of every block of 300 posts, you will get at least 5 responses
(this is very very
conservative estimate). Yes, thats right only $5.00.No checks but real
CASH. Each additional
person who sent you $1.00 also makes 300 additional postings with your
name as #4, 1500
additional postings!! WUH!! At least 50 people will send you $1.00 with

your name as #4 (total
$50 based on a conservative estimate). Now those 50 new people will make
300 postings each
with your name as #3 or 15,000 postings. Average return, 500 people and
$500. These 500
people make 300 postings with your name at #2, that mean 5,000 replies
with $5,000. Finally
5,000 people make 300 postings each with your name as #1 and you get a
return of $50,000
before your name drops off the list. NO RISK. As you see, the potential
for earning is a lot of
money for only $5.00 investment. You MUST follow the rules. REMEMBER,
millions of people
use NEWSGROUPS everyday throughout the world. SAVE this article or get a
printout. GOOD
LUCK and enjoy your new found wealth. ACT NOW ! ACT NOW!

--
; winvn.ini
[Personal]
UserName=okelly
MailAddress=okelly@indigo.ie
Organization=Indigo Navigator User
ReplyTo=okelly@indigo.ie
[Communications]
UseSocket=1
NNTPHost=news.indigo.ie
SMTPHost=mail.indigo.ie
NNTPService=nntp
MailDemandLogon=1
MailForceType=2
DebugComm=1
GenSockDLL=genasync.dll
ConnectAtStartup=1
[Authorization]
NNTPUserName=
NNTPPassword=
NNTPSavePassword=0
[Preferences]
EnableThreading=1
SignatureFile=C:\NAVIGATR\NEWS\WinVn.ini
EnableSignature=1
MailLog=0
MailLogFile=MAIL.LOG
PostLog=0
PostLogFile=POST.LOG
DoList=2
FullNameFrom=1
ArticleThreshold=50
ShowUnsubscribed=1

```
ShowReadArticles=1
ConfirmBatchOps=1
NewWndGroup=1
NewWndArticle=0
SaveArtAppend=1
ConnectAtStartup=1
ConfirmExit=1
ConfirmReplyTo=1
CcByMail=0
ThreadFullSubject=0
GroupMultiSelect=0
ShowUnreadOnly=0
[Coding]
CodingStatusVerbose=0
DumbDecode=0
ArticleSplitLength=50000
EncodingTable=
SubjectTemplate=%s - %f [%p/%t]
MIMEBoundary=*-*-*- Next Section -*-*-*
BlankBeforeMIME=0
DecodePath=C:\NAVIGATR\NEWS\download
BlockCodingStatusAlwaysOnTop=0
ReviewAttach=1
AttachInNewArt=0
ExecuteDecodedFiles=0
KeepArticleHeaderVisible=0
UseSmartFiler=1
EncodingType=Base-64
GenerateMIME=1
MIMEUsageSuggestions=1
MIMEUUType=x-uue
MIMEXXType=x-xxe
MIMECustomType=x-custom3to4
DefaultContentType=Other
AlsoDecodeOpenArticles=0
MinimizeStatusWindows=0
[Interface]
ListFontFace=Courier
ListFontSize=10
ListFontStyle=Regular
ArticleFontFace=Courier
ArticleFontSize=10
ArticleFontStyle=Regular
StatusFontFace=Times New Roman
StatusFontSize=11
StatusFontStyle=Regular
PrintFontFace=Arial
PrintFontSize=12
NetUnSubscribedColor=0,0,200
NetSubscribedColor=0,0,0
```

```
ArticleUnSeenColor=0,0,0
ArticleSeenColor=0,0,200
ArticleTextColor=0,0,0
StatusTextColor=0,0,0
ArticleBackgroundColor=255,255,255
ListBackgroundColor=255,255,255
StatusBackgroundColor=255,255,255
ThumbTrack=1
WinVnFontFace=MS Sans Serif
WinVnFontSize=8
WinVnFontStyle=Bold
CompositionFontFace=Courier
CompositionFontSize=10
CompositionFontStyle=Regular
UseInverseSelections=0
[winvn]
Notice1=**** The [winvn] section is no longer needed unless ****
Notice2=**** you want compatibility with old versions of WinVn ****
[Admin]
Newsrc=C:\NAVIGATR\NEWS\NEWSRC
Version=WinVN 0.93.14
[Searches]
LastArticleTextFind=
LastArticleHeaderFind=
LastGroupNameFind=
[Smart Filer]
OnDupeName=0
OnNameTooLong=0
MaxFileNameLen=8
MaxFileExtLen=3
EnableExtensionConversion=1
[Mail Addresses]
Address1=okelly@indigo.ie
[Logging]
MailLog=0
MailLogFile=MAIL.LOG
PostLog=0
PostLogFile=POST.LOG
[Confirmation]
ConfirmBatchOps=1
ConfirmDisconnect=0
ConfirmSaveOnExit=0
ConfirmReplyTo=1
[Group List]
DoList=2
ShowUnsubscribed=1
GroupListMultiSelect=0
UsenetWindowPos=0,0,400,540
[Article List]
ArticleThreshold=50
```

```
MinArticlesToRetrieve=50
FullNameFrom=0
EnableThreading=1
ShowUnreadOnly=0
NewWndGroup=0
ThreadFullSubject=0
ThreadDepthIndicator=
SaveArtAppend=1
ArtListMultiSelect=1
GroupWindowPos=1,0,800,300
[Article]
NewWndArticle=0
WrapIncomingArticleText=0
WrapIncomingArticleTextLength=80
TrimHeaders=1
ScrollPastHeaders=1
ItalicizeQuotes=1
ArticleWindowPos=130,259,640,362
[Compose]
WordWrap=1
PrefillCcAddress=1
ShowOrgHdr=0
ShowReplyToHdr=0
ShowKeywordsHdr=0
ShowSummaryHdr=0
ShowDistributionHdr=0
ShowFromHdr=0
FollowupSaysTemplate=In article %i, %a says...
ReplySaysTemplate=In article %i, you say...
SignatureFile=C:\NAVIGATR\NEWS\WinVn.ini
EnableSignature=1
[Attachments]
DefaultAttachInNewArt=0
ArticleSplitLength=50000
SubjectTemplate=%s - %f [%p/%t]
GenerateMIME=1
MIMEUsageSuggestions=1
MIMEBoundary=*-*-*- Next Section -*-*-*
MIMEUUType=x-uue
MIMEXXType=x-xxe
MIMECustomType=x-custom3to4
DefaultEncodingType=Base-64
DefaultContentType=Other
EncodingTable=
```

3383. POV 3?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-28 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <3274A738.474C@eng.derby.ac.uk>
Source record: 8826

```
Hello
Can anyone tell me if there is a version of POV 3 available for the
atari series as yet? if so where is it?

thanks

email : needhadp@sparcdii.derby.ac.uk
or
email : needhadp@eng.derby.ac.uk
```

3384. FS: TT030

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Han van Almkerk <jlalmkerk@lucent.com>
Message-ID: <3275F8CB.41C67EA6@lucent.com>
Source record: 8827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.os.linux.m68k

I have for sale an Atari TT030.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 212 MB Maxtor.
- 48 MB Seagate.
- TTM194 19" monitor (1280 x 960 x 2).
- SLM804 laserprinter (just installed new drum and toner).
- Spectre GCR Apple Macintosh emulator.
- Lighthouse tower case with 150 Watt PC power supply.
- Original case and powersuply available and usable without soldering !
- DD drive.
- Also have a HD drive available but needs Ajax controller.
- 8 x 1 Mb simms for TT-RAM upgrade (needs another TT-RAM board).
- Lots of dutch Atari related magazines and books.
- About 175 diskettes with Atari software.
- And more.

All in one sale,
Asking fl. 1700,- (+/- US$ 1000,-)

Han van Almkerk
jlalmkerk@lucent.com

3385. Re: Man pages

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: mbge4mdc@meehph.ee.man.ac.uk
Message-ID: <554i9f$db5@yama.mcc.ac.uk>
Source record: 8828

In article <552cip$4g8@due.unit.no>,
josk@stud.unit.no (Jo Even Skarstein) writes:
> Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
>
>> Ideally I would like the specification for man pages, i.e. what are the
>> control characters & what do they do? So that I can write a simple pager
>> package [TOS or maybe GEM].
>
> There is a gem-based man-pager at ftp.fu-berlin.de called manview.
>

--

And of course, there's a man->ST-Guide convertor as part of the St-Guide
package. Never tried it, though ;)

Cheers,

Xav

--
Email: mbge4mdc@fs1.ee.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

3386. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv918q57a2.fsf@emw.ericsson.se>
Source record: 8829

Tomas Berndtsson <tobe@lysator.liu.se> writes:

>
> Yes! A new version is available, with lots of bug fixed and new features!

Great! So does it work on the Afterburner040 now?

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3387. AES Window handling on S

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <fd9_9610291041@conchbbs.com>
Source record: 8830

```
r > I'm getting reports of windows failing to open the second time
r > on STe's. I may be issuing wind_close() on a window that has
r > not been opened yet. Also any window situations reported to
r > cause lockups?

Only one I can think of is if you put bad pointers for the NAME or
INFO text (or fail to define them before opening).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3388. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>
Source record: 8831

On Mon, 28 Oct 1996, Ronald J. Hall wrote:

> In article <Pine.GSO.3.95Lrindlow.961028192834.11192C-100000@tintin.lysator.liu.se>
> Tomas Berndtsson <tobe@lysator.liu.se> said:-
>
> >Songs can be found at http://www.iuma.com
> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
>
> Okay, sounds great! How about a ftp site (and path) where we can
> get these stereo mpeg songs!? :)

Don't have a path, but iuma also have ftp on ftp.iuma.com
The connection is still slow though. At least from Sweden, may be faster
from US.

Enjoy,

Tomas

3389. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <555j3b$6kv@ornews.intel.com>
Source record: 8832

In article
<Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> wrote:
>> >Songs can be found at http://www.iuma.com
>> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
>Don't have a path, but iuma also have ftp on ftp.iuma.com
>The connection is still slow though. At least from Sweden, may be faster
>from US.

It's pretty fast from here, but I can't find anything for Atari or Falcon by
following the exisiting paths.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

3390. Re: a great idea that might help

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32764dd2.23674358@news.airtime.co.uk>
Source record: 8833

On 28 Oct 1996 21:46:27 GMT, okelly@indigo.ie (okelly) wrote:

>>THIS IS A REAL OPPORTUNITY TO MAKE MONEY GET RICH QUICK If you want a lot

> WELL I HOPE YOU LIKE IT A LOT, CAUSE I JUST FORWARDED IT BACK TO YOU, THEN MADE A COPY AND A >NOTE THAT I SENT TO YOUR POSTMASTER,

> Makes you wanna shout dunnit :)

That was quick, i just got a nice letter from this guys postmaster
who says he has suspended his account until he gets in touch, when he
does, he will then get a warning and a lesson in usenet ettifingy:)

It was a nice response and the original spammer is getting his arse
kicked,
Do I feel like a snitch? no! I am sick of seeing these get rich quick
schemes and they are illegal, and certainly have no place in
comp.sys.atari.programmer

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

3391. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846690380_OASIS_@pcc-uky.campus.mci.net>
Source record: 8834

In article <Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> said:-

>Don't have a path, but iuma also have ftp on ftp.iuma.com
>The connection is still slow though. At least from Sweden, may be faster
>from US.

Thanks, I'll go there this evening and check it out...! :)

--

_/_/_/

3392. Re: a great idea that might help

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <846702348_OASIS_@pcc-uky.campus.mci.net>
Source record: 8835

In article <32764dd2.23674358@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> That was quick, i just got a nice letter from this guys postmaster
>who says he has suspended his account until he gets in touch, when he
>does, he will then get a warning and a lesson in usenet ettifingy:)
>
> It was a nice response and the original spammer is getting his arse
>kicked,
> Do I feel like a snitch? no! I am sick of seeing these get rich quick
>schemes and they are illegal, and certainly have no place in
>comp.sys.atari.programmer

Here! Here! (atta-boy, Tony!)

--

```
_/_/_/
```

3393. Re: a great idea that might help

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <555ugg$co4@dux.dundee.ac.uk>
Source record: 8836

Tony Greenwood (stosser@airtime.co.uk) wrote:
: I am sick of seeing these get rich quick
: schemes and they are illegal, and certainly have no place in
: comp.sys.atari.programmer
Quite right - atari programming has nothing to do with getting rich quick :-)

Davy

--
Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

3394. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <555f16$cb5@lira.i-way.co.uk>
Source record: 8837

Christof Donat <cdonat@in.tu-clausthal.de> mumbled indistinctly:

>MiNT supports what all UNIX people call threads: the fork System call is
>there since freeMiNT1.12.6 I think.

Fork was always there wasn't it? I thought it was the non-blocking
vfork() that wasn't supported.

>generally Threads are a bit different. Treads use the same Memory Space
>(according to our Professor here who is lecturing about OS).

You can implement Threads by using Pexec (I forget the mode) to
execute a pre-loaded basepage and making it a copy of the current
basepage - this means that although it becomes a seperate process, it
shares the address space of the parent and executes in parallel.

Craig.

3395. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961029212930.19744B-100000@tintin.lysator.liu.se>
Source record: 8838

On Tue, 29 Oct 1996, Rich Tietjens wrote:

> In article
> <Pine.GSO.3.95Lrindlow.961029161745.10788C-100000@tiny.lysator.liu.se>,
> Tomas Berndtsson <tobe@lysator.liu.se> wrote:
> >> >Songs can be found at http://www.iuma.com
> >> >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
> > >
> > >Don't have a path, but iuma also have ftp on ftp.iuma.com
> > >The connection is still slow though. At least from Sweden, may be faster
> > >from US.
> >
> > It's pretty fast from here, but I can't find anything for Atari or Falcon by
> > following the exisiting paths.

No no!
I guess you've got the program. If not, the latest can be found at:
ftp://ftp.nocrew.pp.se/pub/nocrew/tos/mp2_07.lzh

In fact, I recommend that you do download this file now, because I've
fixed a bug from the previous. If you drag a .mp2 file to the
mp2audio.prg, it will now start the program and play the song
automatically.

The songs are not Atari or Falcon specific. They are Mpeg Audio Layer II
format, a compression format. The normal extension to the songs are .mp2
and those can be found at iuma. Look in the directory /indexes at
ftp.iuma.com. There you can search by artist, by title or other ways.

It's a little tricky to see directly if the song is stereo from ftp. You
have to follow all symbolic links to the actual .mp2 file. Those files are
named stereo-title.mp2 or mono-title.mp2. Be sure to only get stereo as
this version only support those.

If you go through www, it's easier to see what's what.

Hope you find anything of interest.

Tomas

3396. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
Source record: 8839

```
On Mon, 28 Oct 1996, Mario Becroft wrote:

] In <Pine.A32.3.91.961023163753.22213D-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter wrote :
]
] >On 23 Oct 1996, Chris Wilkinson wrote:
] >> Sun Microsystems in their wisdom praised Java as THE ultimate runtime
] >> language that would work on ALL platforms. They forgot to say originally
] >> that they required a licensing agreement to be signed before you could
] >> take away their source code to compile Java for your own platform. Sadly
] >> this has scared all Atari coders away thus far...I could be wrong, but if
] >> I'm wrong then whoever IS compiling Java for the Atari is being very
] >> quiet about it!...:(
] >
] >The real reason is that until very recently there was no way for Java applets
] >to run on Ataris, because no OS supported real threads. It appears to me
] >that recently released MagiC 5.0 could run Java applications, but there
] >wasn't enough time for the coders to come up with something useful.
]
] Doesn't MiNT support threads? I never used this facility myself, but it all
] seems to be there.

It basically pretents to supports threads, but does not in reality. If
you call Pfork then the forked process is running but the first one is
not, and does not resume before the forked process terminates.

Cheers Peter

--------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
--------------------------------------------------------------------
```

3397. Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Terry Miller 2 <bitbrker@ipa.net>
Message-ID: <3276D894.3EBC@ipa.net>
Source record: 8840

Hi folks! I'm in the process of setting up a shareware company
called Atlantis Software Development. After perusing the computer
market as it stands now, I've been convinced that the two markets that
need attention are the Amiga and Atari markets. I've ruled out
programming for the PC and Mac's because those markets are already
crowded. What I am basically wondering is if there are still folks
that would buy video games for Atari computers, like Duke3D stuff,
and what they think is a fair price. I suggest a price of $20 for
the registered versions of the games. Of course, the shareware
"taster" is completely free. Within the next month I will be
establishing
a permanent Web page and Email address (right now I am using a student
account). For the moment you can write me at bitbrker@ipa.net with
suggestions and comments for the types of games you would like to see
and which Atari platforms you would like to see it on. The initial
Atari computer to be supported will be the Falcon, of source. But, I
am willing to support any Atari platform that can handle 256 color
displays and has at least a 68030 CPU. Let me know what you think!
I hope that you will be pleased to know that I am here to serve you
with great software for your Atari computer. I am not a fly-by-night
programmer, nor am I interested only in making the most money that I
can as a video game programmer. As long as there is demand for Atari
software, I'll be here to make it for you. In the mean time, I'll be
working on some games for the Falcon and Amiga systems.

Your friend, Terry Miller 2, Atlantis Software Development

P.S. Anyone who knows where I can get any interesting programming
documentation for the Atari computers, please let me know.
I am always anxious to add to my library! ;)

3398. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-29 00:00:00 UTC
From: Yves Pelletier <ypell@CAM.ORG>
Message-ID: <Pine.GSO.3.94.961029210757.26898A-100000@Ocean.CAM.ORG>
Source record: 8841

On Tue, 29 Oct 1996, Peter Rottengatter wrote:

> It basically pretents to supports threads, but does not in reality. If
> you call Pfork then the forked process is running but the first one is
> not, and does not resume before the forked process terminates.

Someone will correct me if I'm wrong, but MiNT forks now work
properly, as of MiNT 1.12.6 and MiNT 1.14 (with VM). I am no
programmer, but maybe someone could look and see if thread
support is now sufficient for a Java port?

Yves

3399. Re: ka9q NOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: the_messenger@cix.compulink.co.uk
Message-ID: <E02w9G.7or@cix.compulink.co.uk>
Source record: 8742

>I ask you help to correct the NOS problem, at least tell me if any author can
>be reached by email, or any newsgroup or mailing list is available.

dnash@cix.co.uk or dave@chaos.demon.co.uk - I have not heard from him on Cix
for awhile so try the demon address first.

Bob Culverston | the_messenger@cix.compulink.co.uk
Liverpool UK | bobculve@clarity.compulink.co.uk

3400. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mo86c4n.fsf@emw.ericsson.se>
Source record: 8743

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > >Songs can be found at http://www.iuma.com
> > >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**

Will, it complain if it's not a stereo song or not? I'm not sure
what I have...

Anyway, it looks like it doesn't work on the Afterburner040. I get the
countdown (I guess it's the length of the song) and it counts
down, so it looks like it's doing something, but I get no sound.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3401. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyziv7s908n.fsf@issan.informatik.uni-dortmund.de>
Source record: 8744

Craig Graham <c_graham@patrol.i-way.co.uk> writes:

|> Christof Donat <cdonat@in.tu-clausthal.de> mumbled indistinctly:
|>> MiNT supports what all UNIX people call threads: the fork System call is
|>> there since freeMiNT1.12.6 I think.

|> Fork was always there wasn't it? I thought it was the non-blocking
|> vfork() that wasn't supported.

Pvfork() is still blocking, and that cannot change. It is the Pfork()
that was made non-blocking.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3402. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzhgnc9069.fsf@issan.informatik.uni-dortmund.de>
Source record: 8745

Christof Donat <cdonat@in.tu-clausthal.de> writes:

|> In Unix two Processes can never use the same Memoryspace.

Except in Linux, where we have clone(2). This makes it possible to
implement kernel based POSIX threads.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3403. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <557buk$932@m1.cs.man.ac.uk>
Source record: 8746

In article <Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:
>On Mon, 28 Oct 1996, Mario Becroft wrote:
>] Doesn't MiNT support threads? I never used this facility myself, but it all
>] seems to be there.
>
>It basically pretents to supports threads, but does not in reality. If
>you call Pfork then the forked process is running but the first one is
>not, and does not resume before the forked process terminates.

I thought that the later free-MiNT releases had changed this... maybe
not... (just a vague memory...)

Anthony
--
---------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
---------------------------------+------------------------------

3404. GCC for MiNT: latest versions?

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Message-ID: <32776BC8.E2C@informatik.uni-koblenz.de>
Source record: 8747

Recently I downloaded the 2.6.3 version of gcc/g++
for MiNT. However, the linker was not included,
and the old linker searches for xxx.olb files
rather than libxxx.a.

It's obvious that I need another linker, but where
do I get it.

BTW: My old one is from about 1993.

Tschuess

Jens

--
+---+
| Jens M. Felderhoff | jmf@infko.uni-koblenz.de |
+--------------------+--------------------------+
| Fido: 2:2454/ 95.10@fidonet.org |
| NeST: 90: 400/601.10@nest.ftn |
+---+

3405. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <557pc5$6bo@newsserver.rrzn.uni-hannover.de>
Source record: 8748

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: Doesn't MiNT support threads? I never used this facility myself, but it all
: seems to be there.

No, MiNT does not support threads. Some people call it threads, but
in fact these are parallel processes. "Threads" always means _ONE_
process for more than one task. MagiC supports threads, MAGXDESK uses
threads.

--

ANDREAS KROMKE

3406. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961030174251.24263C-100000@tintin.lysator.liu.se>
Source record: 8749

On 30 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
>
> > > >Songs can be found at http://www.iuma.com
> > > >**NOTE** ONLY STEREO SONGS ARE SUPPORTED IN THIS VERSION! **NOTE**
>
> Will, it complain if it's not a stereo song or not? I'm not sure
> what I have...

Yes, it tells if the song is mono, but it's a little frustrating if you have a slow connection and download large files which you can't play.

Anyhow, you would definitely notice that something was wrong if it would play a mono song. :)

> Anyway, it looks like it doesn't work on the Afterburner040. I get the
> countdown (I guess it's the length of the song) and it counts
> down, so it looks like it's doing something, but I get no sound.

This is a problem with the devconnects we use. Earlier we used the c bindings to do the devconnects. Then it didn't work in MiNT. Now, it's done by three assembler lines. (could in fact be made in two!)

Sometimes, this occurs but works if you press stop and the play again.

I'm not really sure why this happens, but the communication isn't really meant to be used the way we do and by some reason, the handshake communication from DMA to DSP doesn't work. By restarting the song, the DSP program is uploaded to the DSP again, and it might work.

Tomas

3407. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: lecoat@chronos.ief-paris-sud.fr
Message-ID: <557sma$hqm@upsn6.u-psud.fr>
Source record: 8750

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since the last revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platform such as Mathematica or Matlab.
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcomed ...
Have fun with my production, bye for now ...

-- Francois LE COAT

3408. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-30 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <55851i$ll6@hal.cs.duke.edu>
Source record: 8751

From the Holy Book of
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
as spake by Peter Rottengatter <perot@pallas.amp.uni-hannover.de> :

>On Mon, 28 Oct 1996, Mario Becroft wrote:

>] Doesn't MiNT support threads? I never used this facility myself, but it all
>] seems to be there.

>It basically pretents to supports threads, but does not in reality. If
>you call Pfork then the forked process is running but the first one is
>not, and does not resume before the forked process terminates.

Um, MiNT has supported threads for quite a while now -- at least the
tfork() library routine has been around since I got involved with it.
The problem is that the MiNT library itself isn't thread-safe, so two
threads could hit the same internal library data structure
simultaneously and screw each other up.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1996 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3409. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tjb5qpy.fsf@emw.ericsson.se>
Source record: 8752

Terry Miller 2 <bitbrker@ipa.net> writes:

> crowded. What I am basically wondering is if there are still folks
> that would buy video games for Atari computers, like Duke3D stuff,
> and what they think is a fair price. I suggest a price of $20 for
> the registered versions of the games. Of course, the shareware
> "taster" is completely free. Within the next month I will be
> establishing

Ofcourse we will buy it if it's any good. Why not?
We realy need some _good_ games to get some life back in the games
market on the Atari. We have great graphics programs, wp's and other
cool stuff like CAB for the Atari, but we still lack some cool games.

Go for it!

BTW. $20 sounds cheap for Duke3D on the Falcon. ;-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3410. PC Xformer 3.2 & 6502 Asm...

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9610311601.D0533MS@wbris.starnet.net>
Source record: 8753

Hello. I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? I would also be interested in any 8-bit Atari emulators for DOS I might be able to FTP from the Net... I have an 800XL, and would like to program it using assembly. Is there a place on the Net, or does anyone know of a good book, which would teach me 6502 assembly? Kinda cool fact: the Apple IIe has a 6502, and SO DOES MY ATARI! :) I really would appreciate any help on these two topics. If you can help me, please e-mail me as I am not able to read usenet news. Thanx!

BTW - Do you know how to copy cartridges to disk? Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

To: comp.sys.atari.8bit@pubnews.demon.co.uk
comp.sys.atari.programmer@pubnews.demon.co.uk

3411. Musician available

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55bbig$ql8@learnet.freenet.hut.fi>
Source record: 8754

If someone needs GT2s or MODs maybe I can help? (Hope so)

Write to taneli.mielikainen@club.mpoli.fi

I wonder why there's no more good Falcon demos or intros...
All are like "we don this in 45 minutes..."... Why?

TWN/VLP^pWp^VDC^hAze^p33107

3412. Video modes

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55bbil$ql8@learnet.freenet.hut.fi>
Source record: 8755

Is RGB-mode faster than VGA? I've heard something like that...

TWN...

3413. 128 bytes compo

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55bbij$ql8@learnet.freenet.hut.fi>
Source record: 8756

Can anyone tell me more about that 128bytes intro-compo for Falcon?
(Dead Hackers Society ?)

Nowadays even I have chances to (almost) win if quality is same as before.. 8[

TWN...

3414. STOS Files

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3278d652.5436933@news.airtime.co.uk>
Source record: 8757

**** The STOS FILE Area ****

Maintained By Tony Greenwood
and Davy Mitchell

There is Now a Specific area for STOS files, On my Web page you
will find the STOS FILE section, from here you can download just
about anything the STOS programmer would want, if you do not use
STOS then you will find nothing of interest,

* EXTENSIONS
* ACB's
* FONTS
* CALLABLE PRGS
* UPGRADES/FIXERS
* DISKZINES
* TEXT FILES

And much more....

More files added every weekend, if you use STOS then you must
check this site :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

------- Coming Soon - DIAMOND-ICE - The Return of Dizzy -------

3415. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <55b4c8$ccv@nyheter.chalmers.se>
Source record: 8758

In article <55851i$ll6@hal.cs.duke.edu>,
Scott Bigham <dsb@news.cs.duke.edu> wrote:
>From the Holy Book of
<Pine.A32.3.91.961029155416.20748A-100000-100000@pallas.amp.uni-hannover.de>
> as spake by Peter Rottengatter <perot@pallas.amp.uni-hannover.de> :
>
>>On Mon, 28 Oct 1996, Mario Becroft wrote:
>
>>] Doesn't MiNT support threads? I never used this facility myself, but it all
>>] seems to be there.
>
>>It basically pretents to supports threads, but does not in reality. If
>>you call Pfork then the forked process is running but the first one is
>>not, and does not resume before the forked process terminates.
>
>Um, MiNT has supported threads for quite a while now -- at least the
>tfork() library routine has been around since I got involved with it.

I remember playing around with some way to run a function as a thread
by itself under MiNT while the rest of the program continued.
That was several years ago.

I think the MiNT call I used wasn't really documented at the time, but it
sure worked.
Looking through the include files, I can find tfork() which looks like what
I remember. It still doesn't seem to be documented, though.

>The problem is that the MiNT library itself isn't thread-safe, so two
>threads could hit the same internal library data structure
>simultaneously and screw each other up.

I guess that might be a good reason not to document things. ;-)
Still, why hasn't anything been done about that yet? Surely it can't be
that difficult to make the library reentrant or use semaphore blocking?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3416. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-10-31 00:00:00 UTC
From: mroberts@mroberts.chickasaw.com
Message-ID: <NEWTNews.846782622.23975.mroberts@mroberts.chickasaw.com>
Source record: 8759

In Article<3276D894.3EBC@ipa.net>, <bitbrker@ipa.net> write:
> Path: picard.chickasaw.com!uunet!in3.uu.net!news.sprintlink.net!news-peer.sprintlink.net
!news.intellinet.com!katbert.ipa.net!news
> From: Terry Miller 2 <bitbrker@ipa.net>
> Newsgroups: comp.sys.atari.programmer
> Subject: Atari Programming, naturally!
> Date: Tue, 29 Oct 1996 20:28:31 -0800
> Organization: Internet Partners of America
> Lines: 31
> Distribution: world
> Message-ID: <3276D894.3EBC@ipa.net>
> References: <846702348_OASIS_@pcc-uky.campus.mci.net>
> NNTP-Posting-Host: pool-187.ftsm.ipa.net
> Mime-Version: 1.0
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
> X-Mailer: Mozilla 3.0 (Win16; I)
>
> Hi folks! I'm in the process of setting up a shareware company
> called Atlantis Software Development. After perusing the computer
> market as it stands now, I've been convinced that the two markets that
> need attention are the Amiga and Atari markets. I've ruled out
> programming for the PC and Mac's because those markets are already
> crowded. What I am basically wondering is if there are still folks
> that would buy video games for Atari computers, like Duke3D stuff,
> and what they think is a fair price. I suggest a price of $20 for
> the registered versions of the games. Of course, the shareware
> "taster" is completely free. Within the next month I will be
> establishing
> a permanent Web page and Email address (right now I am using a student
> account). For the moment you can write me at bitbrker@ipa.net with
> suggestions and comments for the types of games you would like to see
> and which Atari platforms you would like to see it on. The initial
> Atari computer to be supported will be the Falcon, of source. But, I
> am willing to support any Atari platform that can handle 256 color
> displays and has at least a 68030 CPU. Let me know what you think!
> I hope that you will be pleased to know that I am here to serve you
> with great software for your Atari computer. I am not a fly-by-night
> programmer, nor am I interested only in making the most money that I
> can as a video game programmer. As long as there is demand for
Atari
> software, I'll be here to make it for you. In the mean time, I'll
be
> working on some games for the Falcon and Amiga systems.

>
> Your friend, Terry Miller 2, Atlantis Software Development
>
> P.S. Anyone who knows where I can get any interesting programming
> documentation for the Atari computers, please let me know.
> I am always anxious to add to my library! ;)
>
All sounds good to me Terry. Add me to your e-mail list and
good luck, the Atari platform needs more people like you.

3417. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961101005913.1558A-100000@tintin.lysator.liu.se>
Source record: 8760

On 29 Oct 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
> >
> > > Yes! A new version is available, with lots of bug fixed and new features!
>
> Great! So does it work on the Afterburner040 now?

Wouldn't think so, I don't have one. :)
But I'd like to know if it does.

Tomas

3418. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20ee56ic.fsf@emw.ericsson.se>
Source record: 8761

Tomas Berndtsson <tobe@lysator.liu.se> writes:

> > Anyway, it looks like it doesn't work on the Afterburner040. I get the
> > countdown (I guess it's the length of the song) and it counts
> > down, so it looks like it's doing something, but I get no sound.
>
> This is a problem with the devconnects we use. Earlier we used the c
> bindings to do the devconnects. Then it didn't work in MiNT. Now, it's
> done by three assembler lines. (could in fact be made in two!)

Hehehe..

> Sometimes, this occurs but works if you press stop and the play again.
>
> I'm not really sure why this happens, but the communication isn't really
> meant to be used the way we do and by some reason, the handshake
> communication from DMA to DSP doesn't work. By restarting the song, the
> DSP program is uploaded to the DSP again, and it might work.

Well, I'm not sure this is the problem, but I will give it a try.
Do you know if someone else have managed to ge it working on the
Afterburner040? The previous version (0.5?) did not.

This in under TOS 4.04 on a AB040 Falcon.

BTW. Is it supposed to work under MagiC?

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3419. AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <3279EB00.59F4@eng.derby.ac.uk>
Source record: 8762

Hello
I own a falcon030 and lattacie C5.6, normally I run AES4.0 which
came with multitos. However I have found that Geneva 4 supports most if
not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h
file from lattice C I have found that it to supports aes 4.1, the
documentation (printed & on disk) makes no mention of these functions.

i.e.
messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY

etc.

I have got the iconify routines to work but haven't got a clue what all
the parameters DO.... so far I just give them the window handle and
hope.

I have written to Hi-Soft twice and both times all questions relating to
these problems have been ignored while other parts of the letters have
been answered. Thus any help would be very helpful.

Also does anyone know if the NVDI programmers guide has an english
version anywhere?

Thank you

Dale Needham

email : needhadp@sparcdii.derby.ac.uk

3420. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0111961018010001@138.110.7.161>
Source record: 8763

In article <3279EB00.59F4@eng.derby.ac.uk>, Dale Philip Needham
<needhadp@eng.derby.ac.uk> wrote:

> Hello
> I own a falcon030 and lattacie C5.6, normally I run AES4.0 which
> came with multitos. However I have found that Geneva 4 supports most if
> not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h
> file from lattice C I have found that it to supports aes 4.1, the
> documentation (printed & on disk) makes no mention of these functions.
>
> i.e.
> messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY
>

The Atari Compendium is probably the best source for info about AES
versions up to 4.1 (as well as every other GEMDOS/BIOS/XBIOS/VDI call).
You can get it in book or CD form from Toad and probably other
distributors as well.

Geneva does support all of the AES 4.0-specific stuff, and most of the 4.1
things. You can use appl_getinfo() to find out if a particular call is
available.

Dan Wilga
Gribnif Software
gribnif@pair.com

3421. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <55de2j$1hn@infa.central.susx.ac.uk>
Source record: 8764

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: Hello
: I own a falcon030 and lattacie C5.6, normally I run AES4.0 which
: came with multitos. However I have found that Geneva 4 supports most if
: not all the features of AES 4.1, i.e. iconify etc. Looking in the aes.h
: file from lattice C I have found that it to supports aes 4.1, the
: documentation (printed & on disk) makes no mention of these functions.

: i.e.
: messages : WM_ICONIFY, WM_UNICONIFY, WM_ALLICONIFY

: etc.

: I have got the iconify routines to work but haven't got a clue what all
: the parameters DO.... so far I just give them the window handle and
: hope.

: I have written to Hi-Soft twice and both times all questions relating to
: these problems have been ignored while other parts of the letters have
: been answered. Thus any help would be very helpful.

That sound odd -- I would have thought that they would have tried to sell the
Atari Compendium to you -- it's about the best programming manual for the
Atari full stop, covering AES4.1 (and above...) as well as GEMDOS, VDI, MiNT,
BIOS and XBIOS stuff.

If you have a Falcon, then get Modern Atari Systems Software (also from
HiSoft) which covers Falcon specific stuff, as well as AES4 (not sure about
4.1, but prolly) and MiNT.

: Also does anyone know if the NVDI programmers guide has an english
: version anywhere?

I'd like to know that too, anyone?

Cheers,

James Cox.
<jamesco@cogs.susx.ac.uk>
--

3422. Re: Mint-Mac Mint Question(s)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0111962107450001@47.85.0.99>
Source record: 8765

In article <3279A022.41B9@ridgecrest.ca.us>, Michael Grove
<mgrove@ridgecrest.ca.us> wrote:

****** Stuff Deleted ******

MAC-MiNT started as an attempt to get a GCC programming environment on the MAC.

Noew there are Virtual Memory versions available.

It should be possible to get up GCC on the MAC to compile Atari programs,
but since you have a falcon, why not use it instead.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3423. Re: ANNOUNCE: Atari Falcon MPEG Audio layer II realtime DSP decoder.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-01 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961101232602.14323A-100000@tiny.lysator.liu.se>
Source record: 8766

On 1 Nov 1996, Magnus Kollberg wrote:

> Tomas Berndtsson <tobe@lysator.liu.se> writes:
>
> > Sometimes, this occurs but works if you press stop and the play again.
> >
> > I'm not really sure why this happens, but the communication isn't really
> > meant to be used the way we do and by some reason, the handshake
> > communication from DMA to DSP doesn't work. By restarting the song, the
> > DSP program is uploaded to the DSP again, and it might work.
>
> Well, I'm not sure this is the problem, but I will give it a try.
> Do you know if someone else have managed to ge it working on the
> Afterburner040? The previous version (0.5?) did not.

Hmm, If it didn't work with that version, it's not very likely it will
work with the new version, 0.7.

The old, 0.5, used host transfer for data to the DSP.

> This in under TOS 4.04 on a AB040 Falcon.
>
> BTW. Is it supposed to work under MagiC?

It should, but I haven't tried. It works under oAESis and N.AES.

Tomas

3424. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <847051888_OASIS_@swampdog.demon.co.uk>
Source record: 8767

In article <55de2j$1hn@infa.central.susx.ac.uk>
jamesco@cogs.susx.ac.uk (James Cox) said:-

>Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:

>: Also does anyone know if the NVDI programmers guide has an english
>: version anywhere?
>
>I'd like to know that too, anyone?

Erm, not sure but I saw a 200K doc entitled "NVDI" in a recent back
issue (36 iirc) of ICATARI whilst browsing. I only looked at the first
few lines before I lost it but it was in english and is probably what
you are both looking for. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3425. Linux

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-03 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55l0uo$c6t@learnet.freenet.hut.fi>
Source record: 8768

Should I install it?
I've got only 84KB HDD so Linux could have only
about 69MB... (And I don't have money... 8[ )

TWN...

* Kivi (unregistered) 1.41a *

3426. Re: YM2149

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-04 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E0CGBC.HyL@cee.hw.ac.uk>
Source record: 8769

In article <55401o$73q@learnet.freenet.hut.fi>,
Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi> wrote:
>Is there any standard format for YM2149?
>...or any good trackers?
>All kind of information would be nice.
>
>TWN...
>
>* Kivi (unregistered) 1.41a *

As far as I know, there is no standard format for YM2149 music. There
are plenty of music files by different authors. Mostly "Mad Max".

Trackers: Plenty of them.. Mostly 4Channel @ 10Khz for the
STFM/STF/STM. On an STE+ stereo and up to 50Khz playback rate. Most handle
"Amiga" Mod format.

Check PD libraries/Net sites for some.

Cheers,

Brian T. Innes

3427. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <55khjl$ikm@m1.cs.man.ac.uk>
Source record: 8770

In article <dwilga-0111961018010001@138.110.7.161>, dwilga@mtholyoke.edu (Dan Wilga)
writes:
>Geneva does support all of the AES 4.0-specific stuff, and most of the 4.1
>things. You can use appl_getinfo() to find out if a particular call is
>available.

Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR
WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)

It would appear that Magic 5 does not...

Cheers

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3428. Re: GDOS printer driver help...

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <55mshq$4l4@library.airnews.net>
Source record: 8771

>
> I know this is probably a very simple question, but I have recently
> got hold of a Canon BJ10sx printer, and want to use it to dump some
> images from GemView and so on.. I guess I need a GDOS printer driver
> for the BJ10 series.. does anyone have one or know where I can get one
> from please.. also it needs to work with GDOS release 1.1, as I'm not
> quite well off enough to get something nice like SPEEDO GDOS yet..

Actually, I think I have a BJ10 driver for GDOS. I have Speedo GDOS
though. I'm not sure if there's a difference in the actual drivers
or not.

-Jared

3429. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <55n1qo$eks@isoit109.bbn.hp.com>
Source record: 8772

: Hi folks! I'm in the process of setting up a shareware company
: called Atlantis Software Development. After perusing the computer
: market as it stands now, I've been convinced that the two markets that
: need attention are the Amiga and Atari markets. I've ruled out
: programming for the PC and Mac's because those markets are already
: crowded. What I am basically wondering is if there are still folks
: that would buy video games for Atari computers, like Duke3D stuff,
: and what they think is a fair price. I suggest a price of $20 for
: the registered versions of the games. Of course, the shareware
: "taster" is completely free. Within the next month I will be
: establishing
: a permanent Web page and Email address (right now I am using a student
: account). For the moment you can write me at bitbrker@ipa.net with
: suggestions and comments for the types of games you would like to see
: and which Atari platforms you would like to see it on. The initial
: Atari computer to be supported will be the Falcon, of source. But, I
: am willing to support any Atari platform that can handle 256 color
: displays and has at least a 68030 CPU. Let me know what you think!
: I hope that you will be pleased to know that I am here to serve you
: with great software for your Atari computer. I am not a fly-by-night
: programmer, nor am I interested only in making the most money that I
: can as a video game programmer. As long as there is demand for Atari
: software, I'll be here to make it for you. In the mean time, I'll be
: working on some games for the Falcon and Amiga systems.
:
: Your friend, Terry Miller 2, Atlantis Software Development

: P.S. Anyone who knows where I can get any interesting programming
: documentation for the Atari computers, please let me know.
: I am always anxious to add to my library! ;)

Duke 3d on Falcon? har, har! This project will probably never appear on
a screen! I don't like people who say such bullshit... Look at your company
name: Atlantis... A fiction, like your projects!

3430. programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <55ncvi$kb7@turing.fwi.uva.nl>
Source record: 8773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I have an Atari STfm, 1Mb ram, mono screen which I now mainly
use as terminal for my linux box. Question: I am thinking about
programming again for my ST, for fun. But what kind of programs
would you like to see for this computer?

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

3431. Re: programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mo0r4w4.fsf@emw.ericsson.se>
Source record: 8774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

mdekker@fwi.uva.nl (Martijn Dekker) writes:

> programming again for my ST, for fun. But what kind of programs
> would you like to see for this computer?

What about a Doom clone? ;-))

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

3432. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <55np43$nmi@lira.i-way.co.uk>
Source record: 8775

wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE (Wolf Gross) mumbled
indistinctly:

<SNIP - optimistic happy talk deleted>

>Duke 3d on Falcon? har, har! This project will probably never appear on
>a screen! I don't like people who say such bullshit... Look at your company
>name: Atlantis... A fiction, like your projects!

The Bad Mood graphics engine is available for anyone who wants to
put together a game of this type. Doom itself (the Id version) has
been ported to the falcon (I saw it running at the London Atari Show).
So these things are quite possible.

So stick it up your arse Mr Wolf. If folks want to work on things, and
and think they can do it, who are you to be so negative.

Craig Graham

3433. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: *atari@freemark.com*
Message-ID: <55nt82$t3b@ornews.intel.com>
Source record: 8776

In article <55n1qo$eks@isoit109.bbn.hp.com>,
wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE (Wolf Gross) wrote:
>
>Duke 3d on Falcon? har, har! This project will probably never appear on
>a screen! I don't like people who say such bullshit... Look at your company
>name: Atlantis... A fiction, like your projects!

This is very amusing, coming from Hewlett-Packard Germany, who can't even get
their own gateway properly configured. And /you/ have the temerity to tell
/him/ that he can't do what he says he will? It is to laugh.

Remove the * (inserted to foil spambots) in my address to reply.
Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
#include disclaimer.h

3434. Re: programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961105174243.6812C-100000@usr06.primenet.com>
Source record: 8777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi, There are 2 little program I would like to have. And I was out of
luck to find one of them.
1 would be a small accessory that would play MID files. I know that
theres a lot of atari users who have a sound expander or at least a
synthesiser. The atari was/is the midi machine. And if CAB could use
it as a MID player it would be cool too..
2 would be a little auto program that emulates the controle key when
we press the right mouse button. Like this we could move files only
using the mouse. This would only be enable when we are on the desktop,
since some program use the right mouse button.
I think it's unfortunate that we can not use the right mouse button
on the desktop..
That was just some thoughts, thanks .. bye..

On 5 Nov 1996, Martijn Dekker wrote:

>I have an Atari STfm, 1Mb ram, mono screen which I now mainly
>use as terminal for my linux box. Question: I am thinking about
>programming again for my ST, for fun. But what kind of programs
>would you like to see for this computer?
>
>--
>Martijn Dekker
>UvA - Math department Universiteit van Amsterdam
>PFF - Computer Games
>http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

3435. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <327fc0e8.20890094@news.airtime.co.uk>
Source record: 8778

On Tue, 05 Nov 1996 16:16:26 GMT, c_graham@patrol.i-way.co.uk (Craig Graham) wrote:

>>Duke 3d on Falcon? har, har! This project will probably never appear on
>>a screen! I don't like people who say such bullshit... Look at your company
>>name: Atlantis... A fiction, like your projects!
>
>The Bad Mood graphics engine is available for anyone who wants to
>put together a game of this type. Doom itself (the Id version) has
>been ported to the falcon (I saw it running at the London Atari Show).
>So these things are quite possible.

1) Being possible and actually happening are two very different things,
2) DOOM and Bad Mood (the latter is not a game at the moment) are hardly comparable to Duke3d, not in your wildest dreams,
3) I would agree, Duke3d Wont appear on an ATARI

But the guy although making a valid point, seems to have put it in a rather nasty way, Insulting in fact,

But (again) I can see his point, someone pops along and says Hey! everyone, I think I will make Duke3d for your ATARI, aren't I nice, or words to that effect,well it sorta makes all the people who have been trying for years to make a Doom clone look inept? and thats not very nice,
NO ONE has yet made a decent Doom clone for the ATARI Computer, Substation was a brave attempt, DESTRUCTION IMMINENT is a great game released at the ATARI show in Birmingham, better than Substation IMHO and I am a beta tester for KILLTHING that IMHO kicks them all and will work on anything from an FM,
But none of them come anywhere near Doom or indeed the subject? Duke3D

The guy made a valid point, he just made it badly and insultingly in OUR? opinion,

>So stick it up your arse Mr Wolf. If folks want to work on things, and

Ho dear...havn't you just done exactly what you are complaining he did?

>and think they can do it, who are you to be so negative.

Exactly, anyone want to give it a shot then go for it, if its a valid attempt then we will all support there efforts, I would be in Awe and indeed am at the efforts already made..if only I..nagh:)

Just my opinions :)

PS, Wheres the original poster now? working away on a Duke3D clone for
the ATARI....I think not?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3436. Re: Java

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-05 00:00:00 UTC
From: hyc@frisky.la.platsol.com
Message-ID: <55oq6t$19oa@frisky.la.platsol.com>
Source record: 8779

In article <557pc5$6bo@newsserver.rrzn.uni-hannover.de>,
Andreas Kromke <and@sun1.mim.uni-hannover.de> wrote:
>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>: Doesn't MiNT support threads? I never used this facility myself, but it all
>: seems to be there.

>No, MiNT does not support threads. Some people call it threads, but
>in fact these are parallel processes. "Threads" always means _ONE_
>process for more than one task. MagiC supports threads, MAGXDESK uses
>threads.

That distinction is really meaningless. The significant feature of threads
that makes them more useful than multiple processes is that they all share
a single data space. In that respect, MiNT "threads" are genuine threads.
The only notable difference is that instead of the added overhead of a
threads-scheduler running on top of the Unix process scheduler, you only
have a single MiNT process scheduler. As such, threads in MiNT can execute
more efficiently than user or kernel threads in Unix.

As has already been pointed out, there's no problem with the kernel
functionality, all that's missing is a library that supports a thread-oriented
API. The source code for POSIX-compliant pthreads library is freely available;
I believe that's where Linux's threads library came from. Anyone with some
time could port to MiNT with minimal headaches.
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab

3437. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <55pbg8$hdl@einstein.ebicom.net>
Source record: 8780

I'd like to see a really cool virtual war game for the Falcon...
Something based on fairly current global situations...perhaps offering
portable data so that current geography can be updated and changed.
Toss in as much as possible...politics...stratagy...spy
networks...nuclear...conventional...weather...economy/production...
I guess you'd call it a "God Game"?

Also...I'd really like to see a statistic based Base Ball game...like
Persue the penate. Better yet...a Rotissary version that'll work over the
internet! Here...you might want to make versions for all platforms with
platform independent data for exchange.

Graphics are cool...but I really miss game that are simply addictive and
very playable! Smart, data intensive games would be a nice thing.

Brian

3438. Re: programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <55pc8v$hdl@einstein.ebicom.net>
Source record: 8781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: I have an Atari STfm, 1Mb ram, mono screen which I now mainly
: use as terminal for my linux box. Question: I am thinking about
: programming again for my ST, for fun. But what kind of programs
: would you like to see for this computer?
:

I'd like to see someone put together a nice set of tools for
making web-pages.

The main tool I'd like to see is a simple little program that will
load and display jpegs and gifs so you can rubberband various areas
of the image and create image maps...both client side and CIS script
formats.

Something else that would be really neat...
A program that can take Page Stream, Calamus, Post Script, Papyrus, etc...
documents and convert them to HTML. Next it should allow you to pick
text and images with your mouse and imbed your links.

Brian

3439. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv683jr6q1.fsf@emw.ericsson.se>
Source record: 8782

c_graham@patrol.i-way.co.uk (Craig Graham) writes:

> So stick it up your arse Mr Wolf. If folks want to work on things, and
> and think they can do it, who are you to be so negative.

Have you seen the Wolfenstein clones for the ST _with_ texturemapping? How many
thought it would be possible some years ago?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

3440. MiNT threads - Pfork() ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b67cc$172735.135@HERMES>
Source record: 8783

According to what I read in the Compendium, I believe the correct way of implementing GEM threads is:

```
int main( int argc, char *argv{} )
{
ap_id = appl_init();
do_something();
if( user_wants_feature_X ) {
pid = Pfork();
if( pid == 0 ) {
ap = appl_init();
form_alert( 1, "[1][Feature X][ ok ]" );
feature_X();
appl_exit();
Pterm( 0 );
}
}
clean_up();
appl_exit();
return code;
}
```

But this seems to fail. Both the parent and the child thread seem to be asleep.

Where is it wrong?

(I am using MiNT 1.14 on a 20 Mbyte TT (4+16) with about 12 megs of free ram (about 11 of them in fast ram) with AES 4.1. My compiler is Lattice C 5.60, and it is configured as 32-bit integers, near data, stack passing).

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3441. Re: programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: Romuald.Jouffrey@imag.fr
Message-ID: <55q852$nqo@imag.imag.fr>
Source record: 8784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

mdekker@fwi.uva.nl (Martijn Dekker) wrote:

>I have an Atari STfm, 1Mb ram, mono screen which I now mainly
>use as terminal for my linux box. Question: I am thinking about
>programming again for my ST, for fun. But what kind of programs
>would you like to see for this computer?

If you have any Linux capability, what about joining the STiK related
stuff team ... Things are getting better and better, but there is some
work to help ...

Best regards

****
* Romuald JOUFFREY - TIMC IMAG Email : Romuald.Jouffrey@imag.fr *
* Faculte de medecine de Grenoble http://www-cami.imag.fr/~jouffrey/ *
* 38706 LA TRONCHE CEDEX FRANCE Tel (33)76637139 FAX (33)76518667 *
****

3442. Turbo C or Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <6116264_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 8785
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Are there any Atarians out there who have a copy of Pure C or Turbo C?

I'm asking as the Oasis coders (Dave Levi & Phil Yeadon) are looking to recompile mydials for GFA and Pure C or Turbo C is needed to recompile the code.

Can anyone out there assist.

--

---
dbrewood@nest.demon.co.uk ~ NeST Zone Coordinator 90:90/0.0@nest.ftn
Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/

3443. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <847330082_OASIS_@elis.demon.co.uk>
Source record: 8786

In article <847051888_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

> In article <55de2j$1hn@infa.central.susx.ac.uk>
> jamesco@cogs.susx.ac.uk (James Cox) said:-
>
>>Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
>
>>: Also does anyone know if the NVDI programmers guide has an english
>>: version anywhere?
>>
>>I'd like to know that too, anyone?
>
>
>Erm, not sure but I saw a 200K doc entitled "NVDI" in a recent back
>issue (36 iirc) of ICATARI whilst browsing. I only looked at the first
>few lines before I lost it but it was in english and is probably what
>you are both looking for. :-)
>
ICTARI 36 is avaiable at:

http://www.elis.demon.co.uk/ictari.htm

If you download the issue or use the information it contains then
please use the form provided. (Don't give any information if you
don't want to...) Better yet, write an article about your project :)

Have Fun,
"Augeas"
download

--

/ \ T |\ || |\ /| || ARE
| \ augeas@elis.demon.co.uk \ | \ | | | \/ | | |
\/\ \ H | |\\| | | |\/| | | | THE
\ /\\ | | \ | | | | | | |
_| | E | | \ | | | | | | ENEMY
_/_____/

3444. comp.sys.atari.st?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <55qqf2$c7a@library.airnews.net>
Source record: 8787

Has anyone had trouble getting onto comp.sys.atari.st? Yesterday, the group suddenly disappeared from the 2 providers lists that I have access to. I can't even seem to get new messages via the Dejanews web newsreader.

-Jared

3445. HELP!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-06 00:00:00 UTC
From: "Cesar A. Leon M." <cleon@ona.fi.umag.cl>
Message-ID: <Pine.D-G.3.94.961106190330.24628A-100000@ona.fi.umag.cl>
Source record: 8788

Hello...

Could any people send me (if possible) the ENGLISH Help files of
Pure C? I could appreciate any help.
Could any people send me (if possible too) any example on Pure C
of Sprite use and/or OBJECT use? Need i libraries?

Thanks very much for any answer.

Greeting.

3446. C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <55tq6h$btr@learnet.freenet.hut.fi>
Source record: 8692

What's good (free) C-compiler for Falcon/atari?

TWN...

3447. Re: Dungeon Master on F030.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847488382_OASIS_@pcc-uky.campus.mci.net>
Source record: 8693

In article <55tlpb$rv@epimetheus.algonet.se>
dhedberg@bengt.algonet.se (Daniel Hedberg) said:-

>Can anyone tell me if Dungeon Master and/or Chaos Strikes Back runs on
>the Falcon030? Is Backward required?

Both run on the Falcon just fine, albeit a little fast. All you have to do (on some systems) is hold down an [alt] [control] combo (I'm not sure what order...) While on others, like mine it boots up fine with nothing having to be done at all. I've also heard of intermittent "crashing" on some Falcons...seems to vary a little from machine to machine. If you are using ICD's utils, read in the manual about how to force a floppy drive boot-up...(about the crashing-just save your game a lot! But then, like all good dungeoneers, I'm sure you do that anyways, right?!) :)

--

```
_/_/_/
```

3448. Re: Turbo C or Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <512_mike@bbsgate.interware.it>
Source record: 8694

In uno strano messaggio del 06 Nov 96 dbrewood@nest.demon.co.uk
(90:700/104.1) scrisse al povero All :
d> Are there any Atarians out there who have a copy of Pure C or Turbo C?
d>
d> I'm asking as the Oasis coders (Dave Levi & Phil Yeadon) are looking to
d> recompile mydials for GFA and Pure C or Turbo C is needed to recompile
d> the code.

I am also interested about actual state of PureC. If 2.0 do not come out, is
it a matter of copyright ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! mike@bbsgate.interware.it www.interware.it/users/mike

3449. Re: comp.sys.atari.st?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de>
Message-ID: <55tf7a$lhs@deimos.rz.uni-osnabrueck.de>
Source record: 8695

```
Yes! I just came into this group, because I 've got
the message 'Host replies: No such newsgroup', when
I 've tried to go to comp.sys.atari.st

GR KR
```

3450. Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <bf4_9611081301@conchbbs.com>
Source record: 8696

```
c > Could any people send me (if possible) the ENGLISH Help files
c > of Pure C? I could appreciate any help.

You should be able to download them from umich or toad. (I'm not
sure which ftp sites carry it. I only uploaded it to Genie and
Fidonet.) The names are ELF_HELP.ZIP and ELF_HLP2.ZIP (upgrade).

Or you can send the $20 shareware fee to E.L.F. Software, 9614
Oregano, Houston TX 77036 ($5 extra for non-USA personal checks),
and I'll send a registered copy via Snail mail.

BTW, I'm running out of DD floppies. Can you handle HD?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3451. Re: programming for my STfm, mono?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <847397596@p24.f101.n323.z205.mbh.org>
Source record: 8697

> From: Katherine L Ellis <kellis@primenet.com>
>
> I think it's unfortunate that we can not use the right mouse button
> on the desktop..

I think you are wrong here. On the desktop you can use the right mous button to select items in not selected windows. I regulary to doubleclick on an archive so it will be depacked in the slewted window. (I have installed al packer programs so a dubble click on an archive will depack the archive in the current (=selected) directory.

Hans

3452. Re: YM2149

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <55sd1v$e2s@balaena.bio.vu.nl>
Source record: 8789

```
: In article <55401o$73q@learnet.freenet.hut.fi>,
: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi> wrote:
: >Is there any standard format for YM2149?
: >...or any good trackers?
: >All kind of information would be nice.
: >
: >TWN...
: >
: >* Kivi (unregistered) 1.41a *

I have found Protracker ST 2.x to be the best ST tracker...

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)
```

3453. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: itsux@xs4all.nl
Message-ID: <gCYgy0ZotmxB090yn@xs4all.nl>
Source record: 8790

Nice idea, but unfortunately I am running a few Atari ST's here, so no
256 colors and no 68030 machines here....

Do you mind considering releases of 'bogged down' versions of your
games?

A nice book to have is the Atari ST Profibuch, it is in German,
but has a LOT of info on the internals of the ST/STE/TT and maybe
in later versions also of the Falcon.

Regards,
Ren&#65533; Kint
Amsterdam, NL

Atari ST and OS/2.

3454. Dungeon Master on F030.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-07 00:00:00 UTC
From: dhedberg@bengt.algonet.se
Message-ID: <55tlpb$rv@epimetheus.algonet.se>
Source record: 8791

Hi,

Can anyone tell me if Dungeon Master and/or Chaos Strikes Back runs on
the Falcon030? Is Backward required?

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

3455. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9rxat74.fsf@emw.ericsson.se>
Source record: 8698

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR
> WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>
> It would appear that Magic 5 does not...

Yeah and it's a pitty. :-(
I thought MagiC was the way to go, but as you realise more and more glitches
in it you start to wonder...

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3456. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlocdat9v.fsf@emw.ericsson.se>
Source record: 8699

bjr@edison.ebicom.net (Brian Roland) writes:

>
> I'd like to see a really cool virtual war game for the Falcon...
> Something based on fairly current global situations...perhaps offering
> portable data so that current geography can be updated and changed.
> Toss in as much as possible...politics...stratagy...spy
> networks...nuclear...conventional...weather...economy/production...
> I guess you'd call it a "God Game"?

Yeah, or a SIMCITY (2000) clone. That would be just great! It would also run
under GEM so you can use it under a Multitasking system like MagiC in
16 colours and enhanced graphics in 256 colours (maybe even 2 if possible).
This would also make it compatible on all TOS computers, not only Falcon.

So what do you say? :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3457. TT030 for sale

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: mvrbicky@edu.uni-klu.ac.at
Message-ID: <328314C4.3EB5@edu.uni-klu.ac.at>
Source record: 8700

I have an Atari TT030 for sale.

Includes:
- 8 Mb internal memory (4 Mb ST-RAM / 4 Mb TT-RAM).
- 200 Mb SCSI harddisk.
- 1.44 Mb floppy disk drive.
- Crazy Dots II VME graphiccard (1024x768, 256 colors, 76Hz,
800x600, 65536 colors ...)
Works with every SVGA monitor.
- Installed Linux 68k (1.2.13pl10) with X11R6 (1024x768)
I have connected my TT via a serial line to my PC and it works great
as an X Terminal.
- About 200 diskettes with Atari software, lots of original software
incl. handbooks.
- And more.

All in one sale.
Price: ATS 8000,- (DM 1150,- US$ 800,-),
(bases for negotiation)

Michael Vrbicky
mvrbicky@edu.uni-klu.ac.at
phone: ++43 463 55112 20 (mo. - fri.)

3458. AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32832AC3.2781E494@etlxdmx.ericsson.se>
Source record: 8701

Magnus Kollberg wrote:
>
> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
> > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR
> > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
> >
> > It would appear that Magic 5 does not...
>
> Yeah and it's a pitty. :-(
> I thought MagiC was the way to go, but as you realise more and more glitches
> in it you start to wonder...
>
It also doesn't support shel_write() in mode 0, which means that you
cannot ask the OS to launch a program concurrently from within your own
program - except via the AV-Protocol but that relys on a having a decent
AV server installed - which MagXDesk aint!

It beats me why 2B go for this "almost there" solution of AES 3.99
rather than implementing it properly. When I first got MagiC 4,System
Solutions told me that they had passed a number of complaints onto 2B
about this but nothing changed for v5.

Regards
Martyn

3459. Need info on CTX-fileformat

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: Erik <erikor@esc.de>
Message-ID: <328342F4.43B0@esc.de>
Source record: 8702

Hello..

For a projekt I need to know the format of the Calamus textfiles.
As Calamus win95 cannot convert this files safely, I have to
do it myself.
Could anybody who knows the CTX fileformat send me this
information? I would appreciate any help.
The problem is I need to get the text out depending on the
layout, meaning I need to know how Calamus saves it.
If someone has documents or help files about it, please send
it. It can be in English, German or Dutch ;-) .

Thanks in advance,

Greetings, Erik

3460. Re: comp.sys.atari.st?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: ~atari@teleport.com*
Message-ID: <55vqdg$97q@ornews.intel.com>
Source record: 8703
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <55tf7a$lhs@deimos.rz.uni-osnabrueck.de>,
Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de> wrote:
>
>Yes! I just came into this group, because I 've got
>the message 'Host replies: No such newsgroup', when
>I 've tried to go to comp.sys.atari.st

Any time your favorite newsgroup disappears, you should send mail to your news admin. Karsten, yours is newsadmin@cl-ki.uni-osnabrueck.de; you might want to notify postmaster@cl-ki.uni-osnabrueck.de also.

comp.sys.atari.st was rmgrouped by a rogue site attempting to disrupt Usenet. Your news admin should not accept "Big 8" newgroup or rmgroup messages without a valid PGP signature from tale.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3461. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0811961448310001@dwilga.comm.mtholyoke.edu>
Source record: 8704

In article <32832AC3.2781E494@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

> Magnus Kollberg wrote:
> >
> > jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> >
> > > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
WF_FTOOLBAR
> > > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)

Yes, it does, thought to be honest with you, I never tested them with
anything but the basic test program that Atari sent to developers with the
AES 4.1 alpha.

> > I thought MagiC was the way to go, but as you realise more and more glitches
> > in it you start to wonder...
> >
> It also doesn't support shel_write() in mode 0, which means that you
> cannot ask the OS to launch a program concurrently from within your own
> program - except via the AV-Protocol but that relys on a having a decent
> AV server installed - which MagXDesk aint!

Geneva completely supports all the flavors of shel_write(), including mode 0.

Dan Wilga
dwilga@mtholyoke.edu

3462. CVG-file format informations needed

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: curis@jonque.ens.fr
Message-ID: <560afd$bus@nef.ens.fr>
Source record: 8705

Hello,

I would like to have informations about Calamus Vectoriel file format (CVG files), because I need to save plots and would like to use this format for use them in calamus (GEM is done, but text are not recognized by Calamus, neither polymarks...).
Does anybody knows where I can get it?

Thanks,

Emmanuel

--
Emmanuel CURIS
Emmanuel.Curis@ens.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

3463. Re: C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: josk@stud.ntnu.no
Message-ID: <3283705e91ec81@stud.ntnu.no>
Source record: 8706

Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:

>What's good (free) C-compiler for Falcon/atari?

The best (And only) is Gnu C++, you can find it on most ftp-sites.
Perhaps the best site for MiNT and atari-specific Gnu-stuff is
ftp.fu-berlin.de.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

3464. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: josk@stud.ntnu.no
Message-ID: <3283705e91e820@stud.ntnu.no>
Source record: 8707

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

>> Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR, WF_FTOOLBAR
>> WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>>
>> It would appear that Magic 5 does not...
>
>Yeah and it's a pitty. :-(
>I thought MagiC was the way to go, but as you realise more and more glitches
>in it you start to wonder...

Let's not get too depressed here. MagiC is very good, but "power users"
are IMHO better off with N.AES. It's fast and stable, and you also get
to use all the goodies with MiNT.

But for everybody else who probably just want to multitask GEM-programs
MagiC is still the best choice. It's easier to maintain and generally
requires less memory and CPU.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

3465. Re: MiNT threads - Pfork() ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE0KsMK.GF7@netcom.com>
Source record: 8708

In article <b67cc$172735.135@hermes>, Gaven Miller <gmiller@inca.co.nz> wrote:
>According to what I read in the Compendium, I believe the correct way of
>implementing GEM threads is:

```
> pid = Pfork();
> if( pid == 0 ) {
> ap = appl_init();
> form_alert( 1, "[1][Feature X][ ok ]" );
> feature_X();
> appl_exit();
> Pterm( 0 );
> }
```

No, this is one of the places where the Compendium got it wrong.
The correct way to do threads under MiNT is to create a new basepage,
then launch it with the Pexec "just go" mode (sorry, I can't remember
the numbers off hand). The MiNT library has a function, tfork(),
which will do all this for you. The code sequence above would then
look something like:

```
pid = tfork(run_feature_X, 0);
```

where run_feature_X was defined like:

```
void run_feature_X()
{
ap = appl_init();
form_alert( 1, "[1][Feature X][ ok ]" );
feature_X();
appl_exit();
}
```

The tfork() call launches a given function in a separate thread.
When the function returns, the thread is automatically terminated.
Note that the standard C library is *not* re-entrant, so the
thread must be very careful about the library calls it makes! (Indeed,
I'm not certain my example above will work; it probably depends on
how the library implements form_alert, appl_init, and so on).
--
Eric R. Smith ersmith@netcom.com

3466. Re: newsgroup problems?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: ~atari@teleport.com*
Message-ID: <55vqut$97q@ornews.intel.com>
Source record: 8709
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

In article <55uahn$gal@News.Dal.Ca>,
ag352@chebucto.ns.ca (John S. Gray) wrote:
>
>Recently there was a multiple spam taking over comp.sys.atari.st, then
>suddenly my server dropped the group from the list. Anyone know what
>happened?

Here's the "meow bomb" FAQ:

FROM: trebor@sirius.com
SUBJECT: INSTA-FAQ: For you to answer hate mail you might get about the binary flood
DATE: Sat, 02 Nov 1996 21:58:05 -0800 ORGANIZATION: Sirius Connections
MESSAGE-ID: <328833b1.6056085@news.sirius.com> NEWSGROUPS: news.admin.net-abuse.misc

Here's an short FAQ I've created, while trying to keep my mailbox from being destroyed by auto-responder acknowledgements.

INSTA-FAQ: What's with all this shit in my favorite newsgroup?
==========
I've created this INSTA-FAQ [tm, I guess] for those who have not yet learned to read Usenet headers, and who wonder WTF is up with this flooding. Please read it before taking any action about the flood.

What's going on?
==========
Easy! A gang of dysfunctional adolescents finds it hysterically funny to post a large file to a whole bunch of groups, putting the email address of a whole bunch of people in the Reply-To: line of the post. They hope to generate a lot of hate mail to those people.

They also include as many test newsgroups as they can in the flood. Since every post to a test newsgroup generates about a dozen acknowledgements from auto-responders around the world, they hope that this will create a mailbomb for the people in the Reply-To: line.

5,000 posts X 10 test newsgroups X 10 auto-responders = 500,000 responses!

Fortunately, and because they've tried this before, most people are prepared for this, and the mailbombs just don't materialize. Most people realize what's going on, and don't send hate mail to the innocent victims, either.

Who are these Idiots[tm]?
==========
In real life? I dunno... On the Net, they are just a bunch of little boys who

haven't grown up, and who go around calling themselves 'The Meowers.'

If they don't engage in real vandalism, like spraying graffiti, or ganging up on elderly people sunning themselves in the park, it's because they're not brave enough.

They have all the guts of someone tossing eggs from a moving car.

What should we do?
==========
Right now? Nothing. Grin and bear it. Hey, at least you're not one of the people being mailbombed!

DO NOT SEND EMAIL TO THE PEOPLE IN THE REPLY-TO LINE!!!!

It's not them towards whom your anger should be directed.

If you want to do something, learn about Usenet and reading headers.

If you want to do something, oppose the Meowers and what they do. They have destroyed many, many newsgroups, and who knows when it will be your turn, or your favorite newsgroup's turn, to be harassed by them.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3467. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <55vf8s$5ue@newsserver.rrzn.uni-hannover.de>
Source record: 8710

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: It also doesn't support shel_write() in mode 0, which means that you
: cannot ask the OS to launch a program concurrently from within your own
: program - except via the AV-Protocol but that relys on a having a decent
: AV server installed - which MagXDesk aint!

This is a lie.
MagiC's mode 0 is TOS-compatible what means that MutliTOS is not TOS-compatible.
To start programs concurrently there is another shel_write() mode which does not conflict with TOS.
One can ask which behaviour the system has by calling appl_getinfo(). This call tells you if the system is TOS compatible or MultiTOS compatible.

Another way to launch programs concurrently is Pexec(100). But if you think that you need AV to start a program you most probably never heard of Pexec.

: It beats me why 2B go for this "almost there" solution of AES 3.99
: rather than implementing it properly. When I first got MagiC 4,System
: Solutions told me that they had passed a number of complaints onto 2B
: about this but nothing changed for v5.

All shells use MagiC shel_write-Calls for starting programs. Changing this would cause incompatibilities with former MagiC versions and with TOS.

Instead of complaining about version 3.99 tell us how to start programs in MultiTOS using the single tasking mode.
There is none?
So use tool bars instead.

--

ANDREAS KROMKE

....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

3468. STE Power Unit???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-08 00:00:00 UTC
From: "Stephen Leary"
Message-ID: <55vdo7$6ov@singer.cent.gla.ac.uk>
Source record: 8711

Hi all,

Does anyone out there have an old ST with a working power supply or
know of any cheap method of obtaining one?

E-mail me :- Stephen Leary <9600149L@student.gla.ac.uk>

Thanks

3469. GSM Modem-Voice files to wav!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-09 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <GKJJBIBOUP@kether.snafu.de>
Source record: 8712

High!
I'm looking for a programm to konvert GSM Modem-Voice files to wav files and back ! I could send IBM-C source. Who could make just a simple small ttp?
PLEASE HELP!
Ciao
Rene

3470. Output of program to dialogue window

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-09 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3284d7421c458a1@xs4all.nl>
Source record: 8713

How can I display the (running) output of a program in a dialogue box?
Any of you GEM wizzards know?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

3471. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <847570222_OASIS_NEWS@elis.demon.co.uk>
Source record: 8714

In article <327fc0e8.20890094@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) wrote:-

>On Tue, 05 Nov 1996 16:16:26 GMT, c_graham@patrol.i-way.co.uk (Craig
>Graham) wrote:
>
>
> NO ONE has yet made a decent Doom clone for the ATARI Computer,
>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>released at the ATARI show in Birmingham, better than Substation IMHO
>and I am a beta tester for KILLTHING that IMHO kicks them all and will
>work on anything from an FM,
>Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
>
>.
I've never heard of these last two. Where can one get them from ?

"Augeas"

--

_____ _ _ _ _ _____
/\ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | V | | |___
\/ \ _______ H | |\\| | | |V| | | ___| THE
\ \ | | \ | | | | | | |___
_|_____/ E |_| _| |_| |_| |_____| ENEMY

3472. Turbo Pascal

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-09 00:00:00 UTC
From: Dominique.Lacouture@cipcinsa.insa-lyon.fr
Message-ID: <562vjc$b0j@tempo.univ-lyon1.fr>
Source record: 8715

```
Hello!
I'm looking for a ST's version of Turbo Pascal...
There's no way now to buy it, so, if somebody can help
me!
thanks dom
```

3473. Turbo C or Pure C?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-09 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <203_9611092142@conchbbs.com>
Source record: 8716

```
m > I am also interested about actual state of PureC. If 2.0 do
m > not come out, is it a matter of copyright ?

Sort of. Pure C was developed under license from Borland. Version
2.0 does not use any of the original Borland code, so ASH wants to
stop paying the license fee. The thing has been tied up in court
for years now.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3474. doom clones

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3285a78d.274477@news.airtime.co.uk>
Source record: 8717

On Sat, 9 Nov 96 20:10:22 GMT, in comp.sys.atari.programmer you wrote:

>>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>>released at the ATARI show in Birmingham, better than Substation IMHO
>>and I am a beta tester for KILLTHING that IMHO kicks them all and will

> I've never heard of these last two. Where can one get them from ?

Destruction Imminent you can get from Goodmand Int, its a commercial
game, but is a very good Doom type of game, one of the best that will
work on an ATARI STFM Upwards..

Killthing....Also STFM Upwards..but not released yet?

http://www.geocities.com/SiliconValley/6273/ktsuport.html

HTH :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3475. Re: Output of program to dialogue window

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de>
Message-ID: <5653h5$avb@deimos.rz.uni-osnabrueck.de>
Source record: 8718

View the output of your program as row of data-packages, whereby
all packages have the same structure. For visualizing of this row
do this:

1) create a dialog with respect to the package-structure as
part of your rsc-file.
2) At the beginning of that program-run, which shall be presented,
call the whole dialog with objc_draw(...)
3) Whenever a new packages arives and shall be presented
in the dialog, initialize the parts of the rsc-part, which
therefore must get a new content. Refresh the output by calling
objc_draw(...) again, but in this time only for the dialog-part,
which has got a new content.

Very nice feature would be the dialog-presenting as content of
an own window. Connect window-management and prsenting of dialogs.

Note: In both cases you need a full GEM-environment with the
most important parts between appl_init(...) and appl_exit(...)!

GR KR

3476. Turbo Pascal

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <45d_9611101459@conchbbs.com>
Source record: 8719

```
DL> I'm looking for a ST's version of Turbo Pascal...

I believe Pure Pascal is Turbo Pascal compatible.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3477. Output of program to dia

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <45e_9611101459@conchbbs.com>
Source record: 8720

```
j > How can I display the (running) output of a program in a
j > dialogue box? Any of you GEM wizzards know?

If you want to display a dialog without stopping, just don't call
form_do(). objc_draw() will display everything EXCEPT the templated
TEDINFO objects. These can be drawn by calling objc_edit() twice
for each, ED_INIT and ED_END.

If you want to display stdout in a window, there are a number of
ways to accomplish that. The easiest is to use Geneva.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3478. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <847733144_OASIS_@swampdog.demon.co.uk>
Source record: 8721

In article <32832AC3.2781E494@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>It also doesn't support shel_write() in mode 0, which means that you
>cannot ask the OS to launch a program concurrently from within your own
>program - except via the AV-Protocol but that relys on a having a decent
>AV server installed - which MagXDesk aint!

Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
"child" terminates.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3479. Re: doom clones

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-10 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <564noo$a85@dux.dundee.ac.uk>
Source record: 8722

Tony Greenwood (stosser@airtime.co.uk) wrote:
: game, but is a very good Doom type of game, one of the best that will
: work on an ATARI STFM Upwards..
: Killthing....Also STFM Upwards..but not released yet?
: http://www.geocities.com/SiliconValley/6273/ktsuport.html
Another 3d shooty thingy in the pipeline is my STOS / 68K version of the Ken
Kalish game Phantom Slayer. More info on this on the Casterbridge software
part of my web page. The reason I bring it up is to ask about movem??
I seem to have it set up right and the routine doesn't crash just doesn't do
anything!! Does movem really work for painting the screen??

: Joint Maintainer of the STOS FTP Site
Who's the other guy :-) :-)

Cheers

Davy

--
Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

3480. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <847753034@p24.f101.n323.z205.mbh.org>
Source record: 8642

> From: lvzon@bio.vu.nl (Levien van Zon)
>
> Anyone know where I can get a good (free) assembler?

I think the best is turbo assembler 1.7.6 (or 1.7.7 I am not sure on what's the last version. It's fast, has a great debugger (bugaboo) and is realy good in finding optimisations in you code (conversions of bra in bra.s and move.w adress,d0 into move.w adress(pc),d0 etc.

I think it's available on most Atari ftp sites, but also on most BBS's like Bearbord BBS.

Groeten, Hans Wessels

3481. Re: Output of program to dialogue window

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <567313$b9@balaena.bio.vu.nl>
Source record: 8723

Jos den Bekker (josdb@xs4all.nl) wrote:
: How can I display the (running) output of a program in a dialogue box?
: Any of you GEM wizzards know?

Erm, I'm certainly no GEM wizard,
but you could start by creating a RSC file containing a dialog box
which contains a TEXT or STRING object. You can then write your
own text into this object...
Which programmig language do you use? I can send you some sources...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

3482. Re: C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5673c6$b9@balaena.bio.vu.nl>
Source record: 8724

Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:
: What's good (free) C-compiler for Falcon/atari?

If you've got enough disk space and memory (>=2Mb), then try
GCC (C and C++).
If you've got just 1Mb mem and/or not much disk space, then try
Sozobon C (no C++).
Links to FTP sites where you can get both packages are at my Page (see
below)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

3483. Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5674bq$2ap@balaena.bio.vu.nl>
Source record: 8725

Anyone know where I can get a good (free) assembler?

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

3484. GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5674fo$2ap@balaena.bio.vu.nl>
Source record: 8726

I recently began programming a GEM application again,
I haven't done that since I quit programming in GFA Basic
and went on to learn C about two years ago...
It took me hours just to get a slider in a dialog to work,
as I have little GEM docs...
(I ended up using the GFA documentation on GEM :-)

Anyway, there's one thing I just can't figure out:
Even though I do a form_dial(FMD_START,...), mouse clicks seem to
be getting "shared" between my dialog (plain-old-non-modal type)
and a background application (for instance TOSWIN or the Desktop).
I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
Anyone know what's wrong here?

-=Levjenno

PS. I call form_dial() in the following manner:

```
int x,y,w,h;
form_center(tree,&x,&y,&w,&h);
form_dial(0,x,y,w,h,x,y,w,h);

/* Dialog stuff (using form_do) */

form_dial(3,x,y,w,h,x,y,w,h);
```

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

3485. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32872960.41C67EA6@etlxdmx.ericsson.se>
Source record: 8727

Andreas Kromke wrote:
>
> Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
> : It also doesn't support shel_write() in mode 0, which means that you
> : cannot ask the OS to launch a program concurrently from within your own
> : program - except via the AV-Protocol but that relys on a having a decent
> : AV server installed - which MagXDesk aint!
>
> This is a lie.
> MagiC's mode 0 is TOS-compatible what means that MutliTOS is not TOS-
> compatible.
> To start programs concurrently there is another shel_write() mode which
> does not conflict with TOS.

More info please.

> One can ask which behaviour the system has by calling appl_getinfo(). This
> call tells you if the system is TOS compatible or MultiTOS compatible.
>
I'm replying to this from work and therefore don't have access to the
Atari Compendium but, from memory, shel_write() mode 0 was introduced
with AES 4. Attempting to use it under single TOS will result in a
crash. It doesn't crash under MagiC, it doesn't do anything else either
though.
AES 4 was designed as multitasking AES. AFAIK, no existing commands
were changed just new ones added. shel_write() mode 0 is specifically
designed to get the OS to launch another application concurrently with
the calling application. Concurrently means both programs may be
accessed. It is specific to AES 4 and above since, as far as TOS is
concerned, no version lower than 4 is capable of multitasking.
To state that because a command is not available in earlier versions of
the OS it is incompatible is daft. Once the newer version is installed
the command is available. It is up to the application programmer to
ensure that the system their program is running on supports the newer
command before using it.

> Another way to launch programs concurrently is Pexec(100). But if you think
> that you need AV to start a program you most probably never heard of Pexec.
>
Don't be ridiculous! Of course I've heard of Pexec. It is the command to
launch programs as child processes of the calling application. Although
similar, it does not do the same job as shel_write because the child
program has control of the system until it is terminated whereupon
control returns to the parent. This is true even under multitasking
systems (including MagiC).

Of course I don't think you need AV to start programs. It is obvious
that there is another way. However all the programming docs for MagiC
are in German and one of my shortcomings is that I don't speak German.

> : It beats me why 2B go for this "almost there" solution of AES 3.99
> : rather than implementing it properly. When I first got MagiC 4,System
> : Solutions told me that they had passed a number of complaints onto 2B
> : about this but nothing changed for v5.
>
> All shells use MagiC shel_write-Calls for starting programs. Changing this
> would cause incompatibilities with former MagiC versions and with TOS.
>
This isn't the issue. Adding mode 0 support to MagiC would change
nothing. All programs that didn't use it would continue not to use it.
Programs that could use it (such as MultiPlicity and Thought!) would
benefit but nobody would lose.

> Instead of complaining about version 3.99 tell us how to start programs
> in MultiTOS using the single tasking mode.

Use Pexec :-)

> There is none?
> So use tool bars instead.

Sorry, I don't undersatnd what you mean here.

Regards
Martyn

3486. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <567363$cp0@m1.cs.man.ac.uk>
Source record: 8728

In article <dwilga-0811961448310001@dwilga.comm.mtholyoke.edu>, dwilga@mtholyoke.edu (Dan Wilga) writes:
>In article <32832AC3.2781E494@etlxdmx.ericsson.se>, Martyn Tidd
><etlmntd@etlxdmx.ericsson.se> wrote:
>
>> Magnus Kollberg wrote:
>> >
>> > jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>> >
>> > > Can you tell me if Geneva supports AES 4.1 toolbars? (ie WF_TOOLBAR,
>WF_FTOOLBAR
>> > > WF_NTOOLBAR wind_set/get and WM_TOOLBAR message)
>
>Yes, it does, thought to be honest with you, I never tested them with
>anything but the basic test program that Atari sent to developers with the
>AES 4.1 alpha.

Great. If you want, I can send you another program which uses the toolbar
(GEM-DEU 0.7b)

>Geneva completely supports all the flavors of shel_write(), including mode 0.

Excelent. :-)

Anthony

--

Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.

3487. Re: doom clones

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5673ir$ct5@m1.cs.man.ac.uk>
Source record: 8729

In article <3285a78d.274477@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On Sat, 9 Nov 96 20:10:22 GMT, in comp.sys.atari.programmer you wrote:
>
>>>Substation was a brave attempt, DESTRUCTION IMMINENT is a great game
>>>released at the ATARI show in Birmingham, better than Substation IMHO
>>>and I am a beta tester for KILLTHING that IMHO kicks them all and will
>
>> I've never heard of these last two. Where can one get them from ?
>
> Destruction Imminent you can get from Goodmand Int, its a commercial
>game, but is a very good Doom type of game, one of the best that will
>work on an ATARI STFM Upwards..
>
> Killthing....Also STFM Upwards..but not released yet?
>
>http://www.geocities.com/SiliconValley/6273/ktsuport.html

No, Tony. He meant the LAST two - ie. STOS FAQ and STOS FTP site
(or at least thats how I read it)

Go to Tony's WWW pages, at:

http://www.airtime.co.uk/users/stosser

and you'll find both.

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3488. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv7c91ch.fsf@emw.ericsson.se>
Source record: 8730

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> > Instead of complaining about version 3.99 tell us how to start programs
> > in MultiTOS using the single tasking mode.
>
> Use Pexec :-)
>
> > There is none?
> > So use tool bars instead.
>
> Sorry, I don't undersatnd what you mean here.

Neither do I. I can't see what Tool bars has to do with it and as MagiC
doesn't even support tool bars it's even more strange... ;-)

Hohohhhooo... :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3489. GIF-decoder/Brainstorm JPEG-decoder

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: Schaller Daniel <schaller@desun1.epfl.ch>
Message-ID: <32874B1D.6CF7@desun1.epfl.ch>
Source record: 8731

Hi

I'm looking for a fast GIF-decoder. Is there anybody out there
which owns the source (C-source or even 68K-assembler) of a
fast GIF-decoder?
I'm also interested in the way to drive the Brainstorm JPEG-decoder
extension. Does anyone have some info about how to decode
a JPEG/JFIF-file using this auto-folder program?

Thanks in advance.

--
Greetings

Schaller Daniel

3490. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <567kmk$nuu@epimetheus.algonet.se>
Source record: 8732

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Anyone know where I can get a good (free) assembler?

I suggest you buy Devpac from HiSoft, it's worth every penny. As far as I know there are no good pd/shareware assemblers for the Falcon030 available, but if you have a ST or STe, check out TurboAssembler.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

3491. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32875E54.41C67EA6@etlxdmx.ericsson.se>
Source record: 8733

Anthony Jacques wrote:
>
> In article <32872960.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
> >Andreas Kromke wrote:
> >> There is none?
> >> So use tool bars instead.
> > >
> > >Sorry, I don't undersatnd what you mean here.
>
> What Andreas means is that Magic doesn't have toolbar support,
> but (he claims) that the other AES's that do support toolbars dont
> have a shel_write() (or other method) that co-exists with
> Single-tasking.
>
No, sorry, still not following this. Most of the shel_write() modes ARE
single-tasking since they were implemented prior to AES 4.

Regards
Martyn

3492. GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <6e1_9611111154@conchbbs.com>
Source record: 8734

```
l > Even though I do a form_dial(FMD_START,...), mouse clicks seem
l > to be getting "shared" between my dialog (plain-old-non-modal
l > type) and a background application (for instance TOSWIN or the
l > Desktop).

While form_dial() supposedly reserves space on the screen, the
window manager doesn't honor it. There are two solutions: call
wind_update(BEG_MCTRL) to turn off multitasking before calling
form_dial(), or put your dialogs into windows.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3493. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <567i4s$k24@m1.cs.man.ac.uk>
Source record: 8735

In article <32872960.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>Andreas Kromke wrote:
>> There is none?
>> So use tool bars instead.
>
>Sorry, I don't undersatnd what you mean here.

What Andreas means is that Magic doesn't have toolbar support,
but (he claims) that the other AES's that do support toolbars dont
have a shel_write() (or other method) that co-exists with
Single-tasking.

I'll leave you to fight over Pexec() as I've never bothered to
look into this call in much detail. :)

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3494. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32868305.7619628@news.airtime.co.uk>
Source record: 8736

STOS is better than GFA and Highsoft AND any other BASIC for making
games, I would also say that for making games it kicks the arse out of
C....
Anyone want to prove otherwise ?

I will put STOS games on a head to head with any others, and win...

Who wants to see a game with a green backdrop and scroll
bars?...hahaha GEM Phoooey

C'mon you programmers, lets see you make a decent game NOW

****
This has been a "lets liven up
the newsgroup posting", Did it
work ?
****

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3495. STOSSER

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328684c0.8062176@news.airtime.co.uk>
Source record: 8737

So who is making what then?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3496. Game makers

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328684e7.8101894@news.airtime.co.uk>
Source record: 8738

Anyone out there making games ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3497. HEARTLAND

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32877cbb.5681965@news.airtime.co.uk>
Source record: 8739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Anyone still NOT got this:HEARTLAND
FAST, SMOOTH, CUTE, 8WAY SCROLLING, MASSIVE STFM and e enhanced
Platformer then you best get it now...because it soon wont be the
latest game,

Coming Soon....DIAMOND-ICE the story continues, but with five times
as much backdrop animation (and no speed loss), a puzzle to solve,
various charactors to interact with, objects to find, pick up and use,
This game will be a major improvement on HEARTLAND, and thats saying
something!

Get HEARTLAND from my page NOW!....Hold your breath because
DIAMOND-ICE is going to hit the ATARI ST soooooon :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3498. Re: GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: atwareck@ece.uwaterloo.ca
Message-ID: <E0q7IM.4nJ@novice.uwaterloo.ca>
Source record: 8740

```
In article <5674fo$2ap@balaena.bio.vu.nl>,
Levien van Zon <lvzon@bio.vu.nl> wrote:
>
>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?

I think the form_dial call has to be wrapped between
wind_update ( BEG_MCTRL ) and wind_update ( END_MCTRL ) calls.
This will tell GEM that your dialog is taking over all mouse activity.

Art
```

3499. Re: Atari Programming, naturally!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5672ce$b9@balaena.bio.vu.nl>
Source record: 8741

Rene Kint (itsux@xs4all.nl) wrote:

: A nice book to have is the Atari ST Profibuch, it is in German,
: but has a LOT of info on the internals of the ST/STE/TT and maybe
: in later versions also of the Falcon.

Or the Atari Compendium, which is in English and also available on CDROM.
It should contain anything one wants to know about programming the Atari,
including Falcon stuff...
(Pity I can't spare the mony to buy it :-( )

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Mr. Flibble's very cross. You shouldn't have ran away from him.
What are we going to to with them, Mr. Flibble? ....
We can't _possibly_ do that! Who would clear up the mess?"

--Rimmer (Quarantine)

3500. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3288409A.41C67EA6@etlxdmx.ericsson.se>
Source record: 8643

Tony Greenwood wrote:
>
> STOS is better than GFA and Highsoft AND any other BASIC for making
> games, I would also say that for making games it kicks the arse out of
> C....
> Anyone want to prove otherwise ?
>
Agreed. Except that STOS games generally don't work on the higher-end
hardware without patching (and even then its a bit dodgy). At least
with GEM games they (should) work on all versions of ST and derivatives.

I like STOS a lot and used to write in it all the time (not just games)
but it really doesn't work on a Falcon and so I haven't used it for
about two years. I was disappointed about that.

Regards
Martyn

3501. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <328855D1.41C67EA6@etlxdmx.ericsson.se>
Source record: 8644

Guy Harrison wrote:

> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> "child" terminates.

Thanks, I'll take a look.

Regards
Martyn

3502. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <569lio$8us@m1.cs.man.ac.uk>
Source record: 8645

In article <3288409A.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>I like STOS a lot and used to write in it all the time (not just games)
>but it really doesn't work on a Falcon and so I haven't used it for
>about two years. I was disappointed about that.

<cough, cough>

I beg to differ... STOS does work very nicely on the Falcon - once it
is set up properly. Using appropriate extensions you have full access
to the Falcons extra hardware etc. The only drawback is that it must
be run in an ST compatible resolution (HI as well - you can switch to
/ from ST High with my extension) as the editor/interpreter is not
designed for high-resolution modes.

:-)

Anthony

--
---------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
---------------------------------------+------------------------------

3503. Re: HEARTLAND

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8xj8tma.fsf@emw.ericsson.se>
Source record: 8646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

stosser@airtime.co.uk (Tony Greenwood) writes:

> Get HEARTLAND from my page NOW!....Hold your breath because
> DIAMOND-ICE is going to hit the ATARI ST sooooon :)

But we who has got Falcons then?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

3504. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328847ed.910129@news.airtime.co.uk>
Source record: 8647

On Tue, 12 Nov 1996 09:17:15 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>Tony Greenwood wrote:
After too much cheap boooze BTW but still a valid point I hope:)

>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out of
>> C....
>> Anyone want to prove otherwise ?

Crikey did I write that hahahaha...anyway its TRUE:)

>Agreed. Except that STOS games generally don't work on the higher-end
>hardware without patching (and even then its a bit dodgy). At least
>with GEM games they (should) work on all versions of ST and derivatives.

Ok 2 points....No one makes decent games in GEM, certainly not fully
fledged platformers etc, I am talking about 1996 onwards, I am not
aware of anyone even contemplating such a thing?
Secondly, You can now fix your compiler, this means the games you
compile will be fixed to work on any TOS versions you want, Including
all the Falcon versions, you have to follow a few programming
guidlines, things like not switching resolution anymore?, but if you
own a Falcon then I would say STOS is exactly what you need,

>I like STOS a lot and used to write in it all the time (not just games)

Same here, Diskzine shells, text readers, multimedia kit, I have
released allsorts of stuff in STOS,

>but it really doesn't work on a Falcon and so I haven't used it for
>about two years. I was disappointed about that.

AAAARGH what doesent work??? STOS not only works but there are now
upgrades (extensions) that allow you to access falcon specific stuff,
true colour sprites? and and and...ho just everything Falcon,

If you have a Falcon and want to program, visit my page and look at
the file site, here you can link to Anthonys Falcon extension and
Generic fixer and much more,

STOS works great on the Falcon and now takes full advantage of
everything the Falcon has to offfer...How I wish I had a Falcon:)

Sorry to rant, but its a pet hate of mine, how people tried STOS
years ago, formed an opinion, and decide thats that, THINGS GET
UPGRADED but people prefer to think what STOS used to be like ???????

STOS has been upgraded!!!!!!!!! see the STOS.FAQ

<smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3505. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <328871B3.167EB0E7@etlxdmx.ericsson.se>
Source record: 8648

Tony Greenwood wrote:
> Sorry to rant, but its a pet hate of mine, how people tried STOS
> years ago, formed an opinion, and decide thats that, THINGS GET
> UPGRADED but people prefer to think what STOS used to be like ???????
>
> STOS has been upgraded!!!!!!!!! see the STOS.FAQ
>
> <smile>

I did take a look about a year ago but couldn't get anything to work properly. I'm certainly willing to give it another go though. I'll let you know how I get on.

Regards
Martyn

3506. VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <56a226$6lu@commserv.fb1.fhtw-berlin.de>
Source record: 8649

```
programming an AES-GEM application and being quite lazy
i asked myself if it's necessary (and when: why ?)
to open another virtual workstation if i could use the workstation
of the desktop and therefore just make an appl_init() and
a graf_handle() to work with GEM-windows and AES ?!
any advices ?
o

--
-
-- Jo'ogn (; - 030/606 91 85
```

3507. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56a1it$f0t@m1.cs.man.ac.uk>
Source record: 8650

In article <328871B3.167EB0E7@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>Tony Greenwood wrote:
>> Sorry to rant, but its a pet hate of mine, how people tried STOS
>> years ago, formed an opinion, and decide thats that, THINGS GET
>> UPGRADED but people prefer to think what STOS used to be like ???????
>>
>> STOS has been upgraded!!!!!!!!! see the STOS.FAQ
>>
>> <smile>
>
>I did take a look about a year ago but couldn't get anything to work
>properly. I'm certainly willing to give it another go though. I'll let
>you know how I get on.

Ok...

here is what you do:

install STOS.
----
install files on you HD
run Generic STOS Fixer on BASIC206.PRG
rename to BASIC206.TOS (improves graphics commands)
put fgraphic.exx and faudio.exy in STOS\ folder
run from ST-low (no NVDI... control boot is safest)

The STOS editor should now work.

install compiler
----
install files on you HD
fix (MUST use a Generic fixer) COMP207.BIN
put fgraphic.ecx and faudio.ecy in COMPILER\ folder
compile a program
run it from ST-low (control-boot)

read the manual to Generic STOS Fixer for details on compatibility
issues. Read the manual to STOS Falcon extension for details about
Falcon only commands.

Both are available on the WWW at my pages, or via FTP somewhere...

Falcon extension is shareware, of course...

Anthony
--

```
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------
```

3508. Re: MiNT threads - Pfork() ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <569jud$qcc@newsserver.rrzn.uni-hannover.de>
Source record: 8651

Eric R. Smith (ersmith@netcom.com) wrote:
: The tfork() call launches a given function in a separate thread.
: When the function returns, the thread is automatically terminated.
: Note that the standard C library is *not* re-entrant, so the
: thread must be very careful about the library calls it makes! (Indeed,
: I'm not certain my example above will work; it probably depends on
: how the library implements form_alert, appl_init, and so on).

There is only one MT safe AES library. I wrote MT_AES.LIB when I
introduced threads (in the UNIX meaning, i.e. one process can have
many threads) in MagiC 5.
Any other AES library will cause crashes.

--

ANDREAS KROMKE

....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

3509. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <569jo5$qcc@newsserver.rrzn.uni-hannover.de>
Source record: 8652

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: Atari Compendium but, from memory, shel_write() mode 0 was introduced
: with AES 4.

No.

: Attempting to use it under single TOS will result in a
: crash.

No.

: It doesn't crash under MagiC, it doesn't do anything else either
: though.

No.

: AES 4 was designed as multitasking AES. AFAIK, no existing commands
: were changed just new ones added.

No.

: launch programs as child processes of the calling application. Although
: similar, it does not do the same job as shel_write because the child
: program has control of the system until it is terminated whereupon
: control returns to the parent. This is true even under multitasking
: systems (including MagiC).

No.

: This isn't the issue. Adding mode 0 support to MagiC would change
: nothing. All programs that didn't use it would continue not to use it.
: Programs that could use it (such as MultiPlicity and Thought!) would
: benefit but nobody would lose.

No (double negotiation).

: Sorry, I don't undersatnd what you mean here.

I do not, either. This was not a sensible statement.

--

ANDREAS KROMKE

3510. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32889B4C.41C67EA6@etlxdmx.ericsson.se>
Source record: 8653

Andreas Kromke wrote:

> No. (lots)

Help me out here will you. I take it from "No" you disagree with what I have said. An explanation as to why might have helped. I'll be the first to admit I'm not the world's greatest GEM programmer and in the absence of any MagiC programming documentation that I can read, I can only go by my own experience.

When I wrote MultiPlicity it worked perfectly under single-TOS (using Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC 4 when it became available and MultiPlicity wouldn't call external programs under it. This was because shel_write() in mode 0 did not work under MagiC 4. I haven't tried it under v5 since the AES is still 3.99 and therefore I assume that no changes have been made here. I spent two weeks trying to get MagiC to behave as I expected it to before opting for the AV solution.

Lets be honest here. MultiPlicity was written as my final year project at university. Its primary function was to get me good marks and a good degree (which it did). The two lecturers whose job it was to assess my project only knew as much about Atari computing as I told them. I could therefore have got away with demonstrating MultiPlicity under Geneva and made NO attempt to get it work with MagiC and still have got the same mark. It was important to ME though it worked under MagiC which is why I spent time I could ill afford trying to make it do so. I readily admitted in the docs that my answer was not a solution but a workaround and I would continue to look for something better. I haven't found it yet but you are talking as you know the answer but just don't want to share it. If you really do how to do this then I would appreciate your help. Even if you don't, please try to substantiate your claims with something more than arrogance.

Incidently, why should I want to lie about MagiC? I don't have a warehouse full of alternatives that I can't shift and trying to discredit any Atari software does no one any good. I am simply stating what I see to be the truth. With one or two caveats I think MagiC is wonderful - it's just not perfect and I don't see why I shouldn't be allowed to state that. On the shel_write() issue I would be quite happy to proven wrong since it would solve a lot of problems. I don't like the AV workaround any more than you for the reasons previously stated.

Regards
Martyn

3511. Re: GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <847896182_OASIS_@swampdog.demon.co.uk>
Source record: 8654

In article <5674fo$2ap@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>I recently began programming a GEM application again,
>I haven't done that since I quit programming in GFA Basic
>and went on to learn C about two years ago...
>It took me hours just to get a slider in a dialog to work,
>as I have little GEM docs...
>(I ended up using the GFA documentation on GEM :-)
>
>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?
>
> -=Levjenno
>
>PS. I call form_dial() in the following manner:
>
>int x,y,w,h;
>form_center(tree,&x,&y,&w,&h);
>form_dial(0,x,y,w,h,x,y,w,h);
>
>/* Dialog stuff (using form_do) */
>
>form_dial(3,x,y,w,h,x,y,w,h);

You need to stop the screen manager getting in on the act by blocking
it - otherwise apart from pinching your keys, it will let windows
scribble over your dialogue ... :-)

```
wind_update(BEG_UPDATE/*1*/);
wind_update(BEG_MCTRL/*3*/);
form_dial(FMD_START...)
..
form_dial(FMD_FINISH...)
wind_update(END_MCTRL/*2*/);
wind_update(END_UPDATE/*0*/);
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3512. Re: HEARTLAND

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>
Source record: 8655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Heartland works fine on the falcon. You have to use stos fix though...

On 12 Nov 1996, Magnus Kollberg wrote:

>stosser@airtime.co.uk (Tony Greenwood) writes:
>
>
>> Get HEARTLAND from my page NOW!....Hold your breath because
>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>
>But we who has got Falcons then?
>
>//Magnus Kollberg
>--
> +---------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +---------------------------------------+
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

3513. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <56a8vt$asj@newstoo.ericsson.se>
Source record: 8656

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>, joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) writes:
>programming an AES-GEM application and being quite lazy
>i asked myself if it's necessary (and when: why ?)
>to open another virtual workstation if i could use the workstation
>of the desktop and therefore just make an appl_init() and
>a graf_handle() to work with GEM-windows and AES ?!
>any advices ?

It is very imprtant to do a correct init and not using the desktops.
If your program is using the desktops handle
and then if your program crash it will probably hang the system.
And it is not a clean way to program.

Regads
Erik Hall

Mail : Erik.Hall@epk.ericsson.se
or erikhall@tripnet.se
URL : http://www.tripnet.se/home/erikhall/index.html

3514. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1211961222030001@dwilga.comm.mtholyoke.edu>
Source record: 8657

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>,
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) wrote:

> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?
> o

If you are going to use the VDI at all, you should always open your own workstation. It is not, strictly speaking, necessary, but it is a very good practice. It may even be required under MultiTOS, if I recall correctly.

If you don't use any VDI calls (or only things like v_show_c(), which don't alter any workstation attributes), there's no need to open a new workstation.

Dan Wilga
Gribnif Software

3515. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <56ab6r$2qs@newsserver.rrzn.uni-hannover.de>
Source record: 8658

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: Help me out here will you. I take it from "No" you disagree with what I
: have said. An explanation as to why might have helped. I'll be the

Please refer to comp.sys.atari.st. I posted a documentation of the parallel
shel_write() call in MagiC. This posting refers to MagiC 2, but the facts are
still true.

: first to admit I'm not the world's greatest GEM programmer and in the
: absence of any MagiC programming documentation that I can read, I can
: only go by my own experience.

So tell: "I did not find another way" instead of "There is not other way".
And do not think that something makes sense only because Atari Corp. (RIP)
did it.

:
: When I wrote MultiPlicity it worked perfectly under single-TOS (using
: Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC
: 4 when it became available and MultiPlicity wouldn't call external
: programs under it. This was because shel_write() in mode 0 did not work
: under MagiC 4.

No, this is because you called shel_write with mode 0 instead of shel_write
with mode 1 like in Single TOS. You made the assumption that anything
except Single TOS uses mode 0 like MultiTOS. And this assumption was wrong.
appl_getinfo() clearly tells you that MagiC's mode 0 works like in TOS,
not in MultiTOS. So your program should have used mode 1 as it does with
Single TOS.

: help. Even if you don't, please try to substantiate your claims with
: something more than arrogance.

Don't you think it is arrogant not to distinguish between assumptions and
facts and to tell here that something does not work instead of asking what
you might have done wrong?

--

ANDREAS KROMKE

3516. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961112202022.4173A-100000@tiny.lysator.liu.se>
Source record: 8659

On 12 Nov 1996, Juergen Oppermann wrote:

> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?

This is not a very good idea in many senses.
All settings, such as line colour, width, style, marker colour, size
etc. etc. will be saved and used by the desktop as well. And if your
program is running as an accessory, it and the desktop would both change
the settings, and VERY unexpected result will happen.

There's probably a lot more reasons not to do it that way, and besides,
it's not really that much work to do a v_opnvwk.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

3517. Re: HEARTLAND

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328884b7.16474567@news.airtime.co.uk>
Source record: 8660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 12 Nov 1996 12:01:33 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>> Get HEARTLAND from my page NOW!....Hold your breath because
>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>
>But we who has got Falcons then?

Does that translate to "What about Falcon owners", sorry I seriously
didn't understand the response ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3518. Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <56b02g$7le@learnet.freenet.hut.fi>
Source record: 8661

What kind of magazine is it? All information could be nice or not...

TWN...

* Kivi (unregistered) 1.41a *

3519. C(++) compiler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Taneli Mielikainen <Taneli.Mielikainen@club.mpoli.fi>
Message-ID: <56b02s$7le@learnet.freenet.hut.fi>
Source record: 8662

Jo Even Skarstein wrote to All:
JE> Taneli Mielikainen (Taneli.Mielikainen@club.mpoli.fi) wrote:
JE> >What's good C++ compiler for Falcon/atari?
JE> The best (And only) is Gnu C++, you can find it on most ftp-sites.
JE> Perhaps the best site for MiNT and atari-specific Gnu-stuff is
JE> ftp.fu-berlin.de.

Yep... I've got it...
Does it support 060? (Any version)
Or is there anything for DirecT60 only?

TWN...

* Kivi (unregistered) 1.41a *

3520. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-12 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <847837616@p24.f101.n323.z205.mbh.org>
Source record: 8663

Tony Greenwood wrote:
>
> STOS is better than GFA and Highsoft AND any other BASIC for making
> games, I would also say that for making games it kicks the arse out > of
C....
> Anyone want to prove otherwise ?
>

Depends on your definition of making games... STOS comes with a great set of general usable routines for games, but if you want to make your games the best of the best you have to design your own specific routines.
If you get to that point C is the most flexible solution, I think, but you have to do all your grapic and sound routines yourself because there is no standard library for graphics work.

If it comes to basic I prefer Omikron basic. Ever seen my Demounstures demo vor ST/STe? It realy beats the hell out of all other basic demos I have ever seen. Considering making demos is about as hard as making games I think your statement is proven to be wrong. ;-)

Bye Hans Wessels

BTW: use assembly to do real work and make the framework in C!

Hans

3521. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafsm8lsy.fsf@emw.ericsson.se>
Source record: 8664

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> With one or two caveats I think MagiC is
> wonderful - it's just not perfect and I don't see why I shouldn't be
> allowed to state that. On the shel_write() issue I would be quite happy
> to proven wrong since it would solve a lot of problems. I don't like
> the AV workaround any more than you for the reasons previously stated.

I think this sounds just like Andreas. You can't comment on MagiC without
he jumping on you, saying that MagiC is best. If MagiC can't do it, don't
do it. Great. If you are realy lucky he wil leven say two words!

As Andreas should know about most questions asked here it shouldn't be that
damned hard to answer them insteed of being arrogant, becuase that he is!

We all love/like MagiC, but we find some shortcommings from time to time.
Why not try to fix them insteed? The guy who is doing Geneva (sorry I can't
remeber his name right now) seems to be much more helpfull and if there is
something missing, or like with the new AES calles that some guys come up with
for XaAES/oAESis, quickly picked them up and add them. With MagiC you don't
get much respons. You only have to upgrade three times per year to get some
more pointless features insteed of AES 4.1 compatibility.

What I would like to see in MagiC before they start playing with VFAT and other
stupied things would be _true_ AES 4.1 support and better memory protection
which would make it alot more stable. It's a great OS, but it's not perfect, but
there isn't anythinkg saying that it couldn't be.

I must say that I like MagiC very much. Anything else would be a lie but I want
my toolbars.... :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3522. Re: HEARTLAND

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv91868los.fsf@emw.ericsson.se>
Source record: 8665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

stosser@airtime.co.uk (Tony Greenwood) writes:

> >> Get HEARTLAND from my page NOW!....Hold your breath because
> >> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
> >
> >But we who has got Falcons then?
>
> Does that translate to "What about Falcon owners", sorry I seriously
> didn't understand the response ?

Yeah, sorry. I must say that I had problems understanding that my self...

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3523. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32898CA9.41C67EA6@etlxdmx.ericsson.se>
Source record: 8666

Andreas Kromke wrote:
>
> Please refer to comp.sys.atari.st. I posted a documentation of the parallel
> shel_write() call in MagiC. This posting refers to MagiC 2, but the facts are
> still true.
>
I'm fairly new round here so I must have missed that. When was it?

> So tell: "I did not find another way" instead of "There is not other way".
> And do not think that something makes sense only because Atari Corp. (RIP)
> did it.
>
TINWIS. Paraphrasing a little, I said that the MagiC AES is not fully
AES 4 compliant (which it isn't) and one of the missing parts was
shel_write() in mode 0 (which it is).
It doesn't matter whether it made sense the way Atari did it. The fact
is that Atari were the originators of the OS and any replacement for
that OS must do things the same way (at least at programmer interface
level) or risk programs that worked perfectly under TOS not working
under the replacement. Like it or not TOS is the standard.
> :
> : When I wrote MultiPlicity it worked perfectly under single-TOS (using
> : Pexec) MultiTOS and Geneva (using shel_write() mode 0). I bought MagiC
> : 4 when it became available and MultiPlicity wouldn't call external
> : programs under it. This was because shel_write() in mode 0 did not work
> : under MagiC 4.
>
> No, this is because you called shel_write with mode 0 instead of shel_write
> with mode 1 like in Single TOS. You made the assumption that anything
> except Single TOS uses mode 0 like MultiTOS. And this assumption was wrong.
> appl_getinfo() clearly tells you that MagiC's mode 0 works like in TOS,
> not in MultiTOS. So your program should have used mode 1 as it does with
> Single TOS.
>
Like I said, MagiC does not use shel_write() in mode 0. Thanks for the
info on mode 1 though. I'll try it. I have since looked up this call
and got conflicting stories - though the end result is the same.
According to the Atari Compendium mode 0 was introduced with AES 4 and
should not be used with AES versions lower than this. The Lattice C
docs state that mode 0 is theoretically available for all versions of
AES but a bug in every version of the AES up to 4 means that it doesn't
work.

> : help. Even if you don't, please try to substantiate your claims with
> : something more than arrogance.

>
> Don't you think it is arrogant not to distinguish between assumptions and
> facts and to tell here that something does not work instead of asking what
> you might have done wrong?
>
No. As far as I am concerned I followed Atari's programming instructions
for a multitasking system. The fact that it worked without problem under
both Atari's official multitasking system and Geneva is testement to
that. The lack of any decent documentation for MagiC means that I only
have two other ways of finding things out about the system: Asking the
UK distributors, System Solutions; and my own observations. I observed
that shel_write() mode 0 did not operate under MagiC and a phone call to
SysSol for help confirmed that. I was perfectly correct to state that
mode 0 did not work and that the MagiC AES is not fully AES 4
compliant. Where, perhaps, I didn't make myself clear was in saying
that I had used AV to get round the problem without stating that I was
aware that it wasn't the best solution. I was just trying to be
concise.

Regards
Martyn

3524. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32899207.41C67EA6@etlxdmx.ericsson.se>
Source record: 8667

Magnus Kollberg wrote:
>
> We all love/like MagiC, but we find some shortcommings from time to time.
> Why not try to fix them insteed? The guy who is doing Geneva (sorry I can't
> remeber his name right now) seems to be much more helpfull and if there is
> something missing, or like with the new AES calles that some guys come up with
> for XaAES/oAESis, quickly picked them up and add them. With MagiC you don't
> get much respons. You only have to upgrade three times per year to get some
> more pointless features insteed of AES 4.1 compatibility.
>
Agreed. Dan Wilga (for that is his name) is extremely good when it
comes to support. When I first got my Falcon I found that Geneva TOS no
longer worked (I should point out that this was a few Geneva versions
ago). Within 24 hours Dan had come back with a way to fix the problem.
That's service!

> What I would like to see in MagiC before they start playing with VFAT and other
> stupied things would be _true_ AES 4.1 support and better memory protection
> which would make it alot more stable. It's a great OS, but it's not perfect, but
> there isn't anythinkg saying that it couldn't be.
>
VFAT is very nice but really more trouble than it's worth. Kobold
doesn't understand long file names and doesn't default to to the
shortened versions (though I guess this might change with v4) and disk
maintenance on VFAT partitions is a thing of the past. Plus I then have
to put up with Diamond Mirror telling me that the VFAT partition is
faulty. I realise that this is older software not understanding VFAT
but I have no removed it from all partitions.

Regards
Martyn

3525. Re: Game makers

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961113203848.9064A-100000@student.canberra.edu.au>
Source record: 8668

> Anyone out there making games ?

Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
or d/load it from the major ftp sites...

Planning to convert some good-ol' atari 8-bit games during the summer
break from university...

I plan to support the Falcon and STe as it is quite easy to adapt code
from Falcon to STe and vice-versa. Most stuff I write will require >1Mb
RAM though - but STes are *SO* easy to upgrade any 1Mb owner should spend
$20 or so and get 4Mb RAM...

Seeya,
Yiannis

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

3526. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32898D66.167EB0E7@etlxdmx.ericsson.se>
Source record: 8669

Guy Harrison wrote:

> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> "child" terminates.
>
I've looked this up in both the Atari Compendium and the Lattice C docs
as well as performing a search through all the Lattice C header files.
I can't find any trace of this function. Help!

Regards
Martyn

3527. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32899879.2766712@news.airtime.co.uk>
Source record: 8670

On Tue, 12 Nov 96 23:08:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out > of
>C....
>> Anyone want to prove otherwise ?

>Depends on your definition of making games... STOS comes with a great set of

Theres isnt much leeway is there? making games means making games,

>general usable routines for games, but if you want to make your games the best
>of the best you have to design your own specific routines.

What? I do design my own routines, In BASIC?.... I (and no one else
should) ever use any of the original STOS routines, they are,slow
,stupid and for the most part unusable

>If you get to that point C is the most flexible solution, I think, but you have
>to do all your grapic and sound routines yourself because there is no standard
>library for graphics work.

Sorry but I do not understand your point here, I am debating the best
programming launguage for making games, between ANY BASIC and C, yet
you seem to be telling me how awkward to use C is,
Show me a top game made in C ? something thats better than one I can
show you in STOS?

>If it comes to basic I prefer Omikron basic. Ever seen my Demounstures demo vor
>ST/STe? It realy beats the hell out of all other basic demos I have ever seen.
>Considering making demos is about as hard as making games I think your statement
>is proven to be wrong. ;-)

Demos are hard to make, and about as usefull as a glass brick,

Dont show me demos, show me a game made in BASIC that is better than
any I can show you made in STOS BASIC,
Show me a game currently being made NOW in BASIC that beats any I can
show you currently being made in STOS,
Demos are not games...
You have not proved me wrong at all, more like tried to twist the
challenge,

>BTW: use assembly to do real work and make the framework in C!

real work, hahahahahahahahahahahahahaha did you not understand my
original question?

Anyone else out there who wants to debate the point that I say STOS
is the best BASIC for making games, without talking Demos=not games
and without suggesting Assembly....real work my foot

< BIG SMILE >

BTW Yes Assembly is more powerfull (and less fun) but then again,
thats why I did NOT include it in the challenge ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3528. 6502 binary format & xassembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <56cbdp$at6@narses.hrz.tu-chemnitz.de>
Source record: 8671
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

Hi there!

After the discussion has been going on for a while in the cbm newsgroups,
I decided to ask other people what they think about it.

I have designed a 6502 relocatable binary file format binary. This
format is preliminary and I'm still collecting ideas as how to
make it more useful.
I also have an assembler (written in ANSI-C) that can produce this
format.

But first I like to here your comments, esp. what you think about
the usefulness for an 65816, as I don't have any info on this one.

Thanks
Andr&#65533;

----------snip----------

6502 binary relocation format V0.9, as of 02nov1996

(c) Andr&#65533; Fachat (a.fachat@physik.tu-chemnitz.de)

0) What it's for?

With some new 6502/C64/C128 operating systems comes the need for a new
binary format that allows relocating an assembly language program to a
different location.

This text tries to find a) a good solution to this problem for the 6502 CPU
and b) an assembler source format to use this format in a general manner.
It doesn't try to define or discuss object file or library file format,
which can be implemented differently by different assemblers.

1) 6502 specifics

The 6502 has the special feature of a 'zeropage', i.e. a very limited
memory address range used for special addressing modes. So the format
should not only provide a means to relocate absolute addresses but also
zeropage addresses.

The stack is also very limited. A binary format should provide a measure
of how much stack space is needed for the application.
An issue still to be discussed should be if stack addresses should
be relocated and how. The C64 basic interpreter uses a lot of the stack, for
example. But I tend to leave the (limited) stack for its real purpose,
as stack!

Such limits should be defined as 2 byte values, even if the 6502 only
has a range of 1 byte. But the 65816 behaves differently (?).

Another problem is, that an address can be 'split', i.e. you can just use
the high byte or the low byte separately in an opcode. This gives need
to a special relocation table format, that can cope with half-address
references.

2) assembler source format (as of xa-2.1.0d, 02nov1996)

As already used in other formats, the assembler uses three different
segment types, i.e. text (the actual program code), data (initialized
variables), and bss (uninitialized variables). In addition to that, the
6502 format also includes a zeropage segment type, to allow zeropage
variables to be relocated. This zeropage segment is like a bss segment,
in that only the length, but not the data is saved.

In 2.1.0 there is a way to temporarily disable the creation of relocation
table entries. This way absolute code can be inserted into a file. This
code should then be copied to the right location at runtime.
(Later versions will also provide a way to 'embed' relocatable files
in an absolutely addressed code. At least I want to build some operating
system ROMs with that...)

2.1) allocation of data segment/zeropage segment address space

The assembler switches between the different segments by the means of
".text", ".data", ".bss" and ".zero" pseudo opcodes.
The text segment contains the program code. Data holds the initialized data,
while bss and zero segments contain uninitialized data for normal/zeropage
address space.
Everything that is between one of these segment opcodes and the next segment
opcode gets into the corresponding segment, i.e. labels, assembled code etc.
The text and data segments are saved in the file, while for the bss and
zero segments only the length is saved in the file.

2.2) referencing data/bss/zeropage addresses

One problem with the 6502 is, that it cannot load an address within one
step or assembler opcode. So an address is loaded with standard byte
opcodes, like "lda #<label". But how do we decide, whether "label"
is an address or not, and what do we if we get something like
"lda #zp_label + 12 * label2"?

The assembler is now intelligent enough to evaluate such expressions
and check for:

- no address label : ok, absolute
- one address label, only add to label : ok, relocate
- difference between two addresses : If addresses in same segment, compute
diff and set absolute, otherwise bail
- everything else : warning

This way there is no change in syntax. Address labels are distinguished
by using the "label:" syntax, as opposed to "label = value". Well, my assembler

can also use the first syntax without the colon, as here everything is a label
that is not an assembler opcode.

3) binary format

I have seen three ways to handle the relocation problem so far:

- tables: have a relocation table for a text segment
if relocation table is put in front of code (as braindead MS-DOS does)
you have to save the table in a side-storage
if table is behind, you still cannot relocate 'on the fly'.

- deassembling: go through the code, deassemble it and change all absolute
addresses. Problem: needs to know / have hints about where some
data is in the code.

- relocation info in the code: Here each address is preceeded with an 'escape'
code and is relocated when loading. But this disallows block oriented
transfer from storage media to memory.

I therefore prefer the first method, with the table after the code/data.
So I can use block oriented transfer for the text/data segment. And while
reading the relocation tables bytewise, the relocation can be done without
the need to save the table somewhere.

The proposed standard extension for the described format is ".o65".

The binary format is the following:

```
------------------------------------------------------------------
header
.byt $01 ; version
.byt $00 ; non-C64 marker
.word tbase ; address to which text is assembled to
; originally
.word tlen ; length of text segment
.word dbase ; originating address for data segment
.word dlen ; length of data segment
.word bbase ; originating address for bss segment
.word blen ; length of bss segment
.word zbase ; originating address for zero segment
.word zlen ; length of zero segment

{ ; optional options, more than one allowed
.byt olen ; overall length (including length and type
; byte
.byt otype ; option type
[ .byt option_bytes ]
}+
.byt $00 ; end of options marker (i.e. option len=0)

text ; text segment
data ; data segment
```

```
reloc_text ; relocation table for text segment
reloc_data ; relocation table for data segment
external ; list of external references
globals ; list of global variables
-----------------------------------------------------------------
```

The header options currently defined/proposed are:

```
- Filename
type=0; len=[variable]; content=string,0

- Adrlist
type=1; len=[variable]; content= address pointer list
The addresses are relocated as if they point to the text segment
An OS might use this as general jump table (may be for libraries?).
But It's better to have an own jump table for each OS; that would even
allow one binary for multiple OSes (like OS/A65-Adrlist -> init adr,
Lunix-Adrlist -> init-adr, list of exception vectors etc...)
(Should I drop this one?)

- StackSize
type=2; len=4; content= data word describing the minimum needed stack size.
The OS should add an appropriate value for it's IRQ routines and stuff.

-----------------------------------------------------------------
```

The text and data segments are just the assembled code.

The relocation tables are (each):

```
{ [255,...,255,] offset of next relocation (b), typebyte|segmentID [, low_byte] }+
```

where typebyte is one of

```
WORD $80 2 byte address
HIGH $40 high byte of an address
LOW $20 low byte of an address
```

and segmentID stands for the segment the reference points to:

```
0 absolute value
1 text segment
2 data segment
3 bss segment
4 zero segment
```

```
The offset is a one byte value only. If the difference between the last
relocation address and the next one is larger than 254, a 255 is put
in the offset byte, and 254 is substracted from the difference, thus allowing
to continue without a zero offset byte.
A zero offset byte ends the relocation table. The first offset is computed
from the segment base address-1, to avoid a 0 value in the first entry.

-----------------------------------------------------------------
```

A format for the external refernces list (i.e. a list of undefined
references) is not (yet) defined

The global list is:

{ "global_label_name_in_asc",0, segmentID, value.w }+
.byt $00

This approach allows

a) using BLOCK transfers, as no relocation info is hidden within the
code or data itself;
b) It needs no (not much) side-storage, as a segment can be read using block
transfers and then, while reading the relocation table, being
relocated on the fly. The only side-storage is the list of segments
with corresponding memory offsets. See the provided basic 'loader'
code.

Possible Changes to the format are:

- put the minimum stack size into the file header, not into an option

- have an additional byte to flag that the relocation table only allows
pagewise relocation. Well, this would insert a word at position 2
(i.e. after the initial .byt 1,0 and before the text segment base address.)
The flag would then be one out of 16 possible databits.
[This change has a high probability, I think....]

- Have possibly multiple objects in one file

- add a "static data init" function address header option that gets
called after loading but before the thing is executed. This could
make runtime linking easier, when each object is one function and not
a whole program.

----------snip----------

--
Andr&#65533; Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

3529. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3eye87cw.fsf@emw.ericsson.se>
Source record: 8672

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> Agreed. Dan Wilga (for that is his name) is extremely good when it
> comes to support. When I first got my Falcon I found that Geneva TOS no
> longer worked (I should point out that this was a few Geneva versions
> ago). Within 24 hours Dan had come back with a way to fix the problem.
> That's service!

Yeah. I have never used Genevea, but I have always found Dan Wilga to be more
than helpfull after reading these groups. Maybe it's time I buy a copy just
for the excellent support? :-)

> VFAT is very nice but really more trouble than it's worth. Kobold
> doesn't understand long file names and doesn't default to to the
> shortened versions (though I guess this might change with v4) and disk
> maintenance on VFAT partitions is a thing of the past. Plus I then have
> to put up with Diamond Mirror telling me that the VFAT partition is
> faulty. I realise that this is older software not understanding VFAT
> but I have no removed it from all partitions.

I guess you ment "now removed"? Actaully I'm thinking of removing it as
well. As you said, it realy make more trouble than it's worth. :-\

I actually havn't got one file with more charachters than 8+3 as they
get wacky under TOS and I use TOS regulary as well.. :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3530. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56chr4$cge@m1.cs.man.ac.uk>
Source record: 8673

In article <847837616@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>
> Tony Greenwood wrote:
>>
>> STOS is better than GFA and Highsoft AND any other BASIC for making
>> games, I would also say that for making games it kicks the arse out > of
>C....
>> Anyone want to prove otherwise ?
>>
>
>Depends on your definition of making games... STOS comes with a great set of
>general usable routines for games, but if you want to make your games the best
>of the best you have to design your own specific routines.
>If you get to that point C is the most flexible solution, I think, but you have
>to do all your grapic and sound routines yourself because there is no standard
>library for graphics work.

Argh!

You mention library routines for C, yet not for STOS! You do not have to use
the standard STOS sprites - in fact most (good) STOS programs DO NOT use the
STOS sprites (or music, or joystick or...) routines. They use library routines
which are much more efficient. These are called extensions BTW, and there are
LOTS of them (check the STOS FAQ for info on what is available).

If you still dont think it is fast enough then you can write your routines
in assembly language and use them within STOS as has been shown by eg. BombSquad
which does exactly this.

I am not saying that STOS is better than other languages (I have used quite
a few, and do find STOS one of the easiest to write complex programs in) but
I would say that it is wrong to assume that STOS is not as good as C for the
reasons mentioned above. (one valid reason might be the lack of proper functions,
but these can easily be simulated with gosubs)

Anthony
--
------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+-----------------------------

3531. Re: Game makers

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3289e440.22168485@news.airtime.co.uk>
Source record: 8674

On Wed, 13 Nov 1996 20:49:06 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> Anyone out there making games ?

>Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
>Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
>or d/load it from the major ftp sites...

Would this be the mega kewl FULL screen bomber man type fing?

>I plan to support the Falcon and STe as it is quite easy to adapt code
>from Falcon to STe and vice-versa. Most stuff I write will require >1Mb

What are you coding this in ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3532. Re: GEM problem

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: sbagley@innotts.co.uk
Message-ID: <56d8ef$okh@mapperley.innotts.co.uk>
Source record: 8675

```
>as I have little GEM docs...
>(I ended up using the GFA documentation on GEM :-)

Get The Atari Compendium, Its excellent.

>Anyway, there's one thing I just can't figure out:
>Even though I do a form_dial(FMD_START,...), mouse clicks seem to
>be getting "shared" between my dialog (plain-old-non-modal type)
>and a background application (for instance TOSWIN or the Desktop).
>I use Sozobon C 2.00x (with XGEMFAST libs) and MultiTOS.
>Anyone know what's wrong here?

Looking at your code yep.

Place this before Form_dial(FMD_START,

wind_update(BEG_UPDATE);
wind_update(BEG_MCTRL);

which looks the screen for your use.

and this after FMD_FINISH, to unlock it.

wind_update(END_MCTRL);
wind_update(END_UPDATE);

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
```

3533. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848000400_OASIS_@swampdog.demon.co.uk>
Source record: 8676

In article <56a226$6lu@commserv.fb1.fhtw-berlin.de>
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) said:-

>programming an AES-GEM application and being quite lazy
>i asked myself if it's necessary (and when: why ?)
>to open another virtual workstation if i could use the workstation
>of the desktop and therefore just make an appl_init() and
>a graf_handle() to work with GEM-windows and AES ?!
>any advices ?

Each vdi handle identifies a structure which holds the current
attributes. If you use the aes handle then any changes you make will
may also affect the "desktop" and vice-versa. Even if a particular
operation appears to be ok you cannot guarantee it will be so in any
other context. Thus it's a bad idea.

Part of the vdi idea is it allows you to open multiple workstations
with different attributes. Instead of having to keep changing the
attributes all you need do is change handles.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3534. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <847918262@p24.f101.n323.z205.mbh.org>
Source record: 8677

Tony Greenwood wrote:
> On Tue, 12 Nov 96 23:08:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> Depends on your definition of making games... STOS comes with a great
>> set of
>
> Theres isnt much leeway is there? making games means making games,

Yes! and cars are cars, there is no difference between a Mercedes, Fiat and Lada!

> What? I do design my own routines, In BASIC?.... I (and no one else
> should) ever use any of the original STOS routines, they are,slow
> ,stupid and for the most part unusable

No, a midrange car brings you to every place you want. If you want maimum prestations you have to tune and modify your car...

> Sorry but I do not understand your point here, I am debating the best
> programming launguage for making games, between ANY BASIC and C, yet
> you seem to be telling me how awkward to use C is,

or even design and build your own one. It's far more work, it's hard work, but the result might be far better than a regular care made of standard parts.

> Show me a top game made in C ? something thats better than one I can
> show you in STOS?

Civilization is done in C and Colonial conquest too. I don't know the amount of assembly that's used in those projects. It's quite easy to design your code in C and optimise the most used and most time consuming parts in assembly (I use that method in my current projects). I think most simulation games like (Railroad Tycoon, Simcity) are done in C with maybe some assembly. Oxyd is done in Modula 2.

> Demos are hard to make, and about as usefull as a glass brick,

They show you the limit of the computer in combination with a certain language and the imagination of the coders.

> Dont show me demos, show me a game made in BASIC that is better than
> any I can show you made in STOS BASIC,

I can't. Most games I know of are written is assembly (maybe C, you have to step down to the Basic level to see anything like 'sorry for the worse gameplay, but it was written in basic;. ;-))

> Show me a game currently being made NOW in BASIC that beats any I can
> show you currently being made in STOS,

FUN ((ex)DBA) is working on a great game in Gfa Basic. I haven't tested it yet nor have I seen any STOS games lately (the last time I have tried a STOS game I had to switch TOS version, in that time (long, long ago) STOS crashed on TOS 1.04.

> BTW Yes Assembly is more powerfull (and less fun) but then again,
> thats why I did NOT include it in the challenge ?

So, there is the point I am trying to make. Writing games in assembly is very hard, but you can get the best results. In C it might be somewhat less difficult, but at the same time you can't reach the best assembly level. In STOS basic on the other hand, there are a lot of easy to use routines to do the hard grafix work for you (and to paly samples and so on) but at the same time you lose the absolute command over your code. To reclaim the absolute command you have to write all the impartant routines yourself. When you get to that point there is no significant difference between the various basic dialects and you are writing assembly code in basic (lots of pokes and memory moves, clockcycle counting and
preshifting of sprites). Maybe I am thing too much as democoder on this point.

Bye, Hans Wessels

3535. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <847919593@p24.f101.n323.z205.mbh.org>
Source record: 8678

Anthony Jacques wrote:

> You mention library routines for C, yet not for STOS! You do not have
> to use the standard STOS sprites - in fact most (good) STOS programs DO
> NOT use the STOS sprites (or music, or joystick or...) routines. They
> use library routines which are much more efficient. These are called
> extensions BTW, and there are LOTS of them (check the STOS FAQ for info
> on what is available).

Nope, I was telling you the standard C library is not usable for game design and that you had to create your own library. When you can create your own libraries it doesn't matter anymore wich language you choose to write the game framework in. Most mordern languages allow you to call external routines in a more or less easy way.

> If you still dont think it is fast enough then you can write your
> routines in assembly language and use them within STOS as has been
> shown by eg. BombSquad which does exactly this.

So it ends in a game where al the main game routines are assebly and only some disk routines and initialisation is done in the original language you started with. (I have done that once, converting every routine that used more than 1% of the total execution time to assembly.)

> not as good as C for the reasons mentioned above. (one valid reason
> might be the lack of proper functions,
> but these can easily be simulated with gosubs)

I hope you can declare some local variables after your gosub labels, otherwise you are in BIG trouble when you are calling the routine recursively. (For examble when you are generating a random maze or chacking there is still a way out of the current maze.)

Bye, Hans

3536. ?GFA Basic Compiler and Inline Assembler_Code

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: nikob@mediascape.de
Message-ID: <328A4734.7ED6@mediascape.de>
Source record: 8679

Who knows about GFA Basic on ATARI ST?
I wrote a program with Assembler Code included (poke into RAM from DATA lines). It works perfectly in the interpreter mode, compiles without error, but the resulting PRG file crashes when invoking my assembler routine.
Is this normal, or what?

Thanks for your hints to nikob@mediascape.de
Niko

3537. Re: HEARTLAND ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-13 00:00:00 UTC
From: thehidden@ludens.elte.hu
Message-ID: <1996Nov13.122508.33829@ludens>
Source record: 8680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
In article <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>, Katherine L
Ellis <kellis@primenet.com> writes:
> Heartland works fine on the falcon. You have to use stos fix though...
>
>
> On 12 Nov 1996, Magnus Kollberg wrote:
>
>>stosser@airtime.co.uk (Tony Greenwood) writes:
>>
>>
>>> Get HEARTLAND from my page NOW!....Hold your breath because
>>> DIAMOND-ICE is going to hit the ATARI ST sooooon :)
>>
>>But we who has got Falcons then?
>>
>>//Magnus Kollberg
>>--
>> +---------------------------------------+
>> | Falcon040, Bad Mood support team |
>> | email: Magnus.Kollberg@emw.ericsson.se |
>> +---------------------------------------+
>>
>>
>
> ------------------------------------------------------------------------------
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/
> ------------------------------------------------------------------------------
>

Can anybody tell me where I can download Heartland?
Sorry but I haven't got the original post, only a reply that has no
information about it. Please let me know.

Thanks,

The Hidden (aka Sebi)
```

3538. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328b1ad2.14133239@news.airtime.co.uk>
Source record: 8592

On 14 Nov 1996 10:48:05 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>When you can create your own
>>libraries it doesn't matter anymore wich language you choose to write the game
>>framework in.
>
>Hm... yea, this could well be true...

From your point of view maybe Anthony, but if you look at it from the
view of a STOS BASIC programmer who cannot write his own extensions,
he uses the ones you and others have released, he then treats these
extensions as upgrades to his language disk, this is after all what
the whole concept of extensions was built in for?
So your average BASIC programmer uses the extensions as upgrades to
STOS, thus he is still using STOS BASIC, albeit an updated version,
therefore anything he produces can (without stretching the
imagination) be classed as written in STOS

>>Most mordern languages allow you to call external routines in a
>>more or less easy way.

>Yes. STOS does this.

Yes it does, as most other lnguages allow this, as pointed out, then
they are on a par?

>>So it ends in a game where al the main game routines are assebly and only some
>>disk routines and initialisation is done in the original language you started

poppycock!

>>with. (I have done that once, converting every routine that used more than 1% of
>>the total execution time to assembly.)

How can this be true, I use extensions and any add ons I can find,
yet I only know BASIC, hmmm how can I put this?, no matter what I do
in my program, however way you look at it, it will all be done in STOS
using STOS BASIC commands, therefore the end result will be a STOS
written game?

>As long as your library routines are efficient enough, then there should be
>no need to convert most of the routines to assembler. Only if there is no
>library routine which does what I need have I turned to assembler... (which
>I put into a library routine, so that other people can use it if they need it...)

again...to you it is an assembler routine, but if packaged in the
form of an extension, and given commands to utilise it, then its a

BASIC upgrade :)

>As I said - the lack of proper functions IS a limitation of STOS.

Sorry Anthony, could you explain that last sentance, whats a proper function? and why does it limit STOS, although I am unsure of what you speak, I have to say that after over 50 releases, I have never felt limited in any way ?

Cheers....!ynoT
http://www.airtime.co.uk/users/stosser

INSTIGATING THE STOS AWARENESS CAMPAIGN :)

3539. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328b1ad6.14137991@news.airtime.co.uk>
Source record: 8593

On Thu, 14 Nov 1996 10:37:45 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>
>> hardware without patching (and even then its a bit dodgy). At least
>> with GEM games they (should) work on all versions of ST and derivatives.

But what GEM games are being developed now?, none?

>I must disagree with that comment as my latest production is
>Falcon-specific and was written in a mixture of STOS and assembler.

So STOS is the shell, and you are using assembler as add on's yes?

When you sit down to write your game, is it STOS you boot up?

Cheers....!ynoT
http://www.airtime.co.uk/users/stosser

INSTIGATING THE STOS AWARENESS CAMPAIGN :)

3540. Re: Gribnif Web site Where?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <328B1E39.446B9B3D@etlxdmx.ericsson.se>
Source record: 8594

Dale Philip Needham wrote:
>
> Hello, I found the Gribnif web site a few days ago, And planned on
> downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed
> during the download and the site wasn't in the bookmark file at the
> time. Can anyone point me in the right direction to find the site?
>
Sure can. It's http://www.pair.com/gribnif

Grab the new 4 to 5 upgrade while you're there. Then you'll have the
very latest version.

3541. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961114161421.24910F-100000@tiny.lysator.liu.se>
Source record: 8595

On 14 Nov 1996, Juergen Oppermann wrote:

> hm, i opened a vworkstation and compared the handle for the vdi
> with the handle i got from graf_handle() for the aes ...
> they are different - i would have expected that graf_handle
> would give the same back as in the opnvwk() ... ?!

No, that's the point of opening virtual workstations with v_opnvwk().
Even though it does use the same screen for all output, all attributes,
such as line style and colour, marker height and color aso are specific
for the virtual workstation you open.

You may also open more than one virtual workstation, if you like. This can
be very useful if you regularly use two (or more) different attributes, so
that you don't have to change them all the time.

Greetings,

Tomas

--
NoBrain/NoCrew
tomas@nocrew.pp.se
http://www.lysator.liu.se/~tobe

3542. Re: ?GFA Basic Compiler and Inline Assemble

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <56g0ec$hf9@library.airnews.net>
Source record: 8596

>Who knows about GFA Basic on ATARI ST?
>I wrote a program with Assembler Code included (poke into RAM from DATA
>lines). It works perfectly in the interpreter mode, compiles without
>error, but the resulting PRG file crashes when invoking my assembler
>routine.
>Is this normal, or what?

You may want to review your compiler settings. There some options
pertaining to external calls. You may also check to see if you need
to be in supervisor mode for the area of memory you are poking data
into. (ie. protected system memory).

-Jared

3543. OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56fs3h$afk@ornews.intel.com>
Source record: 8597

Had a thought (I know, mark the calendar! <G>) and, while I am not competent to implement it, surely there's someone here who is.

One feature that TOS lacks is the ability to add extensions easily; that is, while I can install any file type to call an application, that app will open a workstation (in most cases) and display something on the screen while running.

I'd like to see the ability to simply double-click on, say, a WAV file and have it play through an "extended OS" which doesn't use any screen memory at all. Such an extension ot the OS would, I imagine, have to load in the AUTO folder before GEM starts, and would add the supported filetypes to the internal list of executables; however, when one of the "new" executables was launched, the OS extenstion (let's shorten that to "OSX") would intercept the call and, instead of attempting to /run/ the file, would handle it as data for internal routines that would read the file, determine if it was the proper type (in my example, a RIFF WAV, AU, RA, or other audio file with built-in playback parameter data) and then execute code to do something with the data file (our example audio player would route it to the Yamaha chip, the DSP, or the STe DMA sound microwire). If the data type was unsupported, the usual OSX would let it "fall through" to the usual OS routines for TOS and GME applications.

Comments, suggestions, or explanations of why I am too stupid to live (with charts and diagrams) welcome.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3544. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848012222@p24.f101.n323.z205.mbh.org>
Source record: 8598

Tony Greenwood wrote:
>> No, a midrange car brings you to every place you want. If you want
>> maximum prestations you have to tune and modify your car...
>
> Are you saying BASIC games dont look as good as eeerm something else,
> if so then thats total rubish!

No, I am telling you that while programming and optimizing your game you will get to a point that your standard (or library) routines can not improve your speed anymore and you will have to write your own, very specific routines to improve the game more.

> hmmm "might" ?, I say might NOT, I am willing to show that STOS BASIC
> is the best for making games in 1996 between any other BASIC and even
> C, That was the original question

Yep, and I am trying to tell you your statement is too general. I am quite sure C or Gfa basic are far better to produce a game working under GEM running on every Atari under every resolution and TOS version.
Example? Nethack (it was written in C\C++) works in ST LOW, ST LOW overscan (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What about text adventures? That are games too! If I had to do a text adventure my primairy choice would be C! You told me that making games is making games so these types of games are not to be excluded.

>> Civilization is done in C and Colonial conquest too. I don't know the
>> amount of assembly that's used in those projects. It's quite easy to
>> design your code in
> C
>
> Neither do I, so surely that excludes them from the debate ?...next:)

No, lets say they used a graphics library someone wrote. I think the amount of assembly code in Colonial Conquest is quit low because it runs on a TT and gets a great performance improvement from a screen
accelerator.

> Yes they do don't they...and IMHO are STILL as usefull as a glass
> brick?

Just as games are?

> Then how do you know its great and how do you come to the conclusion
> that it is better than a STOS game ?

Well, I was not telling you it will be better than a STOS game, I was telling you they were making a great game in Gfa. I know it will be a great game because someone with a good taste for games was telling me so.

> Here we go again, WHY does everyone have to base there opinions and
> debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does

Yes, reading this newgroup I understand all works fine on a falcon as long as you write your own keyboard routines. No problem for you, you will call it a upgrade (I would call it a cludge) and for a new piece of hardware you will have to wait untill someone cares to 'upgrade' your basic so you can use the new features, C however will produce working code for the new hardware.

> this have to be said, TOS compatability is no longer a real problem,
> or at least it need not be, I admit to having problems with making my
> software run on a TT and certain Falcon configurations, but no more
> than game makers using other programming launguages, certainly the
> old TOS 206 problem no longer exists at all...as well as most other
> tos vesrions,

And what about the new Atari clones? Go back to start and try again?

> No you are thinking correctly, sorta :), are you saying that
> POKE,PEEK, LOKE, LEEK, etc are not BASIC commands, are you suggesting
> that when I VARPTR or maybe when I use BINARIES that these are not
> BASIC commands? memory moves and anything else you wanna mention are
> all valid BASIC programming,

No, I am saying that writing a program that manly exists of peeks, pokes and memory moves is almost the same as writing the code in assembly. Only in assemply you call peek and poke move.

> BTW Hans..do you have an STe? or FM? Can I send you one of my games
> in return for the Demo you wrote ? <SMILE>

I have got an 1040STf with 4Mb of memory. Please send me one of your games. But send it to: mr_ni@mst.tn.utwente.nl . It's my e-mail adres at the university and it's a lot cheaper for me to get large amounts of data on that adres. I will send you my demo.

3545. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848012199@p24.f101.n323.z205.mbh.org>
Source record: 8599

Tony Greenwood wrote:
> But what GEM games are being developed now?, none?

Some tetris clones, nethack, heard something about a 3d game being developed in germany working under Gem (a midimaze clone? like a conversion of x_maze?) no hard evidence on this point.

> When you sit down to write your game, is it STOS you boot up?

No, when I write my code it's the C environment I boot up, including an assembler to make my extensions to C! :-)

Cu, Hans Wessels

3546. RE: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848012274@p24.f101.n323.z205.mbh.org>
Source record: 8600

Yiannis Paschalidis wrote:

> code. It's "banks" are a feature that I have not seen in any other
> language and are much nicer than "malloc"-ing memory all over the place
> :)

Please tell me about it. I have heard STOS memory management is one of the worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB STe. However on 1MB ST you had to wait ages for STOS to complete its garbage collections.

Hans Wessels

3547. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848012297@p24.f101.n323.z205.mbh.org>
Source record: 8601

Anthony Jacques wrote:

> Nope, you cannot create local variables. However, you can easily create
> a stack, and handle it yourself. But why not convert the recursion into
> a while loop? (all recursive functions can be converted into this more
> spacially and computationally efficient form)

No, you can nor convert any recursion into a while loop, at least not without a sort of stack emulation. Comming to that point I am sure it's faster to and more memory efficient to use the build in stack mechanism of the 68000.

However most standard examples of recursion in programming courses are examples of 'false' recursion. A recursive algoritm to calculate x! is a well know example of false recursion. Those false recursions ca be rewritten as a while loop.

But tree traversel routines realy do need recursion. Like routine that outputs the data stored in a binary tree in order:

```
struct node_s /* definition of nodestruct */
{
node_s *c_left; /* pointer to left child_node */
node_s *c_right; /* pointer to right child_node */
key_type key; /* Key of the node */
};

traverse_tree(node_s *node)
{
if(node->c_left!=NULL) /* is there a left child? */
traverse_tree(node->c_left); /* yep, first print values
in the left part of the tree */
output(node->key); /* print value of node */
if(node->c_right!=NO_NODE) /* is there a right child? */
traverse_tree(node->c_right);/* print values of right part of tree */
}
```

Most games don't need those more complex data structures and routines to handele them.

Bye, Hans

3548. Re: doom clones

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848012249@p24.f101.n323.z205.mbh.org>
Source record: 8602

Davy Mitchell wrote:
> Casterbridge software part of my web page. The reason I bring it up is
> to ask about movem?? I seem to have it set up right and the routine
> doesn't crash just doesn't do anything!! Does movem really work for
> painting the screen??

I haven't seen you original question but it looks like you are working on a
sort block-copy using movem.

On the 68000 movem is the fastest way to move (huge blocks) memory around. The
fastest way to copy a block is somethin like this:

```
movem.l d0-d7/a0-a7,register_storage ; save registers
lea source_adress+length-56,a0 ; end of source block - 56 bytes
lea dest_adress+length-,a1 ; end of destination block
;start the copy
movem.l (a0),d0-d7/a2-a7 ; load 56 bytes
movem.l d0-d7/a2-a7,(a1) ; write 56 bytes
movem.l -1*56(a0),d0-d7/a2-a7 ; load 56 bytes
movem.l d0-d7/a2-a7,-(a1) ; write 56 bytes
movem.l -2*56(a0),d0-d7/a2-a7 ; load
movem.l d0-d7/a2-a7,-(a1) ; write
; ......
; until the whole block is moved
movem.l register_storage,d0-d7/a0-a7 ; restore registers
```

Notes:
*source and destination adresses have to be even.
*Because we are using the stack you can to this in user mode, or in supervisor
mode with the interupts disabled.
*You can use the routine to write a patern in memory by loading the registers
with the right values and deleting the load statements. The routine will write
56 byte blocks so you patern size can be 56, 8, 7,
4, 2 or 1 byte(s).
*If you prepare your data the right way you can use a postincrement instruction
((a0)+) to load the data into the registers. Example, you can copy a screen into
a buffer using (a0)+ for the load sequence. The data in the buffer will be
'scrambled'. But when you copy the data back into the screen using the same
routine the data will be restored correct.
(move.b (a0)+,-(a1) will store the bytes reverse ordered at the destination
adress, but when you copy the data back to the source using the same move.b
(a1)+,-(a1) the data will be restored correctly.
Modifying the routine with a post increment source adress has the same effect,
only this time 56 bytes blocks will be stored backward.)

I hope this gives you enough information to fix you bug.

Hans Wessels

3549. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848088760_OASIS_@swampdog.demon.co.uk>
Source record: 8603

In article <32898D66.167EB0E7@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Guy Harrison wrote:
>
>> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
>> "child" terminates.
>>
>I've looked this up in both the Atari Compendium and the Lattice C docs
>as well as performing a search through all the Lattice C header files.
>I can't find any trace of this function. Help!

For MagiC (extracts from 2.0 manual intermingled with my waffle) ...

```
#define SHW_IMMED 0 /* PC-GEM 2.x */
#define SHW_CHAIN 1 /* TOS */
#define SHW_DOS 2 /* PC-GEM 2.x */
#define SHW_PARALLEL 100 /* MagiC */
#define SHW_SINGLE 101 /* MagiC */
```

eg. shel_write(mode,gemflag,SHW_PARALLEL,exec,tail);

'gemflag' is usually passed as TRUE for a gem program. FALSE will
launch a non gem program into a vt52.prg window for want of a better
way to describe it. Have a look at SDUU to see this in action.

The relevent part of appl_getinfo() ...

Function 10:
word 1: available modi ...
bits0..7 maximum value for sh_wdoex & 0xff.
bits8..15 Bits from sh_wdoex & 0xff00 which are handled as in
multitos.
word 2: 1: shel_write(0) makes previous shel_write() calls invalid (ie
desktop becomes the successor) In Tos 1.4 & MagiC.
word 3: 1: shel_write(1) starts the program after termination of the
current one (Tos 1.4 & MagiC).
0: starts the program immediately (multitos).
word 4: ARGV via sh_wiscr() supported (1) or not (0).

As I do not have access to multitos I have made no attempt to be
compatible with it. As such, I pass mode=1 currently.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3550. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E0uxCA.40C@cee.hw.ac.uk>
Source record: 8604

In article <5674bq$2ap@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) wrote:
>Anyone know where I can get a good (free) assembler?
>
> -=Levjenno
>

Hi, I got a free copy of Devpac GenST 2 with an pld ST User mag.
Somebody might be willing to give you the mag with disk....

OR, GFA Assembler came with an old STFORMAT.

Bye!

Brian T. Innes

3551. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <56e10p$m16@infa.central.susx.ac.uk>
Source record: 8681

Levien van Zon (lvzon@bio.vu.nl) wrote:

: Anyone know where I can get a good (free) assembler?

You could try to get hold of an early version of the Devpac assembly from HiSoft -- it was given away on the ST Format cover disk once or twice (although it isn't public domain, as far as I know).

Other than that, public domain assemblers are pretty lame. Get hold of a copy of Devpac 3 from HiSoft -- it's _the_ best assembler, and isn't all that expensive these days.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

3552. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <56e0rt$m13@infa.central.susx.ac.uk>
Source record: 8682

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:

> > Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
> > "child" terminates.
> >

> I've looked this up in both the Atari Compendium and the Lattice C docs
> as well as performing a search through all the Lattice C header files.
> I can't find any trace of this function. Help!

Different documentation uses different names for all the flags -- it might not actually be called SHW_PARALLEL (I've never heard of that one).

Basically, with Pexec() there are a binch of mode codes which are single digit which all have some meaning (create a basepage, load but don't run, just run, load and run, etc...)

When you add 100 to those mode codes (some of them won't make any sense) it means to do it concurrently, i.e., if you do a load go normally, your program will suspend until the child had terminated. If you add the 100 to it, then both the child and parent run at the same time (I think there's a library function now called tfork() that does this, but that's in the MiNTlibs).

If you add 200 instead of 100, it means to overlay the child on the parent thus killing off the parent and the child inheriting the parent process ID.

All this should be in the Atari Compendium under Pexec(). As for what Lattice C calls these flags, I have no idea -- I use either GCC or Assembly.

Don't flame me for not knowing any of the names of these flags by heart -- Pexec() isn't the widely used function in my line of work.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

3553. RE: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961113211943.11033A-100000@student.canberra.edu.au>
Source record: 8683

On Tue, 12 Nov 1996, Martyn Tidd wrote:

> Agreed. Except that STOS games generally don't work on the higher-end
> hardware without patching (and even then its a bit dodgy). At least
> with GEM games they (should) work on all versions of ST and derivatives.

I must disagree with that comment as my latest production is
Falcon-specific and was written in a mixture of STOS and assembler.
It features an extended resolution using the Falcon's hardware, 50KHz DSP
module-player (with very little CPU time), uses the extended joystick
ports and has no problem whatsoever with the Falcon's hardware.

> I like STOS a lot and used to write in it all the time (not just games)
> but it really doesn't work on a Falcon and so I haven't used it for
> about two years. I was disappointed about that.

Well, and you need to do is run a STOS-fixer on the interpreter (the .PRG
file) and then you should be set! You can obtain some extensions that let
you use some of the Falcon's extended hardware, or if you are keen, write
some small assembler routines to use the hardware.

Also, if you write your own keyboard/joystick handler in assembler,
compiled programs don't need to be fixed to run - they will work on any
TOS version. I have done this and it works perfectly!

I am going to stick with STOS, even though I can write the programs in
assembler. It is a very good environment for quickly developing programs
and you can include assembler subroutines to speed up your code. It's
"banks" are a feature that I have not seen in any other language and are
much nicer than "malloc"-ing memory all over the place :)

Seeya,
Yiannis

/"(_)"\ .---.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~).(~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `---'

3554. Re: Game makers

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961114171532.10463A-100000@student.canberra.edu.au>
Source record: 8684

On Wed, 13 Nov 1996, Tony Greenwood wrote:

> >> Anyone out there making games ?
>
> >Yup - my latest is "Bomb Squad" for the Falcon 030 (and STe soon).
> >Check it out at http://student.canberra.edu.au/~u943409/bomb_squad.html
> >or d/load it from the major ftp sites...
>
> Would this be the mega kewl FULL screen bomber man type fing?

Yep, well *almost* fullscreen - I didn't remove the left and right
borders, only the top and bottom ones. :) The play area is 304*200 &
scoreboard 304*40, with some other stuff on the right-hand side.

> >I plan to support the Falcon and STe as it is quite easy to adapt code
> >from Falcon to STe and vice-versa. Most stuff I write will require >1Mb
>
> What are you coding this in ?

A mixture of STOS and 68000 (assembler for all the AI, screen updates,
joystick & keyboard handling and sound). The rest of it is written in
STOS (basically holding everything together).

The memory requirement arises from the user of pre-calculated stuff to
speed things up and ofcourse there's the extra ~80Kb for the
extended screen. The compiled program is already 900Kb, so there's no
chance of running it under 1Mb :(

The reason the code is really easy to adapt is that all the DMA sound
system is almost identical between the STe and Falcon (apart from some
registers like the volume, which is microwire in STe). So all the sound
effects worked with no modification. The STe screen layout is the same as
the Falcon's. I used 16 colour gfx to save on memory (the GFX are ~2Mb in
16 colours!!!)

Also, I've got no problems with the joysticks and keyboard as I don't use
STOS's keyboard/joystick handler - I wrote my own. The jaguar joypads are
also the same for Falcon & STe. The blitter code wouldn't need changing
if I had used the blitter. :)

All up, I'm quite happy with how STOS is working on the Falcon now that
I've written some basic routines to use it's features...

I'll finish off the STe version soon as I've finished the last part of my
uni work for this year. It just needs volume control and some checking
for playability (speedwise) in certain areas... news will be listed on my
webpage for it...

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

3555. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: wongck@ti.com
Message-ID: <56efaf$100ao_002@news.ti.com>
Source record: 8685

In article <32898D66.167EB0E7@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:
>Guy Harrison wrote:
>
>> Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
>> "child" terminates.
>>
>I've looked this up in both the Atari Compendium and the Lattice C docs
>as well as performing a search through all the Lattice C header files.
>I can't find any trace of this function. Help!
>

Sorry to budge in... I am not sure what the problem is (was not following
thread from the start) but you can find the SHW_PARALLEL in the MagiX header
files. CH_EXIT is documented in the Compendium, look under event messages.

I am using all these in one of my program to start off parallel programs in
several OS including MagiX, MultiTOS & Geneva. As for MagiC, my beta testers
said that it works too. I cannot truely confirm MagiC as I do not own that OS.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3556. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <56erjo$1dpp@rs18.hrz.th-darmstadt.de>
Source record: 8686

Hi!

In article <dwilga-1211961222030001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> [...]
> If you don't use any VDI calls (or only things like v_show_c(), which
> don't alter any workstation attributes), there's no need to open a new
> workstation.
Just the note that it's bad style to use v_show_c() and v_hide_c() in GEM
applications, because this (especially resetting via v_show_c()) conflicts
with the AES's own mouse hidden counter. Always use graf_mouse() to influence
the mouse pointer in GEM applications.

Ciao

Thomas

--
Thomas Binder (IRCNick: Gryf) | "Quick to judge, quick to
Johann-Valentin-May-Strasse 7 | anger, slow to understand,
64665 Alsbach-Haehnlein / Germany | ignorance, prejudice and
Email: binder@rbg.informatik.th-darmstadt.de | fear walk hand in hand."
PGP-key available on request! | Rush

3557. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56etd5$4lr@m1.cs.man.ac.uk>
Source record: 8687

In article <847919593@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Nope, I was telling you the standard C library is not usable for game design
>and that you had to create your own library.

Yes, but the STOS libraries (extensions - NOT the STOS commands) are suitable
for use in games - some of them were originally written as personal libraries
which then later got released.

>When you can create your own
>libraries it doesn't matter anymore wich language you choose to write the game
>framework in.

Hm... yea, this could well be true...

>Most mordern languages allow you to call external routines in a
>more or less easy way.

Yes. STOS does this.

>So it ends in a game where al the main game routines are assebly and only some
>disk routines and initialisation is done in the original language you started
>with. (I have done that once, converting every routine that used more than 1% of
>the total execution time to assembly.)

As long as your library routines are efficient enough, then there should be
no need to convert most of the routines to assembler. Only if there is no
library routine which does what I need have I turned to assembler... (which
I put into a library routine, so that other people can use it if they need it...)

> > not as good as C for the reasons mentioned above. (one valid reason
> > might be the lack of proper functions,
> > but these can easily be simulated with gosubs)
>
>I hope you can declare some local variables after your gosub labels, otherwise
>you are in BIG trouble when you are calling the routine recursively. (For
>examble when you are generating a random maze or chacking there is still a way
>out of the current maze.)

Nope, you cannot create local variables. However, you can easily create a
stack, and handle it yourself. But why not convert the recursion into a while
loop? (all recursive functions can be converted into this more spacially and
computationally efficient form)

As I said - the lack of proper functions IS a limitation of STOS.

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3558. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <56euhj$bi3@commserv.fb1.fhtw-berlin.de>
Source record: 8688

```
hm, i opened a vworkstation and compared the handle for the vdi
with the handle i got from graf_handle() for the aes ...
they are different - i would have expected that graf_handle
would give the same back as in the opnvwk() ... ?!

--
-
-- Jo'ogn (; - 030/606 91 85
```

3559. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328af6cd.4911258@news.airtime.co.uk>
Source record: 8689

On Wed, 13 Nov 96 20:59:02 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> Depends on your definition of making games... STOS comes with a great
> >> set of

> > Theres isnt much leeway is there? making games means making games,

>Yes! and cars are cars, there is no difference between a Mercedes, Fiat and
>Lada!

And the above means what?.....Making Games means making games..seems
simple enough statement to me, not something so hard to understand
that it needs comparisons surely?

> > What? I do design my own routines, In BASIC?.... I (and no one else

>No, a midrange car brings you to every place you want. If you want maimum
>prestations you have to tune and modify your car...

Are you saying BASIC games dont look as good as eeerm something else,
if so then thats total rubish!

> > Sorry but I do not understand your point here, I am debating the best
> > programming launguage for making games, between ANY BASIC and C, yet
> > you seem to be telling me how awkward to use C is,

>or even design and build your own one. It's far more work, it's hard work, but
>the result might be far better than a regular care made of standard parts.

hmmm "might" ?, I say might NOT, I am willing to show that STOS BASIC
is the best for making games in 1996 between any other BASIC and even
C, That was the original question

> > Show me a top game made in C ? something thats better than one I can
> > show you in STOS?
>
>Civilization is done in C and Colonial conquest too. I don't know the amount of
>assembly that's used in those projects. It's quite easy to design your code in C

Neither do I, so surely that excludes them from the debate ?...next:)

> > Demos are hard to make, and about as usefull as a glass brick,

>They show you the limit of the computer in combination with a certain language
>and the imagination of the coders.

Yes they do don't they...and IMHO are STILL as usefull as a glass
brick?

> > Dont show me demos, show me a game made in BASIC that is better than
> > any I can show you made in STOS BASIC,
>
>I can't. Most games I know of are written is assembly (maybe C, you have to

Exactly my point........

>step down to the Basic level to see anything like 'sorry for the worse gameplay,
>but it was written in basic;. ;-))

Now that is downright insulting..I suggest you look at something
thats recently been made in BASIC before you make such sweeping ill
informed statements, Sorry but making insulting remarks about BASIC
programs when you havent even checked any recent ones out cannot be
excused by a smiley,

> > Show me a game currently being made NOW in BASIC that beats any I can
> > show you currently being made in STOS,
>
>FUN ((ex)DBA) is working on a great game in Gfa Basic. I haven't tested it yet
>nor have I seen any STOS games lately (the last time I have tried a STOS game I

Then how do you know its great and how do you come to the conclusion
that it is better than a STOS game ?

>had to switch TOS version, in that time (long, long ago) STOS crashed on TOS
>1.04.

Here we go again, WHY does everyone have to base there opinions and
debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does
this have to be said, TOS compatability is no longer a real problem,
or at least it need not be, I admit to having problems with making my
software run on a TT and certain Falcon configurations, but no more
than game makers using other programming launguages, certainly the old
TOS 206 problem no longer exists at all...as well as most other tos
vesrions,

>
> > BTW Yes Assembly is more powerfull (and less fun) but then again,
> > thats why I did NOT include it in the challenge ?
>
>So, there is the point I am trying to make. Writing games in assembly is very
>hard, but you can get the best results. In C it might be somewhat less

You are making a point that has nothing to do with the original
question, I have already freely admitted that assembler is best, only
an idiot would try to say BASIC can beat assembler,

>difficult, but at the same time you can't reach the best assembly level. In STOS
>basic on the other hand, there are a lot of easy to use routines to do the hard
>grafix work for you (and to paly samples and so on) but at the same time you

Jeeeeze....ther are no easy to use routines, the easy to use routines
produce "Slow", "Jerky" and "Unresponsive" (where have we heard that
lot before) games, the new commands are far from easy,

>lose the absolute command over your code. To reclaim the absolute command you
>have to write all the impartant routines yourself. When you get to that point

I disagree, I make my routines do everything I want them to
do....have a look at some, then you will understand :)

>there is no significant difference between the various basic dialects and you
>are writing assembly code in basic (lots of pokes and memory moves, clockcycle
>counting and

eh?...

>preshifting of sprites). Maybe I am thing too much as democoder on this point.

I NEVER use anything but preshifted graphics, <?>

No you are thinking correctly, sorta :), are you saying that
POKE,PEEK, LOKE, LEEK, etc are not BASIC commands, are you suggesting
that when I VARPTR or maybe when I use BINARIES that these are not
BASIC commands? memory moves and anything else you wanna mention are
all valid BASIC programming,

>Bye, Hans Wessels
>

BTW Hans..do you have an STe? or FM? Can I send you one of my games
in return for the Demo you wrote ? <SMILE>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3560. Gribnif Web site Where?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <328B08B5.A3@eng.derby.ac.uk>
Source record: 8690

Hello, I found the Gribnif web site a few days ago, And planned on downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed during the download and the site wasn't in the bookmark file at the time. Can anyone point me in the right direction to find the site?

Thank you

Dale Needham
email : needhadp@sparcdii.derby.ac.uk

3561. AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-14 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <328B11FE.41C67EA6@etlxdmx.ericsson.se>
Source record: 8691

Hi all

My thanks to everyone who took the trouble to suggest solutions to my
"calling a program to run concurrently with the calling application"
problem. I will be trying them out as soon as I get a moment :-)

regards
Martyn

3562. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwwvn7orz.fsf@emw.ericsson.se>
Source record: 8605

Hans Wessels <mr_ni@mbh.org> writes:

> > But what GEM games are being developed now?, none?
>
> Some tetris clones, nethack, heard something about a 3d game being developed in
> germany working under Gem (a midimaze clone? like a
> conversion of x_maze?) no hard evidence on this point.

Where did you hear this? Could be cool to run a 3D game at the same time as Papyrus. :-)

I have tested Ikarus (3D world running in GEM) on my Afterburner040 and it's actually realy nice (walking wireframe people, flying birds, cars etc.). Something like this could be realy playable running in a GEM window on a decent machine.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3563. Questions about STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <56hc77$qsj@einstein.ebicom.net>
Source record: 8606

Aloha...
I'd like to write some small custom programs for personal use...
Some include simple midi programs...printer drivers...and the like...
Also would like to delv a little into multi media type applications
such as Music Tutorials...perhaps even relase a CD for Music Theory and
Jazz Improv studies.
Basicly, I'd like to know if STOS would be a good package to use
for this kind of stuff. It seems like it would be a great package for
creating "educational" software since it must be pretty graphicly adept
to handle arcade games! How does it score on using the various ports...
I guess that's the key question. I can also invision some WAY COOL games
that use a MIDI KEYBOARD as the input device rather than a joystick.
Imagine having 64 to 88 keys to assign various functions! Not to meniton
that most keyboards have at least one slider, a pedal, and those groovy
wheel controlers!
A long time ago I purchased Mark Williams C for my old STf...
It doesn't work on my Falcon...and I never learned to program in C
anyway. I like the idea of using basic commands to call function
libraries...does STOS allow this? I.E. could I find a module compiled
from C, or Assembler, or whatever...and call for it/pass paramaters
using STOS? If so...I'm assumeing the STOS compiler will let you
mix different binary modules in the final compilation? This would ROCK!!!
It'd be like having the flexability of C to call functions from various
compiled modules...but being able to write the MAIN body of the program
in BASIC (which I know fairly well syntex wise).

Brian

3564. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz7mnny535.fsf@issan.informatik.uni-dortmund.de>
Source record: 8607

Juergen Oppermann <joogn@FB1.FHTW-Berlin.DE> writes:

|> hm, i opened a vworkstation and compared the handle for the vdi
|> with the handle i got from graf_handle() for the aes ...
|> they are different - i would have expected that graf_handle
|> would give the same back as in the opnvwk() ... ?!

Note that the handle you get with graf_handle() is of the *physical*
workstation. The AES already did the v_opnwk(), which you would have to
do yourself if you want to use the VDI before the AES is started (eg. in
an auto folder program).

In general, the handle that you pass to v_opnvwk() must always be of the
physical workstation, as returned by v_opnwk().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3565. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56ho8f$5jc@m1.cs.man.ac.uk>
Source record: 8608

In article <848012297@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Anthony Jacques wrote:
>
> > Nope, you cannot create local variables. However, you can easily create
> > a stack, and handle it yourself. But why not convert the recursion into
> > a while loop? (all recursive functions can be converted into this more
> > spacially and computationally efficient form)
>
>No, you can nor convert any recursion into a while loop, at least not without a

Hmm... I'm sure I remember a number of lectures a couple of years ago where
a lecturer explained in (painful) detail how to convert both head and tail
recursive functions into a while loop (using temporary variables).

I could be wrong though... I'll check my notes...

>sort of stack emulation. Comming to that point I am sure it's faster to and more
>memory efficient to use the build in stack mechanism of the 68000.

Well, if you can avoid using a stack and repeated function calls you are
going to have a lot of memory accesses (=slow) and branches (=lots of
hard to pipeline code [not relevent to Atari's, AFAIK]), and as for
spacial efficiency, you have to have a large stack, otherwise you'll
get stack overflow...

>However most standard examples of recursion in programming courses are examples
>of 'false' recursion. A recursive algoritm to calculate x! is a well know
>example of false recursion. Those false recursions ca be rewritten as a while
>loop.

Yes, I know that some textbooks give stupid examples, but I have a vague
memory of a proof that it can (theoretically) be done for all cases...

>But tree traversel routines realy do need recursion. Like routine that outputs
>the data stored in a binary tree in order:

Certainly no obvious way...

>Most games don't need those more complex data structures and routines to
>handele them.

Correct - except for 3d games. (BSP trees, for example)

Anthony

--
-------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a

```
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------
```

3566. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56ht76$8c3@m1.cs.man.ac.uk>
Source record: 8609

In article <Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>, Yiannis Paschalidis <u943409@student.canberra.edu.au> writes:
>
>On Thu, 14 Nov 1996, Hans Wessels wrote:
>
>> Please tell me about it. I have heard STOS memory management is one of the
>> worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB
>> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
>> collections.

>I've never had any problem with garbage collections before, so he must
>have been doing something wrong :)

I seem to remember that there was a bug in the first version of STOS
which caused problems with garbage collection. IIRC this has been fixed
since about 1990.

:-)

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3567. RE: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961115210635.16775A-100000@student.canberra.edu.au>
Source record: 8610

On Thu, 14 Nov 1996, Hans Wessels wrote:

> Please tell me about it. I have heard STOS memory management is one of the
> worst available. Scavy programed chipmon II in STOS. It worked fine on a 4MB
> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
> collections.

Ok... all variables (except arrays) are dynamically allocated on a heap
and are global since STOS is not procedural. If you are doing a lot of
string manipulation, there *will* be a lot of garbage getting built up. You
can manually force a garbage collection at any time though to make sure
that it doesn't occur at a bad time.

STOS reserves its memory banks from the top of memory downwards (ie. bank
15 will always be near the end). So all constant data should be put in
higher banks and workspaces in lower banks if you are to be constantly
reserving and deleting banks. When you delete or reserve a bank, STOS
does a lot of work shifting the lower banks around...

The nice thing about banks is that you can use them for just about
anything (I have even used them for storing strings >65535 characters
long) and it is very easy to access them. Their best feature IMHO is that
you can use them for including binary data in your programs eliminating
all those horrible little files like you see with programs written in C. :)

I've never had any problem with garbage collections before, so he must
have been doing something wrong :)

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

3568. VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <503_RCain@nest.demon.co.uk>
Source record: 8611

Hi joogn@FB1.FHTW-Berlin.DE, on 12 Nov 96 you wrote:

j> programming an AES-GEM application and being quite lazy
j> i asked myself if it's necessary (and when: why ?)
j> to open another virtual workstation if i could use the workstation
j> of the desktop and therefore just make an appl_init() and
j> a graf_handle() to work with GEM-windows and AES ?!
j> any advices ?

As far as I know you are right. There is no point in opening a virtual workstation more than once. The benefit of doing v_opnwkk is that you can get hold of all the parameters of the workstation in one call.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3569. Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <502_RCain@nest.demon.co.uk>
Source record: 8612

Hi lvzon@bio.vu.nl, on 11 Nov 96 you wrote:

l>
l> Anyone know where I can get a good (free) assembler?

Yes. Look for Turbo Assembler by Omikron. It's PD now and works a treat. The
last version I have seen is 1.77. It is available with both English and
German RSC. It generally has file names like T_ASS, TASM177 etc.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3570. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328c817a.11152875@news.airtime.co.uk>
Source record: 8613

On Thu, 14 Nov 96 23:56:42 +0100, in comp.sys.atari.programmer you wrote:

> > Are you saying BASIC games dont look as good as eeerm something else,
> > if so then thats total rubish!
>
>No, I am telling you that while programming and optimizing your game you will
>get to a point that your standard (or library) routines can not improve your
>speed anymore and you will have to write your own, very specific routines to
>improve the game more.

But where do you stop, suppose you have made your game, its running at the speed you want, it looks as good as you envisaged, thats it finished, why would i then want to add more speed?, maybe BASIC does exactly the job I intended it to do?, I dont have this fixation with speed that a lot of people seem to have, I envisage a game, make it, and thats that, if it looks and plays as intended then ok?
see heartland I just sent you, any more speed and it would look silly ?

> > is the best for making games in 1996 between any other BASIC and even
> > C, That was the original question
>
>Yep, and I am trying to tell you your statement is too general. I am quite sure
>C or Gfa basic are far better to produce a game working under GEM running on
>every Atari under every resolution and TOS version.

hmmmm I dare say they are, and I do see your point, but who said it had to be under GEM?

>Example? Nethack (it was written in C\C++) works in ST LOW, ST LOW overscan
>(400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT
>resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What

I bet that really impresses the guy sat at home with his trusty ST, or maybe he wont give a monkeys?

>about text adventures? That are games too! If I had to do a text adventure my
>primairy choice would be C! You told me that making games is making games so
>these types of games are not to be excluded.

I am sure I made the point....BEST games, comeon surely you are not suggesting text games are.....well this point could be debated as a matter of taste,?

> > Neither do I, so surely that excludes them from the debate ?...next:)
>

>No, lets say they used a graphics library someone wrote. I think the amount of
>assembly code in Colonial Conquest is quit low because it runs on a TT and gets
>a great performance improvement from a screen
>accelerator.

But its assembly code, asm is asm, I use BASIC commands, I cant see
how you can say that something using assembler is in BASIC?, there has
to be a line somewhere, I mean you could say that because a BASIC
language was made in assembler then we are using assembler, you have
to stop somewhere,
a game that has a source listing that consists ONLY of that
launguages BASIC commands is a BASIC program, if you then load in
assembly routines from outside? then its no longer basic is it ?

> > Yes they do don't they...and IMHO are STILL as usefull as a glass
> > brick?

>Just as games are?

Games can give you a challenge, from the user point of view, what use
is a demo from a user point of view, a game can have an end result, a
high score table for instance, give the player a feeling of having
done something,
for a programmer, a game and a demo are on a par, probably more goes
into the demo, so the use of a demo is the challenge to program, the
use of a game is the same, but has a use for the user, and although I
didnt make it plain at the time, I did mean that a demo had no use to
the user...well IMHO :)

> > Then how do you know its great and how do you come to the conclusion

>Well, I was not telling you it will be better than a STOS game, I was telling
>you they were making a great game in Gfa. I know it will be a great game because
>someone with a good taste for games was telling me so.

HEHEHE, sorry, that really did make me giggle...someone told you?,
well I am telling you STOS is best <smile>

> > Here we go again, WHY does everyone have to base there opinions and
> > debates on STOS of old, STOS HAS BEEN UPGRADED! how many times does
>
>Yes, reading this newgroup I understand all works fine on a falcon as long as
>you write your own keyboard routines. No problem for you, you will call it a

Wrong!....someone with a Falcon will have to back me up here, you can
write your own routines for joystick and keyboard, but you dont have
to, and unless its for some reason I dont know about then I cant think
why, possibly the guy who said this needed it because his routines
work after removing top and bottom borders, but for normal everyday
use, I can use STOS joystick and STOS keyboard commands and they will
work on the Falcon,

>upgrade (I would call it a cludge) and for a new piece of hardware you will have
>to wait untill someone cares to 'upgrade' your basic so you can use the new
>features, C however will produce working code for the new hardware.

dont understand the term "cludge" but can imagine, are you implying
that having your preffered programming launguage updated as a matter
of progress, to keep up with the times , you mean thats a cludge?

>And what about the new Atari clones? Go back to start and try again?

what about them, start what again, ALL tos versions can be supported,
according to the programmers of the generic fixer, the only reason
HADES etc was not included, was because he dident have access to one,
or contact with anyone who has one so he can set up the tables, as
soon as he has, then I wouldnt see a problem ?...but really? who would
want a game on such a machine ?

>No, I am saying that writing a program that manly exists of peeks, pokes and
>memory moves is almost the same as writing the code in assembly. Only in
>assemply you call peek and poke move.

yeagh, well almost dont hack it!...hehehe BASIC is BASIC, POKE is a
valid BASIC command, simple as that IMHO

> > BTW Hans..do you have an STe? or FM? Can I send you one of my games
> > in return for the Demo you wrote ? <SMILE>
>
>I have got an 1040STf with 4Mb of memory. Please send me one of your games. But

Sent, I look forward to your comments, and would you have instantly
known it was BASIC :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3571. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328c8388.11678578@news.airtime.co.uk>
Source record: 8614

On Fri, 15 Nov 1996 21:21:25 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> STe. However on 1MB ST you had to wait ages for STOS to complete its garbage
>> collections.

>can manually force a garbage collection at any time though to make sure
>that it doesn't occur at a bad time.

I have made a lot of programs and been involved with a lot of people
making programs in STOS, and had thousands of STOS problems pass
through STOSSER diskzine, NEVER have I seen anyone have garbage
collection problems using STOS 2.6.....

>STOS reserves its memory banks from the top of memory downwards (ie. bank
>15 will always be near the end). So all constant data should be put in
>higher banks and workspaces in lower banks if you are to be constantly
>reserving and deleting banks. When you delete or reserve a bank, STOS
>does a lot of work shifting the lower banks around...

This is true, I can place chip music, sampled sound, quartet and lots
of other sounds in bank 15, then load anything i want from disk or hd
into other banks and the music/sound or whatever goes uninterupted,
caused quite a stir when i had a mod playing while loading text files
from disk....about 2 years ago :)

>
>The nice thing about banks is that you can use them for just about
>anything (I have even used them for storing strings >65535 characters

I load a text file of ANY size into a bank, even packed text using
any of the regular packers on the ATARI then format it into strings,
are get the starting point of each line and put that into a string,
the former is better for search,print routines etc :)

>long) and it is very easy to access them. Their best feature IMHO is that
>you can use them for including binary data in your programs eliminating
>all those horrible little files like you see with programs written in C. :)

A problem with STOS is not being able to re-dim an arrayed variable,
you can place all the data you would normally place into a variable or
dimmed variables into a bank, you can use double and triple dimmed
arrays in stos, ie DIM(A,X,XX), but I havent managed more, but by
using a bank, you can access data with as many branches as you like,
by using a bank, you can then erase the bank and thus free the memory,
unlike using a dimmed array?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3572. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56ir3a$7pn@ornews.intel.com>
Source record: 8615

In article <328ca300.19735527@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>
>
>>as it can be used to do anything you can do in other languages.
>>It is just a different way of programming.
>
> yes I know what you mean now...but doesnt def? cover this?

Oh, all you guys are just p*ssies! Real programmers write in hex and
enter their code with toggle switches!

<GDR>

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3573. Re: HEARTLAND ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.961115192102.14478B-100000@mariner.cris.com>
Source record: 8616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 13 Nov 1996 thehidden@ludens.elte.hu wrote:

>Can anybody tell me where I can download Heartland?
>Sorry but I haven't got the original post, only a reply that has no
>information about it. Please let me know.
>
>Thanks,

OK, here it is! http://www.airtime.co.uk/users/stosser/
Enjoy!

>
>
>The Hidden (aka Sebi)
>
>
>
>
>

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3574. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328ca300.19735527@news.airtime.co.uk>
Source record: 8617

On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:

>> Yes it does, as most other lnguages allow this, as pointed out, then
>>they are on a par?

>Yep, although are they used as much as in STOS? (I honestly dont know
>about the other basics, but there are not many C Games programming
>libraries [I know of only 1] publicly available for the Atari)

Hang about!...the stos extensions are not "game libraries", they are
used in games yes, but are used as much in serious applications, look
at EXTRA, admittedly most commands are for games in some extensions,
but there are many others, look at all the disk copying, sector and
fingy stuff in misty,
there are many uses for commands that at first would seem to be games
orientated, I have maestro installed, never use it for sampled sound,
but do use the datacopying command as it handles uneven sized chunks
of memory?...

>> Sorry Anthony, could you explain that last sentance, whats a proper
>>function? and why does it limit STOS, although I am unsure of what you
>
>Well, STOS doesn't have the ability to have a functions which are

snippo

>as it can be used to do anything you can do in other languages.
>It is just a different way of programming.

yes I know what you mean now...but doesnt def? cover this?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3575. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56hmqg$4rm@m1.cs.man.ac.uk>
Source record: 8618

In article <328b1ad2.14133239@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On 14 Nov 1996 10:48:05 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
>wrote:
>
>
>>>When you can create your own
>>>libraries it doesn't matter anymore wich language you choose to write the game
>>>framework in.
>>
>>Hm... yea, this could well be true...
>
> From your point of view maybe Anthony, but if you look at it from the
>view of a STOS BASIC programmer who cannot write his own extensions,

Ah, but the the sentance above says 'when you can create your own
libaries' - ie if you can write extensions.

Gotcha! :-)

> So your average BASIC programmer uses the extensions as upgrades to
>STOS, thus he is still using STOS BASIC, albeit an updated version,
>therefore anything he produces can (without stretching the
>imagination) be classed as written in STOS

Yep.

>>>Most mordern languages allow you to call external routines in a
>>>more or less easy way.
>
>>Yes. STOS does this.
>
> Yes it does, as most other lnguages allow this, as pointed out, then
>they are on a par?

Yep, although are they used as much as in STOS? (I honestly dont know
about the other basics, but there are not many C Games programming
libraries [I know of only 1] publicly available for the Atari)

>>>with. (I have done that once, converting every routine that used more than 1% of
>>>the total execution time to assembly.)
>
> How can this be true, I use extensions and any add ons I can find,
>yet I only know BASIC, hmmm how can I put this?, no matter what I do
>in my program, however way you look at it, it will all be done in STOS
>using STOS BASIC commands, therefore the end result will be a STOS

>written game?

Yep.

>>As long as your library routines are efficient enough, then there should be
>>no need to convert most of the routines to assembler. Only if there is no
>>library routine which does what I need have I turned to assembler... (which
>>I put into a library routine, so that other people can use it if they need it...)
>
> again...to you it is an assembler routine, but if packaged in the
>form of an extension, and given commands to utilise it, then its a
>BASIC upgrade :)

Yes, thats true. :-)

>>As I said - the lack of proper functions IS a limitation of STOS.
>
> Sorry Anthony, could you explain that last sentance, whats a proper
>function? and why does it limit STOS, although I am unsure of what you

Well, STOS doesn't have the ability to have a functions which are
effectively mini programs. They take input, and return output to
the main program. They can have local variables which cannot be
accessed from elsewhere, and may call other functions (including
itself)

eg. (this is C syntax, btw)

```
int function_1(int a,int b)
{
int c;

c=rand(); /* probably not right syntax, but dont flame me. I dont
use random numbers in C all that often... */
return (a+b+c);
}

main()
{
int d,e,f,g;

d=2;
e=3;

f=function_1(d,e);
/* f now equals 2 + 3 + some random number */
g=function_1(e,f);
/* g now equals 3 + f + some random number */
}
```

So, When in the main function it cannot access any varables called
a,b and c, but when it calls function_1(d,e) varables a and b are
created with the values currently held in d and e. c is created
as well. These new variables disappear when function_1 reaches the

'return' statement.

>speak, I have to say that after over 50 releases, I have never felt
>limited in any way ?

Yes, it is a known problem. If you are not aware of a particular
way of programming, then you do not realise the use of it. Because
you haven't used 'real' functions you are not aware of the power
they give. This is how recursion (not possible without functions
like above, or simulated using a stack) was introduced by one
lecturer.

I'm not saying that STOS is bad because of this 'missing' ability,
as it can be used to do anything you can do in other languages.
It is just a different way of programming.

> INSTIGATING THE STOS AWARENESS CAMPAIGN :)

hehehe.... ;-)

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3576. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328cd796.10798425@news.airtime.co.uk>
Source record: 8619

On 15 Nov 1996 12:38:39 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>> > Nope, you cannot create local variables. However, you can easily create

>>No, you can nor convert any recursion into a while loop, at least not without a
>
>Hmm... I'm sure I remember a number of lectures a couple of years ago where

>>sort of stack emulation. Comming to that point I am sure it's faster to and more

>Well, if you can avoid using a stack and repeated function calls you are

>>However most standard examples of recursion in programming courses are examples

>>But tree traversel routines realy do need recursion. Like routine that outputs

even snipped, it still looks as confusing as it did before I snipped
it...you two lost the hell out of me....are we still on BASIC or have
we gone onto knitting patterns <SMILE>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3577. Re: HEARTLAND ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328cd739.10705013@news.airtime.co.uk>
Source record: 8620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

On 13 Nov 96 12:25:08 +0100, thehidden@ludens.elte.hu wrote:

>In article <Pine.BSI.3.95.961112091556.27692A-100000@usr05.primenet.com>, Katherine L
Ellis <kellis@primenet.com> writes:
>> Heartland works fine on the falcon. You have to use stos fix though...

>Can anybody tell me where I can download Heartland?

funet.fi
cnam.fr

from the web page in my sig :)

ENJOY:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3578. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-15 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <56hra3$ide@dux.dundee.ac.uk>
Source record: 8621

Hans Wessels (mr_ni@mbh.org) wrote:
: No, I am telling you that while programming and optimizing your game you will
: get to a point that your standard (or library) routines can not improve your
: speed anymore and you will have to write your own, very specific routines to
: improve the game more.
True - but the latest STOS extensions and even some standard commands are
(virtually) as fast as you can get.

: (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different TT
: resolutions. I even expect that game to run on a Hades 060 or Magic Mac. What
: about text adventures? That are games too! If I had to do a text adventure my
Hear Hear !! But those with access to such powerful machines are very few and
if they have that dosh then they won't be playing ATARI games !!

: primairy choice would be C! You told me that making games is making games so
: these types of games are not to be excluded.
STOS has some standard graphic stuff which would make point+click stuff and
even Pawn style games easy to do and animate. Mind you after writing a text
adventure in C++ I would never want to do it in a non-OO langauge!!

: > this have to be said, TOS compatability is no longer a real problem,
: And what about the new Atari clones? Go back to start and try again?
Again very few and STOS programs work on 206 which is the current standard TOS
in emulators eg Gemulator 96

: No, I am saying that writing a program that manly exists of peeks, pokes and
: memory moves is almost the same as writing the code in assembly. Only in
: assemply you call peek and poke move.
^ 2 words ^ @ one word @
Of course thats for big clever grown-up programmers who want to impress by
having complicated looking code :-) :-) ;-)
Does that mean using labels is the same as writing C or BASIC??[G]

agape,
Davy

--
Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

3579. Re: AES 4.1 Documentation

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848209622_OASIS_@swampdog.demon.co.uk>
Source record: 8622

In article <56e0rt$m13@infa.central.susx.ac.uk>
jamesco@cogs.susx.ac.uk (James Cox) said:-

>Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
>
>> > Use SHW_PARALLEL (mode 100). The "spawner" receives CH_EXIT when the
>> > "child" terminates.
>> >
>
>> I've looked this up in both the Atari Compendium and the Lattice C docs
>> as well as performing a search through all the Lattice C header files.
>> I can't find any trace of this function. Help!
>
>Different documentation uses different names for all the flags -- it might
>not actually be called SHW_PARALLEL (I've never heard of that one).

The poster was querying in reguard to MagiC. SHW_PARALLEL is defined
in magx.h

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3580. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848210662_OASIS_@swampdog.demon.co.uk>
Source record: 8623

In article <56euhj$bi3@commserv.fb1.fhtw-berlin.de>
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) said:-

>hm, i opened a vworkstation and compared the handle for the vdi
>with the handle i got from graf_handle() for the aes ...
>they are different - i would have expected that graf_handle
>would give the same back as in the opnvwk() ... ?!

graf_handle() returns the physical workstation handle which the system
obtained from the v_opnwk() it issued on gem bootup.

When you open a virtual workstation with v_opnvwk() you pass the
physical handle into it which is overwritten with the virtual one (or
failure). Each virtual workstation has its own set of attributes.

The aes virtual handle is stored in the os header as of tos 1.4 up (I
think, no docs to hand).

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3581. Re: Gribnif Web site Where?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-16 00:00:00 UTC
From: DuaneOD@atlantis-bbs.com
Message-ID: <56kokk$5p1@news.wco.com>
Source record: 8624

>Hello, I found the Gribnif web site a few days ago, And planned on
>downloading the Geneva patch (3 to 4). However the **&^%$&^ PC crashed
>during the download and the site wasn't in the bookmark file at the
>time. Can anyone point me in the right direction to find the site?
>
>Thank you
>
>
>Dale Needham
>email : needhadp@sparcdii.derby.ac.uk
>. >>
>>>
>>> Gribnif Software (NeoDesk, Geneva, Steno, Etc.)

>>> http://www4.pair.com/gribnif/

>>> New update for Geneva, 004 to 005, dated 11/14/96

>>>Duane O'Donnell
>>>email: DuaneOD@atlantis-bbs.com

3582. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848259004_OASIS_@swampdog.demon.co.uk>
Source record: 8625

In article <56ir3a$7pn@ornews.intel.com>
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-

>In article <328ca300.19735527@news.airtime.co.uk>,
> stosser@airtime.co.uk (Tony Greenwood) wrote:
>>
>>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>>
>>
>>>as it can be used to do anything you can do in other languages.
>>>It is just a different way of programming.
>>
>> yes I know what you mean now...but doesnt def? cover this?
>
>Oh, all you guys are just p*ssies! Real programmers write in hex and
>enter their code with toggle switches!

Toggle switches! Positively avant-garde. Bring back plugs and wires!
Nay, use a soldering iron (heated over an open fire of course). :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3583. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848259240_OASIS_@swampdog.demon.co.uk>
Source record: 8626

```
In article <503_RCain@nest.demon.co.uk>
RCain@nest.demon.co.uk (Roger Cain) said:-

>Hi joogn@FB1.FHTW-Berlin.DE, on 12 Nov 96 you wrote:
>
>
> j> programming an AES-GEM application and being quite lazy
> j> i asked myself if it's necessary (and when: why ?)
> j> to open another virtual workstation if i could use the workstation
> j> of the desktop and therefore just make an appl_init() and
> j> a graf_handle() to work with GEM-windows and AES ?!
> j> any advices ?
>
>As far as I know you are right. There is no point in opening a virtual
>workstation more than once. The benefit of doing v_opnwkk is that you
>can get hold of all the parameters of the workstation in one call.

Trivial example ...

font1(h)
{
vst_alignment(h,0,0,..);
vst_color(h,RED);
vswr_mode(h,1);
vst_font(h,font1);
vst_point(h,point1,..);
}

font2(h)
{
vst_alignment(h,0,5,..);
vst_color(h,GREEN);
vswr_mode(h,2);
vst_font(h,font2);
vst_point(h,point2,..);
}

Use of one workstation means code like this...

loop {
font1(h);v_gtext(h);
font2(h);v_gtext(h);
}endloop;

Use of two workstations lets you ..
```

```
font1(h[0]);
font2(h[1]);
loop {
v_gtext(h[0]);
v_gtext(h[1]);
}endloop;
```

:-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3584. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <328EF727.18DB@ames.net>
Source record: 8627

Juergen Oppermann wrote:
>
> programming an AES-GEM application and being quite lazy
> i asked myself if it's necessary (and when: why ?)
> to open another virtual workstation if i could use the workstation
> of the desktop and therefore just make an appl_init() and
> a graf_handle() to work with GEM-windows and AES ?!
> any advices ?
> o
>
> --
> -
> -- Jo'ogn (; - 030/606 91 85

If you are truly VDI-phobic, you can do a surprising number of things without invoking VDI at all, including simple windowed text. For that you can create an F_TEXT OBJECT to use over and over; to print something, assign your string to the object, set ob_x and ob_y, then do an objc_draw. Besides not having to open a workstation to do this, it seems to simplify the management of clipping rectangles and such.

Once when I was struggling with VDI calls in the writing of my first full GEM app, I tried converting all output to AES object draws like this. It worked, but ran very slowly. I ended up biting the bullet and going back to VDI.

3585. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GKRPCBVPUp@tos.ak.planet.gen.nz>
Source record: 8628

In <56fs3h$afk@ornews.intel.com> Rich Tietjens wrote :

>One feature that TOS lacks is the ability to add extensions easily; that is,
>while I can install any file type to call an application, that app will open
>a workstation (in most cases) and display something on the screen while
>running.

An application need not display anything on the screen. Most do, however.

>I'd like to see the ability to simply double-click on, say, a WAV file and
>have it play through an "extended OS" which doesn't use any screen memory at
>all. Such an extension ot the OS would, I imagine, have to load in the AUTO

Screen memory? I am unsure what you mean here.

If you are refering to the memory where the current screen is stored (also
known as "video RAM"), applications do not allocate their own video RAM
anyway.

So what do you mean?

The effect you want is obtainable by using the "Install Application" option
in the GEM desktop (or the equivalent in an alternative desktop).

I get the feeling I must be missing the point of your idea, however. So please
correct me if my comments don't make any sense.

One thing that relates to this, however, is that when I have a shell script
that starts with, say, "#!/bin/tcsh", tcsh is not started when I double-click
on the item on the desktop. Instead, nothing happens (in the case of Thing)
or the file gets displayed to the screen (in the case of the GEM desktop).
Is this what you are referring to? And even if not, is there any way around
the problem?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

3586. IC magazine

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: matt <there@dial.pipex.com>
Message-ID: <848242572.24628.0@ai089.du.pipex.com>
Source record: 8629

IC magazine is a UK based fortnightly printed Atari publication. It is now in it's fifth issue and sold throughout Europe, and is soon to expand to cover the Oases/Omen platform.

Is there anything I, as editor, can do to help the programmers of the Atari community? If anyone out there wants to run a section, occassionally or regularly, that you feel would help fellore programmers, or if you have any other ideas as to how this newsletter could help Atari programmers, please contact me immediately.

Also please contact me if you'd like more info about the newsletter.

Please reply this message by email, and not through newsgroup messages.

Thanks for your time,
Matthew Townsend.

3587. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328f16e7.7984597@news.airtime.co.uk>
Source record: 8630

> In article <56ir3a$7pn@ornews.intel.com>
> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-

>Oh, all you guys are just p*ssies! Real programmers write in hex and
>enter their code with toggle switches!

Name calling hey!....But then again did Rich actually write that
message?, having pussy in the content could lead us to believe it was
not him.......
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3588. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328f2dc8.75288@news.airtime.co.uk>
Source record: 8631

On Thu, 14 Nov 96 23:56:42 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>I have got an 1040STf with 4Mb of memory. Please send me one of your games. But
>send it to: mr_ni@mst.tn.utwente.nl . It's my e-mail adres at the university and
>it's a lot cheaper for me to get large amounts of data on that adres. I will
>send you my demo.

OK hopefully you have mangaed to have a good looksy at the game i
sent you..its all in basic and the actual source could be viewed in a
text editor, ie no machine code etc,

I got your demo done in BASIC, Yes definatly impressed, some of the
screens can easilly be done in other BASICs now...I say now, because I
think the one you sent me isnt recent, therefore is even more
impressive,
Loved the main menu...very nice,

The most impressive screen and the one that easilly stood out was the
circle scroller type demo, this is excellent, I have seen circle
scrollers in basic, but there where done with line, letters, eeerm
drawn using the line command, nothing however as impressive or as
smooth as yours,

All this is made even more impressive by the fact that the sound is
being replayed not by machine code routines but by your own routines
written in the program, thats something I could not do....but then
again dont need to :)

Yes impressed by your demo in BASIC...but it doesent alter my opinion
that STOS is the best BASIC for making games at this moment in time?:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3589. HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328f179e.8167664@news.airtime.co.uk>
Source record: 8632

OK guys same question as I ask on a regular basis, just hopeing that
maybe some new blood in the group may be able to answer,

Has anyone got HIGHSOFT BASIC 2, can you send me some simple examples
and maybe..hopefully a command listing,
I have the copy from the atari world cover disk, but no commands, no
source,

Added question, how do you call the fileselctor from HSB2
how do you retrive the command line info

Is no one using this package yet ?

please please can you refrain from the usual answers, if i could
afford a manual, from highsoft then i would buy one, if i wanted gfa
then i would get it, what i am after, is what i am asking, that
simple?,

PLEASE can someone help <BIG smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3590. Re: Lottery Win Guaranteed - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <328f730a.17807468@news.airtime.co.uk>
Source record: 8633

I wonder if postmaster@demon.co.uk will be interested in this?
maybe intercal@demon.co.uk should sod off!

>begin 644 _bigmo2.doc
>MT,\1X*&Q&N$``````````````````````/@`#`/[_"0`&`````````````````!

Path:
news.airtime.co.uk!lade.news.pipex.net!pipex!dish.news.pipex.net!pipex!tank.news.pipex.net
!pipex!feed1.news.innet.be|INbe.net!news.nl.innet.net!INnl.net!hunter.premier.net!www.nntp
.primenet.com!nntp.primenet.com!EU.net!usenet2.news.uk.psi.net!uknet!usenet1.news.uk.psi.n
et!uknet!dispatch.news.demon.net!demon!intercal.demon.co.uk
From: Kenneth@YiHaEnterprises (Kenneth Normington)
Newsgroups: comp.sys.atari.programmer
Subject: Lottery Win Guaranteed - _bigmo2.doc (1/1)
Date: Mon, 18 Nov 1996 02:38:20 GMT
Organization: INTERCALL
Lines: 470
Message-ID: <848252794.2186.60@intercal.demon.co.uk>
NNTP-Posting-Host: intercal.demon.co.uk
X-NNTP-Posting-Host: intercal.demon.co.uk
X-Newsreader: Forte Free Agent 1.0.82

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3591. Re: Linux

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-17 00:00:00 UTC
From: benni@phil.uni-sb.de
Message-ID: <E0zn2C.11C@phil.uni-sb.de>
Source record: 8634

```
Taneli Mielikainen wrote:

>Should I install it?

If you want a good programming platform, Linux always is a choice.

>I've got only 84KB HDD so Linux could have only
>about 69MB... (And I don't have money... 8[ )

Should be enough for a minimal configuration.
```

Benni
--
Windows 95 kann alles, wegen der 32 Bit.
Wenn ich 32 Bit getrunken habe, meine ich auch immer, ich k�nnte alles.
(Koschwitz)

3592. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56qf6d$c1i@ornews.intel.com>
Source record: 8542

In article <328f16e7.7984597@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>> In article <56ir3a$7pn@ornews.intel.com>
>> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) said:-
>
>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>enter their code with toggle switches!
>
> Name calling hey!....But then again did Rich actually write that
>message?, having pussy in the content could lead us to believe it was
>not him.......

No, that was me, all right. My point was apparently too subtle for this
group. It's turning into comp.sys.atari.programming.languages.advocacy...

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3593. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56qeo4$c1i@ornews.intel.com>
Source record: 8543

In article <328f179e.8167664@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
> OK guys same question as I ask on a regular basis, just hopeing that
>maybe some new blood in the group may be able to answer,

Blood? You vant blood? Vat type? <G>

> Has anyone got HIGHSOFT BASIC 2, can you send me some simple examples
>and maybe..hopefully a command listing,

That might be a bit awkward, the manual weighs in at around 500 grams or
better.

> I have the copy from the atari world cover disk, but no commands, no
>source,

Source I can give you.

> Added question, how do you call the fileselctor from HSB2

Have to look this up.

> how do you retrive the command line info

x$=COMMAND$

That's it. Then parse x$ to suit yourself.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3594. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56qf3q$c1i@ornews.intel.com>
Source record: 8544

In article <GKRPCBVPUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <56fs3h$afk@ornews.intel.com> Rich Tietjens wrote :
>
>>One feature that TOS lacks is the ability to add extensions easily;
..
>
>An application need not display anything on the screen. Most do, however.

Precisely. And in most cases, they take over the current video RAM, even if
they display nothing.

>>I'd like to see the ability to simply double-click on, say, a WAV file and
>>have it play through an "extended OS" which doesn't use any screen memory
>
>Screen memory? I am unsure what you mean here.
>
>If you are refering to the memory where the current screen is stored (also
>known as "video RAM"), applications do not allocate their own video RAM
>anyway.

I am aware of the malloc for video RAM ...

>So what do you mean?

What I'm driving at is the ability to have data files treated exactly like
applications, but wihtout permitting them to access video RAM at all. IOW,
run as a background app using executable code loaded at startup - a TSR that
isn't permitted to access video RAM.

>The effect you want is obtainable by using the "Install Application" option
>in the GEM desktop (or the equivalent in an alternative desktop).

But not without video RAM access, so far as I have been able to determine.

>I get the feeling I must be missing the point of your idea, however. So
>please correct me if my comments don't make any sense.

They probably make more sense than mine did. <G>

>One thing that relates to this, however, is that when I have a shell script
>that starts with, say, "#!/bin/tcsh", tcsh is not started when I
double-click
>on the item on the desktop. Instead, nothing happens (in the case of Thing)
>or the file gets displayed to the screen (in the case of the GEM desktop).

Uhmmmm. No. That's almost the opposite of what I have in mind.

>Is this what you are referring to? And even if not, is there any way around
>the problem?

If I knew a way around it, I'd be coding. <SIGH> I'm afraid my programming skills are limited to what I have seen in examples - I learned everything by typing in the programs in old Compuke, ST Log, Analog, etc., and modifying the code to see what happened.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3595. Help with memory address for 130XE

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: allentc@eng.auburn.edu
Message-ID: <56qrdk$f2k@ultranews.duc.auburn.edu>
Source record: 8545

Keywords:

Does anyone know where to find the exact address of each memory part
discussed below?? I am looking for a free 8 bytes or so to wire
in some D/a converters and I'm new to atari basic programming.
I know this:
(quoted)

$200-$47f
This area is used for operating system database variables. Parts which are not used in some particular programs, such as the cassette buffer or printer buffer, may then be used for other purposes. See the O.S. equate listing for these locations.

Thank you,
Terry

Email responses to: allentc@eng.auburn.edu

3596. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <519_RCain@nest.demon.co.uk>
Source record: 8546

Hi guy@swampdog.demon.co.uk, on 16 Nov 96 you wrote:

```
g> Use of two workstations lets you ..
g>
g> font1(h[0]);
g> font2(h[1]);
g> loop {
g> v_gtext(h[0]);
g> v_gtext(h[1]);
g> }endloop;
g>
g>
g> :-)
```

Ahhh! :-) Nice.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3597. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56qtun$k52@ornews.intel.com>
Source record: 8547

In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>
>Well, you can already do this with the desktop. What you need are a set of
>"clickies", and you install these clickies to load and display/play files.
>You do that with the "Install Apllication" option under the Atari desktop
>and all replacement desktops have a similar (usually more poewrful)
version.

I know how to install apps (I said so in the first message). What I want is
a TSR that won't bugger the screen display when I play a non-viewable file
(e.g., an audio, MIDI, io MOD file).

>Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
>and TGAs. Works a treat :)
>
>The main advantage is they're not resident programs, therefore they don't
>tie up memory!

Memory is NOT the problem. Response speed is a requirement, so a TSR is
preferable; and a completely non-video operation mode is desired.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3598. Lottery Win Guaranteed - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252794.2186.60@intercal.demon.co.uk>
Source record: 8635
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

[Inline uuencoded payload not displayed: _bigmo2.doc]

3599. Life of Luxury for $5.00 !!!!!!! - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252801.2186.61@intercal.demon.co.uk>
Source record: 8636
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

```
[Inline uuencoded payload not displayed: _bigmo2.doc]
```

3600. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56phsk$o2e@m1.cs.man.ac.uk>
Source record: 8637

In article <328ca300.19735527@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On 15 Nov 1996 12:14:08 GMT, in comp.sys.atari.programmer you wrote:
>>Yep, although are they used as much as in STOS? (I honestly dont know
>>about the other basics, but there are not many C Games programming
>>libraries [I know of only 1] publicly available for the Atari)
>
> Hang about!...the stos extensions are not "game libraries", they are
>used in games yes, but are used as much in serious applications, look
>at EXTRA, admittedly most commands are for games in some extensions,
>but there are many others, look at all the disk copying, sector and
>fingy stuff in misty,

Yea, ok, point taken. What I meant was that I only know of one C library that has useful things like sprite drawing, block copying etc. (excluding using the standard GEM/VDI libraries - who would use VDI for a scroller? Line-a, yes... [but incompatible :)]

We are, afterall talking about games programming, not demos, or apps or anything else, aren't we? :)

> there are many uses for commands that at first would seem to be games
>orientated, I have maestro installed, never use it for sampled sound,
>but do use the datacopying command as it handles uneven sized chunks
>of memory?...

Yep, I've used it for that as well.

>>as it can be used to do anything you can do in other languages.
>>It is just a different way of programming.
>
> yes I know what you mean now...but doesnt def? cover this?

Partially. It sort of provides this functionality, but not terribly well. Aren't you effectively limited to a one line function? (I've only used it once, so dont flame me if I'm wrong. :))

Anthony
--

------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+-----------------------------

3601. fix for intout in common.h in gem library.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1755@kiwi.ukc.ac.uk>
Source record: 8638

I have not been following this group for a while, so excuse me
if this has already been dealt with.

I think the following small change may be a fix for some gem calls
in the 32 bit mode, to the Atari gem library Patchlevel 31.

I was re-visiting some code I last compiled with the old Alcyon compiler,
and was trying it under gcc. Things were OK using -mshort,
but I was having problems I did not understand with 32 bit ints.

In particular, for the appended short test progran scn.c,
wind_get was not returning sensible values with 32 bit ints.

I moved a copy of wind_get into scn.c, and made the following small change
to common.h - after this wind_get returned sensible values in both modes.

```
#define _control (&_contrl[0])
#define _int_in (&_intin[0])
/*
#define _int_out ((int *)(&_intout[0]))
*/
#define _int_out (&_intout[0]) /* jbww@ukc.ac.uk 96_11 */
#define _addrin ((void **)(&_ptsin[0]))
#define _addrout ((void **)(&_ptsout[0]))
```

The impetus to get things working in 32 bit mode comes from the fact
that pml seems to have some problems with mshort - is this expected ?
In particular, exp breaks, that my code uses.

I got round this by compiling :
gcc -mshort -c graph.c ; gcc graph.o -lgem16 -lpml

but mow with the re-built gem.olb, the following works :
gcc graph.c -lgem -lpml

graph.c exercises open and close virtual workstation, sizer, fuller, mover,
closer; has a fairly lengthy evnt_multi section, and all seems to work OK
in both 16 and 32 bit modes now, with wind_get now OK.

The only change to graph.c from the Alcyon code, is to evnt_multi
where the two parameters following msgbuf become one :

```
unsigned long interval=(unsigned long)0; /* was two ints */
```

If you know of any other fixes I might need, I would be glad to have them.

cheers
beau webber

Here follows scn.c, to test the fix :

```
/*********************************************************************/
/* show screen facts J.B.W.Webber 96_11_16 */
/* gcc scn.c -lgem */
/* gcc -mshort scn.c -lgem16 */
/* needs intout fix to common.h */
/*********************************************************************/

/*********************************************************************/
/* INCLUDE FILES */
/*********************************************************************/

#include "stdio.h"
#include "osbind.h"
#include "aesbind.h"
#include "common.h"

int wind_getM(int WindowHandle, int What,
int *W1, int *W2, int *W3, int *W4)
{
int retval;

_int_in[0] = WindowHandle;
_int_in[1] = What;

retval = __aes__(AES_CONTROL_ENCODE(104, 2, 5, 0));

*W1 = _int_out[1];
*W2 = _int_out[2];
*W3 = _int_out[3];
*W4 = _int_out[4];

/*
printf("1 : %d\n",_int_out[1]);
printf("2 : %d\n",_int_out[2]);
printf("3 : %d\n",_int_out[3]);
printf("4 : %d\n",_int_out[4]);
*/

return retval;
}

main()
{
int xdesk, ydesk, hdesk, wdesk;/* desktop x,y posn, height,width */
unsigned short Scn[2] ; /* upper/lower 16 bits of screen address */

printf (" screen : %p \n", Logbase() );

Scn[0] = (unsigned short)(((long)Logbase()) >> 16) ;
Scn[1] = (unsigned short)(long)Logbase() ;
printf (" screen upper : %d \n", Scn[0]);
printf (" screen lower : %d \n", Scn[1]);
```

```
printf (" screen res : %d \n", Getrez() );

wind_getM(0, WF_WORKXYWH, &xdesk, &ydesk, &wdesk, &hdesk);

printf (" screen posn : %d %d \n", xdesk, ydesk);
printf (" screen size : %d %d \n", wdesk, hdesk);
}
```

3602. raster copy problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1756@kiwi.ukc.ac.uk>
Source record: 8639

I have been sucsessful in raster copying from one are of the screen
to another, using vro_cpyfm, by first defining a Memory Form Definition
Block for the screen, and the pxyarray defining the areas to be affects.

However what I want to do is copy in/out of linear memory, from/to the
screen.

My understanding is that I have to define a MFDB for the memory with
one single long line (and appropriate pxyarray), with mode 0, then call
vr_trnfm(handle, psrcMFDB, pdesMFDB)

What little docs I have implies that, copying from memory to screen,
the mode will be toggled and placed in the destination mode. This does not
happen. I realise I fail to understand what vr_trnfm is actually supposed to
do to what.

When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
give grey) to the screen, I get a single line where I expect to copy to,
and the top of the screen few rasters (in the menu bar) goes grey.

any help is appreciated.

cheers
beau webber

3603. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <16387@gos.ukc.ac.uk>
Source record: 8640

In article <56fs3h$afk@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>One feature that TOS lacks is the ability to add extensions easily; that is,
>while I can install any file type to call an application, that app will open
>a workstation (in most cases) and display something on the screen while
>running.

Well, you can already do this with the desktop. What you need are a set of "clickies", and you install these clickies to load and display/play files. You do that with the "Install Apllication" option under the Atari desktop and all replacement desktops have a similar (usually more poewrful) version.

Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs and TGAs. Works a treat :)

The main advantage is they're not resident programs, therefore they don't tie up memory!

Neil.
--

Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####

3604. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-18 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1811961127060001@dwilga.comm.mtholyoke.edu>
Source record: 8641

> >As far as I know you are right. There is no point in opening a virtual
> >workstation more than once. The benefit of doing v_opnwkk is that you
> >can get hold of all the parameters of the workstation in one call.
>
> Trivial example ...
>

One thing to be concerned about, though, relates to backward compatibility. Even though many people these days are using NVDI and other replacements for the VDI, it is worth noting that TOS, by itself, has a static limit on the total number of workstation handles. I seem to recall from testing early on that it was around 20 or so. After this point the v_opnvwk() call will fail.

Using too many workstations in one program will make this limit apparent more quickly, especially if the user is multitasking.

Dan Wilga
dwilga@mtholyoke.edu

3605. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: <>
Message-ID: <See_my_sig-1911960858520001@47.85.0.99>
Source record: 8548

In article <56qtun$k52@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

> In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
> >
> >Well, you can already do this with the desktop. What you need are a set of
> >"clickies", and you install these clickies to load and display/play files.
> >You do that with the "Install Apllication" option under the Atari desktop
> >and all replacement desktops have a similar (usually more poewrful)
> version.
>
> I know how to install apps (I said so in the first message). What I want is
> a TSR that won't bugger the screen display when I play a non-viewable file
> (e.g., an audio, MIDI, io MOD file).

I guess what you want are TSR's that work in the background & never send
data to the screen. You could load these from the Auto folder.

What you need is some way of 'defining' these in the desktop.inf file, so
that when you double click on a MOD/MIDI/WAV file, the desktop 'sends' the
file to the TSR.

Currently, defining applications in the desktop causes these to be
started; you don't want the usual messages you get with program startup.

You need functionality like the desktop's show/print function (but without
the dialog box). People have written alternative file viewers that
intercept the desktops show/print, you would need to do this & call the
TSR.

>
> >Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
> >and TGAs. Works a treat :)
> >
> >The main advantage is they're not resident programs, therefore they don't
> >tie up memory!
>
> Memory is NOT the problem. Response speed is a requirement, so a TSR is
> preferable; and a completely non-video operation mode is desired.
>

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3606. Re: raster copy problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <32918D58.5480@eng.derby.ac.uk>
Source record: 8549

jbww wrote:
>
> I have been sucsessful in raster copying from one are of the screen
> to another, using vro_cpyfm, by first defining a Memory Form Definition
> Block for the screen, and the pxyarray defining the areas to be affects.
>
> However what I want to do is copy in/out of linear memory, from/to the
> screen.
>
> My understanding is that I have to define a MFDB for the memory with
> one single long line (and appropriate pxyarray), with mode 0, then call
> vr_trnfm(handle, psrcMFDB, pdesMFDB)
>
> What little docs I have implies that, copying from memory to screen,
> the mode will be toggled and placed in the destination mode. This does not
> happen. I realise I fail to understand what vr_trnfm is actually supposed to
> do to what.
>
> When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
> give grey) to the screen, I get a single line where I expect to copy to,
> and the top of the screen few rasters (in the menu bar) goes grey.
>
> any help is appreciated.
>
> cheers
> beau webber

Hello.
When I started programming GEM I had the same problem, the
documentation I had implied that just putting NULL for the MFDB will
point it to the screen, it does, it also implies that just using the
name of an MFDB will copy to/from that MFDB. This caused crashes every
time. What I found out (eventually) is that the fd_addr field needs to
be set up in the MFDB as a pointer to memory. The easiest way I found to
do this is via malloc() (not Malloc()) the C version is much better.

This made vro_cpyfm() to work. (I will dig up the exact code an
post it at some point, email me for more info). This allows copying to
and from the screen as well as between areas of the screen, and MFDB's.

As to what vro_trnfm() does, my understanding is that given two
MFDB's (both of which must be of the same colour depth, i.e. nplanes
must be the same for both) it will convert the source form from device
specific into device independent and place it in the destination form,
or convert from device independent to device specific. (Again email me

for more info)

I hope this was of help, it took me months of playing around to get this to work. I could not find any doc's on programming the VDI, except the PROGEM series, well worth downloading & printing, if you get it from funet.fi they have postscript & TeX versions too. Make sure you get the source code as well....)

Dale Needham
Email : needhadp@sparcdii.derby.ac.uk
or
Email : needhadp@eng.derby.ac.uk

Long live the ST/Falcon ....

3607. MSX Emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Crashman <f2212310@est.fib.upc.es>
Message-ID: <32922E00.57D2@est.fib.upc.es>
Source record: 8550

Can anybody help me to write an MSX emulator?
I'm trying to translate one from the Amiga. It's written in 68020
assembly.
Also has anyone time to port the GameBoy emulator VGB from
http://www.freeflight.com/fms?
it's written in C. (Versions for *nix and MS-DOS)

Thank you very much....

8-)

3608. MSX Emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Popeye <f2425805@est.fib.upc.es>
Message-ID: <32922F65.19A2@est.fib.upc.es>
Source record: 8551

Wanted help for write a MSX emulator in 68030 assembly code.

Thanks. 8-)

3609. Release tips

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32919872.6653016@news.airtime.co.uk>
Source record: 8552

OK you make a program, a game or something serious (apologies to all the "serious" game players I just insulted) and its taken you months, or weeks or years or whatever,

Then what?

I mean the next step surely is to let as many people as possible know your program is available?, especially freeware programs as there is no other incentive bar feedback and recognition, but we all want our releases to be seen as far and wide as possible, so whats the best way of going about it?

INTERNET: OK letting everyone know on the net then hoping for word of mouth to spread, not brilliant as supposedly only ten percent of ATARI owners are on the internet?

MAGAZINES: This is the biggest way, however theres only one left, looking at issue one released at the atari shows, they do have a good policy re: reviewing, hopefully this means we will see reviews of recently released software rather than stuff a few years old, so send it to the magazine,

PD LIBRARIES: Sorry to say this, but IMHO most can not advertise your software, they will have there loyal band of customers, but?
However there are two PDL's in the UK , Goodmans and Floppyshop who send out updates of there catalouge to all there customers, so getting them to add your title to there collection will ensure a mail shot goes out to littraly thousands of ATARI users,

DISKMAGS: Send it to as many as you can, they will review it,there are many active diskmags in the UK, some available overseas, between them they will reach a heck of a lot of ATARI users,

WHAT ELSE?: Suggestions?.................

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3610. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3291968b.6166152@news.airtime.co.uk>
Source record: 8553

On Mon, 18 Nov 96 16:56:42 GMT,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>>enter their code with toggle switches!

>> Name calling hey!....But then again did Rich actually write that
>>message?, having pussy in the content could lead us to believe it was
>>not him.......

>No, that was me, all right. My point was apparently too subtle for this

haaa yeagh, you see we are all just thick programmers in
here..alledgedly :)

>group. It's turning into comp.sys.atari.programming.languages.advocacy...

Naghhhh Rich, its just a bit of fun, no one is being too serious I
hope?, IMHO the group needed livenin up, plus a nice debate never hurt
anyone, all good clean fun :)

Your message, well you have been quiet of late, and you have been
having masses of trouble with the meow fing, so a posting with the
word pussy? was to be questioned, pussy = cat here?, unfortunately
calling someone a pussy means something entirely different in England,
dunno about over there mate, probably not as insulting in America,
what's a pussy there :))))

Anyway, nice to see you back mate, problems over with those sad meow
idiots?...hope so?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3611. basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32919810.6555014@news.airtime.co.uk>
Source record: 8554

hmmm Someone I sent HEARTLAND to as a demo of what BASIC game
programming can do <eek> has gone quiet, either laughing his bollox
off or astounded into silence :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3612. >>> ARE YOU READY FOR LOVE? <<<

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: love
Message-ID: <10004731.22CC@anonymous.com>
Source record: 8555

Please join us at http://bradsi.cyberportal.net

3613. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56srf1$puo@ornews.intel.com>
Source record: 8556

In article <3291968b.6166152@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:

>On Mon, 18 Nov 96 16:56:42 GMT,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>>>>Oh, all you guys are just p*ssies! Real programmers write in hex and
>>>>enter their code with toggle switches!
>
>>No, that was me, all right. My point was apparently too subtle for this
>>group.
>
> haaa yeagh, you see we are all just thick programmers in
>here..alledgedly :)

Allegedly thick, or alleged programmers? <G>

>>It's turning into comp.sys.atari.programming.languages.advocacy...
>
> Naghhhh Rich, its just a bit of fun, no one is being too serious I
>hope?, IMHO the group needed livenin up, plus a nice debate never hurt
>anyone, all good clean fun :)

I agree - that was my contribution to the general chaos.

> Your message, well you have been quiet of late, and you have been
>having masses of trouble with the meow fing, so a posting with the
>word pussy? was to be questioned, pussy = cat here?, unfortunately
>calling someone a pussy means something entirely different in England,
>dunno about over there mate, probably not as insulting in America,
>what's a pussy there :))))

Hmmm... Well, "wuss" and "pansy" are synonyms. It's definitely insulting.
The intended meaning certainly had nothing to do with felines.];^)

> Anyway, nice to see you back mate, problems over with those sad meow
>idiots?...hope so?

Oh, hardly over, but the biggest offender has had his account terminated,
and I am quietly cancelling the rest of their trash in the newsgroups I
read. Can't be bothered with the rest of the net, of course. However, I
will give instructions in private email on how to cancel garbage messages
using Pine - in a way that is acceptable to everyone except spammers. Only
regular contributors to the *.atari.* groups will get replies.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users

NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3614. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Yves Pelletier <ypell@CAM.ORG>
Message-ID: <Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>
Source record: 8557

Not that I would be able to implement this or anything, but when I read Rich's proposal I thought it might be feasible through .XDD or .XIF MiNT extensions, in which case you would be able to bypass the desktop "install" altogether.

Comments?

Yves

3615. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32920d1d.3680329@news.airtime.co.uk>
Source record: 8558

On Tue, 19 Nov 96 14:38:22 GMT, in comp.sys.atari.programmer you
wrote:

>> haaa yeagh, you see we are all just thick programmers in
>>here..alledgedly :)

>Allegedly thick, or alleged programmers? <G>

oooer :)
Sad thing is...I don't know the answer <BG>

>>dunno about over there mate, probably not as insulting in America,
>>what's a pussy there :))))

>Hmmm... Well, "wuss" and "pansy" are synonyms. It's definitely insulting.
>The intended meaning certainly had nothing to do with felines.];^)

well "pussy" here is female (human female) genitalia (I used big
words in case of under aged<G>) so you just called all the uk
programmers a load of c***s HAHAHAHAHAHAHA i dont mind mate hehe

>> Anyway, nice to see you back mate, problems over with those sad meow
>>idiots?...hope so?

>Oh, hardly over, but the biggest offender has had his account terminated,

Round of applause, nice one :)

>and I am quietly cancelling the rest of their trash in the newsgroups I

Standing ovation :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3616. Re: gem game?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848434272@p24.f101.n323.z205.mbh.org>
Source record: 8559

Magnus Kollberg wrote:
> in
>> germany working under Gem (a midimaze clone? like a
>> conversion of x_maze?) no hard evidence on this point.
>
> Where did you hear this? Could be cool to run a 3D game at the same
> time as Papyrus. :-)

Wout has seen a message about a 3d game in the german
maus.sys.atari.programmer (or something like that) groep. As he nor I was
intrested in game development at that time he didn't spend much ettention to it.
Only on my question for GEM games he came up with this answer.

Hans Wessels

3617. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848445975@p24.f101.n323.z205.mbh.org>
Source record: 8560

Tony Greenwood wrote:

> OK hopefully you have mangaed to have a good looksy at the game i
> sent you..its all in basic and the actual source could be viewed in a
> text editor, ie no machine code etc,

Yes, I did. Hacked around, wonderd why you use xbios calls to set the screen adress and wait for the vsync, installed a own vysync rout to study your timing, patched the screen code to look at screen updates. Discovered that some vsync calls were better programmed then others
lea 2(sp),sp ; 4 bytes, 8 cycles
against
addq.l #2,sp ; 2 bytes, 8 cycles
and many more.

Lets start with the games. I got from you heartland and I downloaded from your homepage Hero and Multi Pakman.

Lets start with the worst, multi pakman:
It won't work from harddisk. It leaves with some errorcodes lockingup your mouse. The game itself works in 2 vbls (I guess) and uses byte copys to move the screen (ie it moves with 8 pixels at a time). The sprites are 16x16 sprites. The playscreen is 12 sprites long and 6 sprites deep.
As the character is placed in the middle of the screen there are only 2 sprites visible beneath the character and 3 above. That makes the game play bad because a deadly obstacle comming from beneath needs only:
2(sprites) * 16(pixels) * 40(ms screenupdate)/8(pixels per update)=
160 milliseconde to kill you. Everytim I pick up a bonus the game stops, waiting for you to press the joystick button, that's realy annoying. (See for a well done multiplayer pacman game The Synergy Mega demo, it has a great game called crapman. But that one doesn't count in our quest for good basic games.)

Less worse is Hero, updating the screen every second vsync and again scrolling on byte level. Again it doesn't work from harddisk. Gameplay would improve if one could intterupt looking in a locker by pressing the fire button. Not realy much to say about this game.

The best game is heartland. It has some realy nice graphics! It also has the greatest playscreen of the three games. Again the screen updates every second vbl. Scrolling is again on byte level. A strange thing is that the timing gets far worse by the sound effects (like pling when you grap a coin. There is a small bug in the edge detection. If you are on a platform you can stand with one foot on air without falling. On the left side you will fall down before you have reached the end of the platform. Switching to 60 Hz makes the screen updates every 3th vsync making the movements 'blocky', but that could be expected.

A pity that no time was left for free moving sprites, but not bad for basic, it by far the best STOS game I have ever seen. (Please notice, still needs the word basic to indicate the comparison level.)

> I got your demo done in BASIC, Yes definatly impressed, some of the
> screens can easilly be done in other BASICs now...

Don't think so, only the intro is realy simple to do. I think your assembly subroutine library is useless to do any of the other screens. (Remember all screens work on plain ST's, so no DMA sound, no blitter, no hardware scrolling....)

> Loved the main menu...very nice,

Let's add three one-bitplane ghots, some rater-dots to eat, remove the scroller and some scanlines form top and bottom to get some extra processortime to handle ghosts, ending up with a pacman game that's absolutely impossible to do in STOS unless you write a special library doing the whole thing in assembly?

> All this is made even more impressive by the fact that the sound is
> being replayed not by machine code routines but by your own routines
> written in the program, thats something I could not do....but then
> again dont need to :)

Maybe you should, my routines are faster as the original play routines!

> Yes impressed by your demo in BASIC...but it doesent alter my opinion
> that STOS is the best BASIC for making games at this moment in
> time?:)

You still did't talk about GEM games done in STOS, did you?

Don't think we are finished yet! :-)

Hans Wessels

3618. RE: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848435279@p24.f101.n323.z205.mbh.org>
Source record: 8561

Yiannis Paschalidis worte

> STOS reserves its memory banks from the top of memory downwards (ie.
> bank 15 will always be near the end). So all constant data should be
> put in higher banks and workspaces in lower banks if you are to be
> constantly reserving and deleting banks. When you delete or reserve a
> bank, STOS does a lot of work shifting the lower banks around...

So there is a memory stack on which you can allocate a memory bank. AT the moment you free a memory bank all banks below is will be moved to fill the space?

Doesn't seem very usable for me. The only way to access such a bank would be by start (or end) relative adressing. But then I have very slow access on large blocks (>64k).

Secondly they would by unusable for holding the current screen.

> The nice thing about banks is that you can use them for just about
> anything (I have even used them for storing strings >65535 characters
> long) and it is very easy to access them. Their best feature IMHO is
> that you can use them for including binary data in your programs
> eliminating all those horrible little files like you see with programs
> written in C. :)

You should tell this trick to Tony. He also has a lot of little files hanging arounf his program :-) . Maybe it's because most programmers are lazy people. It's too much work for them to put all the data in one large file or to include them directly in the program code. Both options can easily be done in both programming languages.

Hans Wessels

3619. Re: VDI opnvwk() really necessary ??

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: test@swampdog.demon.co.uk
Message-ID: <848520366_OASIS_@swampdog.demon.co.uk>
Source record: 8562

In article <dwilga-1811961127060001@dwilga.comm.mtholyoke.edu>
dwilga@mtholyoke.edu (Dan Wilga) said:-

>> >As far as I know you are right. There is no point in opening a virtual
>> >workstation more than once. The benefit of doing v_opnwkk is that you
>> >can get hold of all the parameters of the workstation in one call.
>>
>> Trivial example ...
>>
>
>One thing to be concerned about, though, relates to backward
>compatibility. Even though many people these days are using NVDI and other
>replacements for the VDI, it is worth noting that TOS, by itself, has a
>static limit on the total number of workstation handles. I seem to recall
>from testing early on that it was around 20 or so. After this point the
>v_opnvwk() call will fail.

I wonder if it's fixed on a standard un-enhanced machine or not? I did
a similar thing once on my old 1 meg tos 1.2 jobby and got 120 odd
open before failure.

>Using too many workstations in one program will make this limit apparent
>more quickly, especially if the user is multitasking.

You have a point of course, even more so when most of the vdi source
code I've seen never even bothers to check for failure. The best
solution is to limit yourself to a very few workstations, used with a
little planning.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com (if you want to test POP)
Web http://www.swampdog.demon.co.uk/index.html

3620. Re: >>> ARE YOU READY FOR LOVE? <<<

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <329289E7.5865@airmail.net>
Source record: 8563

love wrote:
>
> Please join us at http://bradsi.cyberportal.net

yes! yes! I'm ready! Where are you?

3621. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <56su6b$9la@infa.central.susx.ac.uk>
Source record: 8564

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:
: In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
: >Well, you can already do this with the desktop. What you need are a set of
: >"clickies", and you install these clickies to load and display/play files.
: >You do that with the "Install Apllication" option under the Atari desktop
: >and all replacement desktops have a similar (usually more poewrful)
: >version.

: I know how to install apps (I said so in the first message). What I want is
: a TSR that won't bugger the screen display when I play a non-viewable file
: (e.g., an audio, MIDI, io MOD file).

: >Currently I have clickies installed for MODs, WAVs, FLIs, MPGs, JPGs, GIFs
: >and TGAs. Works a treat :)
: >
: >The main advantage is they're not resident programs, therefore they don't
: >tie up memory!

: Memory is NOT the problem. Response speed is a requirement, so a TSR is
: preferable; and a completely non-video operation mode is desired.

I'm presently developing a 'Component Manager' that sounds similar to what you are looking for. Components are just the core part of an application, or simply libraries of functions. This if you want to make something like Media Player (MS Windows) then you have an app that looks for a certain class of component.

I'm not going to go into the gory details any further.

This won't be finished for quite a while, however. It is being developed primarily for MiNTOS, but is being written so that it can be configured to work with excatly the same functionality under MiNT+single TOS/MultiTOS.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

3622. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <16396@gos.ukc.ac.uk>
Source record: 8565

In article <56qtun$k52@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>I know how to install apps (I said so in the first message). What I want is
>a TSR that won't bugger the screen display when I play a non-viewable file
>(e.g., an audio, MIDI, io MOD file).

Oooops, I think I mis-understood you...

Anyway, it could be done as a TSR but it's a lot of hard work hacking into the OS to get it to use a different viewer depending on the file you're viewing.

Also, the TSR would freeze the desktop if you were only running a single-TOS, and changes like those you state would be very prone to changes in OS and perhaps even the desktop installed.

Perhaps a better method would be to install the audio players as a Desk Acc, then you could set the desktop to call it whenever you double-click on a WAV or MIDI file or whatever. I guess this would require a desktop that at least supports the AV protocol to some extent.

i.e. I can get ST-Guide to view a hypertext by double clicking on it from MAGXDESK, but I don't think it works for the TOS Desktop.

This would be a TSR (of sorts), it would be more compatible with OS' and replacement Desktops, and is virtually instant. The problem for a lot of people would be that a Desk Accessory to view/play and large number of file types would be the large memory requirements... Not a prob with a 14Mb Falcon, say, but definately a problem on a 4Mb one.

Neil.
--

Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####

3623. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848440305@p24.f101.n323.z205.mbh.org>
Source record: 8566

Tony Greenwood wrote

>> as it can be used to do anything you can do in other languages.
>> It is just a different way of programming.
>
> yes I know what you mean now...but doesnt def? cover this?

Let me guess: def is like #define in C. So you can say:
def plus(a,b) (a+b)
or
def arctan2(x,y) if(x<>0)then arctan(y/x)+pi*(x<0):else (pi/2)*sgn(y)
but this way you can not call a defined function within it self:
def fact(x) if(x=0)then 1:else fact(x-1)*x
to give a very bad example of a recursive function, but real recursive
functions are only needed in more complex situations.

Bye, Hans Wessels

3624. Re: raster copy problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848583200_OASIS_@swampdog.demon.co.uk>
Source record: 8492

In article <1756@kiwi.ukc.ac.uk>
J.B.W.Webber@ukc.ac.uk (jbww) said:-

>I have been sucsessful in raster copying from one are of the screen
>to another, using vro_cpyfm, by first defining a Memory Form Definition
>Block for the screen, and the pxyarray defining the areas to be affects.
>
>However what I want to do is copy in/out of linear memory, from/to the
>screen.

Ah, the docs start to get scarce round about here!

>My understanding is that I have to define a MFDB for the memory with
>one single long line

Can't remember exactly but it sounds right.

>(and appropriate pxyarray), with mode 0, then call
> vr_trnfm(handle, psrcMFDB, pdesMFDB)

You don't need to worry about this function. It's for converting
images to and from a standard format which VDI on all system
understands.

>What little docs I have implies that, copying from memory to screen,
>the mode will be toggled and placed in the destination mode. This does
>not happen. I realise I fail to understand what vr_trnfm is actually
>supposed to do to what.

I wrote some code which I've been using successfully for years (that's
why I can't remember the details). I'll post it here.

>When I go on to call vro_cpyfm, to copy from memory (all set to 0x5555, to
>give grey) to the screen, I get a single line where I expect to copy to,
>and the top of the screen few rasters (in the menu bar) goes grey.

The scheme I used works well and I've not had any reports of it
failing under any resolution. It'll be a uu-encoded zip.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3625. Re: raster copy problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <56upgg$29d@lira.i-way.co.uk>
Source record: 8493

Dale Philip Needham <needhadp@eng.derby.ac.uk> mumbled indistinctly:

>Hello.
> When I started programming GEM I had the same problem, the
>documentation I had implied that just putting NULL for the MFDB will
>point it to the screen, it does, it also implies that just using the
>name of an MFDB will copy to/from that MFDB. This caused crashes every
>time. What I found out (eventually) is that the fd_addr field needs to
>be set up in the MFDB as a pointer to memory. The easiest way I found to
>do this is via malloc() (not Malloc()) the C version is much better.

No, wrong there. Setting fd_addr to 0 will indeed cause the MFDB to
reffer to the screen (I use it all over the place in the XaAES code).

>Dale Needham
>Email : needhadp@sparcdii.derby.ac.uk

Craig.

3626. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848448144@p24.f101.n323.z205.mbh.org>
Source record: 8567

Rich Tietjens wrote:

> Oh, all you guys are just p*ssies! Real programmers write in hex and
> enter their code with toggle switches!

No, you are wrong, if you enter youer code with toggle switches you have written the code in octal. Hex is something of the new generation. Try to hand compile 68k instructions in hex and octal. The latter is far easier. Same thing is true for a well known computer range with toggle switches: the pdp series from dec.

Hans Wessels

3627. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848448088@p24.f101.n323.z205.mbh.org>
Source record: 8568

Davy Mitchell wrote:
> : (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different
> : TT resolutions. I even expect that game to run on a Hades 060 or
> : Magic Mac. What about text adventures? That are games too! If I had
> : to do a text adventure my
> Hear Hear !! But those with access to such
> powerful machines are very few and if they have that dosh then they
> won't be playing ATARI games !!

Wrong, people with such powerfull machines are still people playing games so now and then. Having overscan hardware is nothing special, nor expensive. I think we have found a important difference between UK and Holland and (even stronger) Germany. In the UK the ST is mostly
considered a game machine.

In germany the ST more used as a business computer, resulting in more high resolution applications and games (most high res games I know of come from Germany). A lot of modified hardware is in use or comming from germay (autoswitch overscan, high density modules, accelerators (like PAK030), medusa, hades (Switserland to be precise)).

And also on the software level you can see the difference:
Warp 9 in GB and the US against NVDI in Germany, Geneva against Magic when it comes to alternative multitasking environments (except for mint being a german product, made into the basis multi-TOS and now used on both sides), STOS and hisoft basic are typical for the english speaking Atari community, in Germany it's Gfa basic, or less common, Omikron basic. Reason for this difference? Germans don't wan't to use software in the english language with english manuals and most english speaking people can't read German at all, so German software is out of the question!

Where the french people come in this picture I don't know, but they are also pretty stubbourn and pround on their language, so I think there is an entire subculture of french Atari software.

An other example: in this english newgroup I got over the last four days about 60 messages, the other english Atari newgroups are not much better. In the Maus.sys.atari.software newgroup I got in the same time about 860 (yes more than eight hundred) messages.

Here in the Netherland we are somewhere between the enlish and german culture. Most of my utilities come from germany, so is my Basic, C -compiler and Assembler (although I also have de Lattice C compiler). I have got a German profibuch and a german Atari magazin.

So here ends some explanation about the different atari cultures.

> : And what about the new Atari clones? Go back to start and try
> again?
> Again very few and STOS programs work on 206 which is the
> current standard TOS in emulators eg Gemulator 96

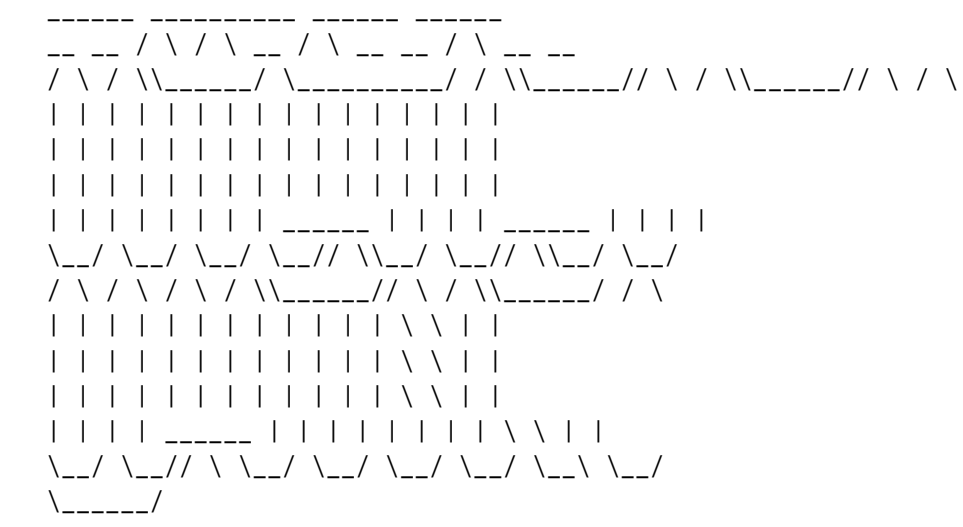
Again the difference, the emulator is called Magic (Mac/PC) and is an complete
OS (second german emulator is TOS2WIN).

Bye, Hans Wesse;s

3628. ICTARI 40 Now Available ! (Big News)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <848456512_OASIS_NEWS@elis.demon.co.uk>
Source record: 8569

Thee Augean Stables Present:



The Atari Programmer's User Group

It's that time of the month again...

ICTARI 40 is now available on my web-page. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

I've had a few new readers fill out the form on the web-page, from a variety of corners of the globe. No-one has mailed an article yet, though. Come on ! Filling out the form can pay off. One bloke added a comment that he didn't know of any Atari FORTRAN compilers. This is about the only area of Atari programming where I can call myself an expert, so I wrote a short article. Next month's issue might even come with a freeware FORTRAN compiler.

Due to other commitments, Peter Hibbs is stepping down as editor ! ICTARI 41 will be his last issue. It need not be the last *ever* issue. Suffice it to say, the job is up for grabs. If no more suitable candidates present themselves, I may consider having a go. Read my FORTRAN article, and see what you may be letting yourself in for ! All details are in the magazine.

Have Fun,
"Augeas"

--

| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/ \ _______ H | |\\| | | |\/| | | ___| THE
����\/ \ \ | | \ | | | | | | |___
_|_____/ E |_| _| |_| |_| |_____| ENEMY

3629. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848448121@p24.f101.n323.z205.mbh.org>
Source record: 8570

> Anthony Jacques wrote:
>>
>> No, you can nor convert any recursion into a while loop, at least not
>> without a
>
> Hmm... I'm sure I remember a number of lectures a couple of years ago
> where a lecturer explained in (painful) detail how to convert both head
> and tail recursive functions into a while loop (using temporary
> variables).

Yes, your teacher is right. Head only and tail only recursive function can be converted into while loops. But recursive functions making multiple calls to it self in the middle of the code, or just one in a loop like most directory scanners can not be converted into a while loop without the use of a sort of stack emulation.

> Correct - except for 3d games. (BSP trees, for example)

Never did 3d vector work, only a single 3d sphere spinning around 3 axis, sorting is not needed in that case. So I don't know about BSP trees. They might be needed to figure out which object has to be drawn first.

Hans Wessels

3630. Re: basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848448433@p24.f101.n323.z205.mbh.org>
Source record: 8571

Tony Greenwood wrote:
> hmmm Someone I sent HEARTLAND to as a demo of what BASIC game
> programming can do <eek> has gone quiet, either laughing his bollox
> off or astounded into silence :)

No, he just had to catch up 4 days mail, as he had a very busy weekend and
monday.

Hans Wessels

3631. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GKUKDFWCUp@tos.ak.planet.gen.nz>
Source record: 8572

In <See_my_sig-19119608585200001@47.85.0.99> too_MUCH_SPAM wrote :

>In article <56qtun$k52@ornews.intel.com>,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>> In article <16387@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>> >
>> >Well, you can already do this with the desktop. What you need are a set of
>> >"clickies", and you install these clickies to load and display/play files.
>> >You do that with the "Install Apllication" option under the Atari desktop
>> >and all replacement desktops have a similar (usually more poewrful)
>> version.
>>
>> I know how to install apps (I said so in the first message). What I want is
>> a TSR that won't bugger the screen display when I play a non-viewable file
>> (e.g., an audio, MIDI, io MOD file).
>
>I guess what you want are TSR's that work in the background & never send
>data to the screen. You could load these from the Auto folder.

All you need is a just normal program that simply doesn't output to the screen.
That is easily done. No TSR is necessary.

>Currently, defining applications in the desktop causes these to be
>started; you don't want the usual messages you get with program startup.

You don't have to get the "usual messages". It's entirely just what messages
the programmer puts into the program. Just the same way as a TSR could have
various messages.

Using a TSR will not solve the problem.

Using a program that does not output to the screen, be it TSR or not, will solve
the problem.

>You need functionality like the desktop's show/print function (but without
>the dialog box). People have written alternative file viewers that
>intercept the desktops show/print, you would need to do this & call the
>TSR.

>> Memory is NOT the problem. Response speed is a requirement, so a TSR is
>> preferable; and a completely non-video operation mode is desired.

I presume you have a hard disc drive, in which case software generally loads
quite quickly anyway.

Alternatively, you could just set all your file viewing software to load at
startup so that the desktop passes files to them by the AV protocol. This way
you don't have to wait for the software to load, since it is loaded all the time.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

3632. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3292e563.2347375@news.airtime.co.uk>
Source record: 8573

On Tue, 19 Nov 96 21:44:38 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> as it can be used to do anything you can do in other languages.
> >> It is just a different way of programming.
> >
> > yes I know what you mean now...but doesnt def? cover this?
>
>Let me guess: def is like #define in C. So you can say:
> def plus(a,b) (a+b)

Actually my comment was a "real" question as apposed to a statement,
I honestly have never used the STOS "def" command, but from the brief
glance many years ago, it struck me thats what it was for, but I
honestly dont know? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3633. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3292e9df.3496095@news.airtime.co.uk>
Source record: 8574

On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Rich Tietjens wrote:
>
> > Oh, all you guys are just p*ssies! Real programmers write in hex and
> > enter their code with toggle switches!
>
>No, you are wrong, if you enter youer code with toggle switches you have

This little thread came out of the BASIC thread...so should I know
what a "toggle switch" is ? because I dont?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3634. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3292e601.2505529@news.airtime.co.uk>
Source record: 8575

On Wed, 20 Nov 96 00:26:20 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Hear Hear !! But those with access to such
> > powerful machines are very few and if they have that dosh then they
> > won't be playing ATARI games !!
>
>Wrong, people with such powerfull machines are still people playing games so
>now and then. Having overscan hardware is nothing special, nor expensive. I

I would wonder why someone who has "upgraded" to a machine capable of
so much, would want to play a game that can at most only manage 16
colours and in comparison to there machine would be classed as slooow,
for example, the games I make would look very silly on my pc, if you
see what I mean :)

>think we have found a important difference between UK and Holland and (even
>stronger) Germany. In the UK the ST is mostly considered a game machine.

heheheh ho dear, glad I didnt say that...duck! :)

>In germany the ST more used as a business computer, resulting in more high
>resolution applications and games (most high res games I know of come from

Yes any high res stuff I see, games or serious or whatever are all
from Germany...

>And also on the software level you can see the difference:
>Warp 9 in GB and the US against NVDI in Germany, Geneva against Magic when it
>comes to alternative multitasking environments (except for mint being a german
>product, made into the basis multi-TOS and now used on both sides),

Are you saying that MOST of the best ATARI software comes from
Germany?, if thats what you are saying, then I must totally AGREE :)

>STOS and hisoft basic are typical for the english speaking Atari community, in Germany

Dunno about Highsoft, I am having real trouble finding more than a
couple of users, but STOS (although I am biased) is used widely, its
very common and every single PDL is packed with STOS written programs,

>it's Gfa basic, or less common, Omikron basic. Reason for this difference?

Is Omikron still a live product, I presumed it was an old BASIC?

>Germans don't wan't to use software in the english language with english manuals

I cannot blame them :)

>and most english speaking people can't read German at all, so German software is
>out of the question!

Absoloutly correct....

>Where the french people come in this picture I don't know, but they are also

Francois Lionot and his equaly hard to pronounce mate, Authors of
STOS BASIC...

>An other example: in this english newgroup I got over the last four days about
>60 messages, the other english Atari newgroups are not much better. In the

English speaking group you mean, its hardly an English group is it,
too much riff raff for that, why theres even Scottish people in there,

<THAT WAS A JOKE EVERYONE> :)

>Maus.sys.atari.software newgroup I got in the same time about 860 (yes more than
>eight hundred) messages.

And I take it all the messages are in German?....personally I would
love to see a hell of a lot more messages in the comp.sys newsgroups,
instead of 90% of people moaning about CAB not working (wonder how
many of them registered it?) and the rest are people falling for flame
bait:)

>Assembler (although I also have de Lattice C compiler). I have got a German
>profibuch and a german Atari magazin.

sorry? profibuch ?

>So here ends some explanation about the different atari cultures.

I didn't see the question ?

> > : And what about the new Atari clones? Go back to start and try
> > again?
> > Again very few and STOS programs work on 206 which is the
> > current standard TOS in emulators eg Gemulator 96
>
>Again the difference, the emulator is called Magic (Mac/PC) and is an complete
>OS (second german emulator is TOS2WIN).

eh? I do not understand your last comment? Gemulator can use TOS 206
and in fact is reccomended, and STOS does work under Gemulator on a PC

<SMILE>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3635. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3292e1c3.1419961@news.airtime.co.uk>
Source record: 8576

On Tue, 19 Nov 96 21:11:52 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Doesn't seem very usable for me. The only way to access such a bank would be by
>start (or end) relative adressing. But then I have very slow access on large
>blocks (>64k).

>Secondly they would by unusable for holding the current screen.

hmmm I may have lost this bit...but STOS keeps track of the banks,
you can erase delete restore reseve banks to your hearts content
throuout your program all you need to do is tell stos which bank your
data is in and it finds it,
You can say the current screen is in bank 7 (for example) and no
matter how many banks you erase or make, 1-6 or 8 to 15, stos will
allways know where bank 7 is, that IMHO is the clever bit,

so unpack 7 to physic , and stos would allways know where the data
was to unpack, no matter what

you can do a little extra yourself, variable=start(7) or end or
length etc is used a lot :)

> > that you can use them for including binary data in your programs
> > eliminating all those horrible little files like you see with programs
> > written in C. :)
>
>You should tell this trick to Tony. He also has a lot of little files hanging
>arounf his program :-) . Maybe it's because most programmers are lazy people.

hahahaha, a couple of things.....First: whats wrong with having lots
of files on disk? why would I need them all in one file, whats the
advantage of that? all are loaded into banks when the program boots
up,

>It's too much work for them to put all the data in one large file or to include
>them directly in the program code. Both options can easily be done in both
>programming languages.

You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
or so commands total and you have all your data in the one bank, but
why?

whats wrong with the way it is?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3636. Re:STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3293086c.2012905@news.airtime.co.uk>
Source record: 8577

On Tue, 19 Nov 96 22:57:16 +0100, in comp.sys.atari.programmer you wrote:

> > OK hopefully you have mangaed to have a good looksy at the game i
> > sent you..its all in basic and the actual source could be viewed in a
> > text editor, ie no machine code etc,

<Tony rubs his hands together, rolls up his sleeves> :)

>Yes, I did. Hacked around, wonderd why you use xbios calls to set the screen
>adress and wait for the vsync, installed a own vysync rout to study your timing,
>patched the screen code to look at screen updates. Discovered that some vsync
>calls were better programmed then others
> lea 2(sp),sp ; 4 bytes, 8 cycles
>against
> addq.l #2,sp ; 2 bytes, 8 cycles
>and many more.

WHAT?....I used BASIC, how it is compiled is nothing to do with me..sorta, I know that sounds a bit like "I'm only the Driver" but I have no idea what the hell you are on about, I can't use xbios calls from within STOS BASIC, I cannot do any of the commands you just quoted?

What I can do is type the BASIC command in, if that in turn does the above? then that's up to the people who programmed my BASIC language, I have no idea what lea,addq or whatever else you wish to quote mean?, I code in BASIC

>Lets start with the games. I got from you heartland and I downloaded from your
>homepage Hero and Multi Pakman.

OOER :)

>Lets start with the worst, multi pakman:

<GULP> The worst...thats my favorite, but you knew that ?

>It won't work from harddisk. It leaves with some errorcodes lockingup your

Getting something to work from hardisk, that was the same problem as getting something to work on a falcon, I do not own a hard drive, I don't even own a drive B?, at the time of making multipakman and HERO I did not even know anyone who owned a HD and my manual has no documentation re: hard drives, therefore at the time of making those games that don't work on a hd, I simply did not know how?

>mouse. The game itself works in 2 vbls (I guess) and uses byte copys to move the

Yes it does lock up the mouse on exit sometimes, I put that in the documentation, so if it was going to cause a problem then it was forewarned?, yes 2 vbls..so?

>screen (ie it moves with 8 pixels at a time). The sprites are 16x16 sprites. The
>playscreen is 12 sprites long and 6 sprites deep.

Correct ?

>As the character is placed in the middle of the screen there are only 2 sprites
>visible beneath the character and 3 above. That makes the game play bad because
>a deadly obstacle comming from beneath needs only:

ARRRGH BAD! what are you talking about!.. it makes the gameplay more difficult and more challenging, maybe I should have made the area bigger and the game slower for the underchallenged:)....the games not supposed to be easy, YOU are supposed to overcome such obstacles, the gameplayer should be able to figure out when the deathblocks will appear, its part of the gameplay, play play play, practice and overcome, surely that's the whole idea of a game ???????

>2(sprites) * 16(pixels) * 40(ms screenupdate)/8(pixels per update)=
>160 milliseconde to kill you. Everytim I pick up a bonus the game stops,
>waiting for you to press the joystick button, that's realy annoying. (See for a

So it would seem, I hold my hand up to this one,this has been mentioned before in reviews, and had I made another version then it would have been changed, its not bad programming IMHO but a bad choice of gameplay?...Yes?

>Less worse is Hero, updating the screen every second vsync and again scrolling
>on byte level. Again it doesn't work from harddisk. Gameplay would improve if
>one could intterupt looking in a locker by pressing the fire button. Not realy
>much to say about this game.

that's because you didn't play it enough...had you gone past the first three trainer type levels, you would have then got to the real meat, the extra baddies, the need to find and use explosives on doors, the need to find ammo for your gun and use it, the need to work out lots of things in order to finish the game, you would have also encountered lifts and teleporting doors, and a hell of a lot more, more graphics etc etc, end of level animations,
play the game fully before you announce to the world its not very good please ? :), what about the 20 odd different ways for the guy to die, the 300+ animations for the main sprite, the free moving baddies that don't rely on a simple left/right preset routine, what about a lot of other things?

>small bug in the edge detection. If you are on a platform you can stand with one
>foot on air without falling. On the left side you will fall down before you have

that's utter crap!, you make the game sound rediculous, it is nothing like you say, you cannot stand partly in mid air giving a false impression, that's utter and utter crap!

I am not even going to bother with the rest of this, you have done a hatchet job on the games, for example, you make a point of mentioning there are no free moving sprites in heartland, yet suprise suprise you don't mention there are loads of them in HERO...patheticly one sided just like the rest of your comments,

The thread is...STOS is the best BASIC programming language for making games in 1996, and I added C to the equation just to make the point,

You can pathetically rip my games apart all you like, you can prattle on about demos all you like, but you cannot show me a game written in BASIC other than STOS that's better than a STOS written game and therefore would be the proffered BASIC for someone to use right now,

I showed you...all you have shown is a demo ?

People who view the above games from a gameplayers point of view, like them, they neither know or care how many vbls something takes, they play the game, and they like it or don't, the majority like the above games, the magazines that review them absolutely love the games, not only top marks but awards as well, (bar Heartland that's awaiting its first review) <yikes>

In all the postings, you have yet to show me anything that even comes close to suggesting that today, there is anything better in BASIC for making games, you have talked a good game, but shown me no games ? and that's the thread, I showed you some STOS ones that you made a sad attempt to belittle, now you show me a top 1996 game made in BASIC

YOU CAN NOT HAHAHAHAHAHA

<STILL SMILEING>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3637. Re: basic

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3292ea25.3565449@news.airtime.co.uk>
Source record: 8578

On Wed, 20 Nov 96 01:02:40 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > programming can do <eek> has gone quiet, either laughing his bollox
> > off or astounded into silence :)

>No, he just had to catch up 4 days mail, as he had a very busy weekend and
>monday.

Ho alright then :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3638. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <56v5tt$ljn@m1.cs.man.ac.uk>
Source record: 8579

In article <848445975@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Tony Greenwood wrote:
>Lets start with the worst, multi pakman:
>Less worse is Hero, updating the screen every second vsync and again scrolling
>The best game is heartland. It has some realy nice graphics! It also has the

Notice the order is also the order they were written in...

>Don't think so, only the intro is realy simple to do. I think your assembly
>subroutine library is useless to do any of the other screens. (Remember all
>screens work on plain ST's, so no DMA sound, no blitter, no hardware
>scrolling....)

Heartland had DMA sound on STE? (looped sample - 6kHz, so doesn't play on the
Falcon).

Blitter and hardware scrolling would make it incompatible with normal ST's,
which isn't what Tony wanted...

>Let's add three one-bitplane ghots, some rater-dots to eat, remove the scroller
>and some scanlines form top and bottom to get some extra processortime to handle
>ghosts, ending up with a pacman game that's absolutely impossible to do in STOS
>unless you write a special library doing the whole thing in assembly?

Well, there are single bitplane sprite routines, but not having seen the
demo you are referring to, I cannot comment any further....

> > Yes impressed by your demo in BASIC...but it doesent alter my opinion
> > that STOS is the best BASIC for making games at this moment in
> > time?:)
>
>You still did't talk about GEM games done in STOS, did you?

No, but seriously, these are not a real issue due to the low numbers. Yes, there
are a couple (nethack, breakout, landmines, patience etc.) but these really are
not the sort of game we are talking about, are they?

>Don't think we are finished yet! :-)

hehehe... :-)

Anthony

--
-----------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages

```
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------
```

3639. Volunteers to maintain Atari part of gawk?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: michal@gortel.phys.ualberta.ca
Message-ID: <56vbkd$svs@pulp.ucs.ualberta.ca>
Source record: 8580

Does anybody out there would like to take over an Atari support
for gawk (be it under TOS or other OS, although Linux does not need
much support I guess :-). The next incominig release (soon) still
compiles, with glibc, and works on Atari/TOS. After that this will
be still likely the case, but you will be on your own if somebody
will not take over. :-) I will not have an access to a hardware
anymore.

The code nowadays is basically clean (it compiles correctly on
16, 32, 64, and possibly other widths, bit wide architectures).
Maitenance consists mostly of keeping an eye so the code will stay
that way :-) and watching Atari Makefiles, config and README's so
they will not drift too far away from the main body.

If there are any volunteers please contact Arnold Robins
(arnold@skeeve.atl.ga.us) and me (michal@ellpspace.math.ualberta.ca).

Thanks,
Michal

3640. Re: raster copy problems - some answers

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <1761@kiwi.ukc.ac.uk>
Source record: 8581

I think I have some answers myself, about my questions regarding
the raster operations on the ST.

I have looked in the original Digital Research docs, in the Prospero C
and Pascal VDI binding books, and in the ProGem docs, as well as
experimenting a bit. I am using gcc, gem lib patchlevel 31, and TOS 2.06.

vro_cpyfm :

What the books say is that if the size of the xypixel map is not the
same for source and destination, then the size of the source is used.
What I see is that size and shape must be the same.

i.e. pxyarray[6] pxyarray[7] are only used to find the smallest xy
coordinate as the starting point; size and shape come from the
source coordinates. Please correct me if you think I am wrong.
I can see nothing in the gem lib that could cause this behaviour.

Thus it is not possible to copy from a vector of bits to a rectangle
on the screen. What you must have is a map of bits, layed out in
the same shape as the screen bits, padded out so that each scan line
starts on a 16bit word boundary.
i.e for a pattern that is to be 52 bits wide must be padded out to 64 bits,
before starting with the next scan line.

See below for some code that generates a simple pattern, pads it out
to be in a form suitable for vro_cpyfm to copy to the screen.
To follow a vro_cpyfm copy from screen there is then some code to
convert back to a packed bit pattern. This example code calls no gem
functions, so it does not need to be linked to any libraries, just
displays the patterns in hex.

Thus to copy from memory to the screen, pxyarray should contain
something like :

0,0
width-1,height-1
Xposn,Yposn
Xposn+(width-1),Yposn+(height-1)

the last line could be Xposn+(height-1), Yposn+(width-1) and it would
make no difference.

In addition , the width in words (widthw) must be written to the MFDB[5], and
widthw*16 to MFDB[3], height to MFDB[4], and the long address
pointing to the data to MFBD[0],[1].

For a screen MFDB all that is needed is to write 0,0 to MFDB[0],[1], and
the ST fills in the rest.

vr_trnfm

I gather that Atari standard B+W screen is the same as the GEM
'standard form'. Perhaps that is why so-far I have seen no change to
any Memory Form Data Block (or the data it is pointing to)
after a call to vr_trnfm. At the very least I expect the mode bit to
toggle. If the src and dest are set to be the same, it should read
a MFDB, modify it, and write it back. Puzzled.
Any way, there seems to be no need to use it as long as I stick to
high res screens.

I can now copy between packed bitmaps and the screen OK.

Hope someone else finds this useful.

cheers
beau webber

```
/*************************************************************************/
/* some example code to pack and unpack bitmaps */
/* for writing to Atari screen */
/* Copyright J.B.W.Webber@ukc.ac.uk 96_11_20 */
/*************************************************************************/

#define "stdio.h"

int width = 53;
int height = 2;

unsigned short area_vec[250]; /* linear copy of screen area */
unsigned short area_map[250]; /* padded 2d map of screen area */

main()
{
int xposn = 200;
int yposn = 300;
int i,j,widthw,posny,wdeskw,shift;
long k,l;
long *p;
unsigned short *colposn, *posn;
int wr_mode = 3; /* 3 = replace mode */
/* 12 = inverse replace mode */
int adjust = 1;

/*
diag_area()
fill_area()
*/
diag_area()
show_vec();

widthw = (15 + width )/16; /* min raster width */
```

```
if ( (adjust == 1) && (widthw != width/16) ) {
for ( j = 0; j < height; j++ ) {
l = j * widthw ;
k = (j * width)/16 ;
shift = 16 - ((j * width) % 16) ;
for ( i = 0; i < widthw; i++ ) {
p= (long*)&area_vec[k++];
area_map[l++] = (unsigned short)( p[0] >> shift );
}
}
}

show_map();

if ( (adjust == 1) && (widthw != width/16) ) {
for ( j = 0; j < height; j++ ) {
l = j * widthw ;
k = (j * width)/16 ;
shift = ((j * width) % 16) ;
printf("shift : %d \n", shift);
area_vec[k++] = (area_vec[k]&~(0xffff >> shift)) | (area_map[l] >> shift);
for ( i = 0; i < widthw; i++ ) {
p= (long*)&area_map[l++];
area_vec[k++] = (unsigned short)( p[0] >> shift );
}
}
}

show_vec();

}

diag_area()
{
long len,i;
len = (15+ width * height)/16;
for( i=0; i< len; ) {
area_vec[i++] = (unsigned short) 0x8208;
area_vec[i++] = (unsigned short) 0x2082;
area_vec[i++] = (unsigned short) 0x0820;
}

}

fill_area()
{
/* for 53x2 only */
long len,i;
len = (width * height)/16;
for( i=0; i< len; ) {
area_vec[i++] = (unsigned short) 0xffff;
}
area_vec[i++] = (unsigned short) 0xffc0;
```

```
}

show_vec()
{
long len,i;
printf("Vec :\n");
len = (15+ width * height)/16;
for( i=0; i< len+2; ) {
printf(" %d : %x \n", i, area_vec[i++]);
}

}

show_map()
{
long len,i;
printf("Map :\n");
len = (15+ width * height)/16;
for( i=0; i< len+2; ) {
printf(" %d : %x \n", i, area_map[i++]);
}

}

/*************************************************************************/
```

3641. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: clg105@student1.york.ac.uk
Message-ID: <848502351.2@cs.york.ac.uk>
Source record: 8582

Tony Greenwood (stosser@airtime.co.uk) wrote:

: STOS is better than GFA and Highsoft AND any other BASIC for making
: games, I would also say that for making games it kicks the arse out of
: C....

Hmmm! Been on those soft drugs then? On what measure do you think that
STOS is better than any of the above? You use different programming
languages to give different results. For instance STOS is perfect for
games which make small demands on the CPU, or to cobble things together
quickly. GFA is perfect for making easy to read, and maintain programs.
Hisoft (not Highsoft) is better for more traditional basic programming. C
is for hacky programs that work very fast.

: Anyone want to prove otherwise ?
Set your benchmark. What about a Scrolling background, with a number of
sprites? More important than the programming language is the programmer.
For instance I have used all tha languages you mention except Hisoft. I
use assembly to put the speed, or tricky bits in. Not usually because I
cannot do the task in GFA for instance but for two more constructive reasons.
1. When 'inline'd it works at the same speed in the interpreter as in the
compiled version.
2. It is often easier to program graphics routines in assembly than to
try and get the programming language up to speed on that task.

: I will put STOS games on a head to head with any others, and win...
That is why most commercial games were written in STOS is it? I have made
programs that people could not tell the language (the hallmark of good
programming), I defy a STOS programmer to hide all traces that it is a
STOS program.

: Who wants to see a game with a green backdrop and scroll
: bars?...hahaha GEM Phoooey
Tis not necessary to have these. When you learn how to use the other
languages better, you wont have to have these bars.

: C'mon you programmers, lets see you make a decent game NOW
I also did not thank that programming languages provided gameplay.

: *****************
: This has been a "lets liven up
: the newsgroup posting", Did it
: work ?
: *****************
More considered comment on the deficiencies of the above programming
languages may have been more appropriate.

: Cheers.............!ynoT

Arrrgh. Please tell me that you do not sign your name backwards, this was
just a freak key selection. Why? Get you n-key rollover sorted.

: Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
: irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

: Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

Chaz Glover.

Atari Enthusiast, with a burned computer. Alas. GFA is the bast anyway!
email clg105@minster.york.ac.uk

3642. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <3293CBAA.4D9@airmail.net>
Source record: 8583

Tony Greenwood wrote:
>
> On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
> >Rich Tietjens wrote:
> >
> > > Oh, all you guys are just p*ssies! Real programmers write in hex and
> > > enter their code with toggle switches!
> >
> >No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
> what a "toggle switch" is ? because I dont?
>

Tony, you're kidding, right? Maybe you call it something different in
the UK. A toggle switch is a simple on-off flip switch. What is be
referred to is the old monsters that had 8 switches in a row. By
turning various switches on or off you directly programmed in binary. I
don't know exactly how the program was saved, but these things were very
large. About the size of a medium copier. I saw one of these a few
years ago and almost bought for the sake of nostalgia. But my garage
was already full. See ya.....................j

3643. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <56vjt0$hu8@ornews.intel.com>
Source record: 8584

In article <3292e9df.3496095@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>Rich Tietjens wrote:
>>
>> > Oh, all you guys are just p*ssies! Real programmers write in hex and
>> > enter their code with toggle switches!
>>
>>No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
>what a "toggle switch" is ? because I dont?

Go to the library and find an old Byte magazine or possibly Popular
Electronics - look for an IMSAI or SWTPC DIY computer project and you'll
find the front panel has an array of switches. Those are actually used to
enter the program code in binary; set the 8 or 16 switches, hit the "enter"
switch and step to the next memory address; repeat until the program is
entered. Then set the start address in binary on the switches, hit "go" and
watch it run.

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3644. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848530251@p24.f101.n323.z205.mbh.org>
Source record: 8585

Anthony Jacques wrote:
>> Don't think so, only the intro is realy simple to do. I think your
>> assembly subroutine library is useless to do any of the other screens.
>> (Remember all screens work on plain ST's, so no DMA sound, no blitter,
>> no hardware scrolling....)
>
> Heartland had DMA sound on STE? (looped sample - 6kHz, so doesn't play
> on the Falcon).
>
> Blitter and hardware scrolling would make it incompatible with normal
> ST's, which isn't what Tony wanted...

No, we were talking about my demo. Tony was saying some of the effects could
easily done with a modern basic. I still am very curious which effects cab easy
be done with a modern basic without useing above mentioned features.

> Well, there are single bitplane sprite routines, but not having seen
> the demo you are referring to, I cannot comment any further....

The single bitplae routines are not the problem. It's generating the playfield.
That cannot be done with STOS basic (nor with Gfa basic) without writing a
special routine which does the trick.

>> You still did't talk about GEM games done in STOS, did you?
>
> No, but seriously, these are not a real issue due to the low numbers.
> Yes, there are a couple (nethack, breakout, landmines, patience etc.)

Maybe for the english speaking Atari community. As I pointed out the German
speaking part has different standards

> but these really are not the sort of game we are talking about, are
> they?

At the beginning of the thread Tony made it very clear game programming is game
programming. It was a clear statement he said. When we are starting to rule out
certain games the statement has to be changed. Maybe
something like:
STOS basic is the best basic for writing arcade games if you are english
speaking and only want to write games for the ST and STe.

Cu, Hans Wessels

3645. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848522506@p24.f101.n323.z205.mbh.org>
Source record: 8586

Tony Greenwood wrote:

> hmmm I may have lost this bit...but STOS keeps track of the banks,
> you can erase delete restore reseve banks to your hearts content
> throuout your program all you need to do is tell stos which bank your
> data is in and it finds it,
> You can say the current screen is in bank 7 (for example) and no
> matter how many banks you erase or make, 1-6 or 8 to 15, stos will
> allways know where bank 7 is, that IMHO is the clever bit,
>
> so unpack 7 to physic , and stos would allways know where the data
> was to unpack, no matter what

No, no, I want to have the physic screen in one of the banks. This started with someone claiming STOS mamory banks where great thing, no need to malloc memory and so on. One of the things memory is used for is to hold the screen data. But from the stories I heard about those memory banks I undestand they are moved by the languages memory manager around in memory. This means you can't keep the adresses of much needed data in a variable, but you always have to tell wich bank you need on on which adress in the bank the data is.

>> It's too much work for them to put all the data in one large file or
>> to include them directly in the program code. Both options can easily
>> be done in both programming languages.
>
> You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
> or so commands total and you have all your data in the one bank, but
> why?
>
> whats wrong with the way it is?

Well, you had the lame excuse that some of your software wouldn't work because you hadn't one? Put all the data in the program file, or in one big data file that has to be in the current directory and you don't have to bother where your files are located (on disk, harddisk, networkdrive or maybe even on tape). As long as you can open a file in the current directory (something like open(#1,"game.dat)) and you don't have to bother where your data is allocated or how exactly to handle the device. Your OS will solve problems like that for you.

Other reasons: smaller risk of loosing data, faster copying, less slack space on the medium, better compressable.

So why not?

Hans Wessels

3646. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848529632@p24.f101.n323.z205.mbh.org>
Source record: 8587

Tony Greenwood wrote:
> have no idea what the hell you are on about, I can't use xbios calls
> from within STOS BASIC, I cannot do any of the commands you just
> quoted?

You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden playgroud too?

> Getting something to work from hardisk, that was the same problem as
> getting something to work on a falcon, I do not own a hard drive, I

Lame excuse. Loading from disk is exactly the same as loading from harddisk (from the OS's viewpoint). Just don't insist of getting data from drive a and don't use a absolute path. An other solution was discussed somewhere else.

> So it would seem, I hold my hand up to this one,this has been
> mentioned before in reviews, and had I made another version then it
> would have been changed, its not bad programming IMHO but a bad
> choice of gameplay?...Yes?

A bad choise of gameplay enforced by the limitations of the used language?

>> small bug in the edge detection. If you are on a platform you can
>> stand with
> one
>> foot on air without falling. On the left side you will fall down
>> before you
> have
>
> that's utter crap!, you make the game sound rediculous, it is nothing
> like you say, you cannot stand partly in mid air giving a false
> impression, that's utter and utter crap!

It's true: Let me draw it in ASCII

```
-- --
(..) (..)
/( )\ /( )\ <-- The playing sprite
AA AA <-- Right foot is not
############ standing on the platform
^ platform and the sprite doesn't fall down
\
- the left food isn't standing on the platform, the
sprite does fall down.
```

I am calling the fact that the sprite does fall down in the left situation a bug in the program. It shouldn't be that way.

> The thread is...STOS is the best BASIC programming language for
> making games in 1996, and I added C to the equation just to make the
> point,

Still you didn't mention anything about writing GEM games in STOS. So I say:
STOS basic is totally useless for writing GEM games and so it is NOT the best
basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
best basic for making games, because those basics allow you to write GEM games.

Hans Wessels

3647. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5706gf$ska@ornews.intel.com>
Source record: 8588

In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:
>
>In article <56qtun$k52@ornews.intel.com>
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>I know how to install apps (I said so in the first message). What I want
>>a TSR that won't bugger the screen display when I play a non-viewable file
>>(e.g., an audio, MIDI, io MOD file).
>
>Oooops, I think I mis-understood you...

Likely my fault, I talk in shorthand, too. <G>

>Anyway, it could be done as a TSR but it's a lot of hard work hacking into
>the OS to get it to use a different viewer depending on the file you're
>viewing.

Since I'm not doing the work, that doesn't bother me. <G>

>Also, the TSR would freeze the desktop if you were only running single-TOS,
>and changes like those you state would be very prone to changes in OS and
>perhaps even the desktop installed.

But this does.

>Perhaps a better method would be to install the audio players as a DA,
>then you could set the desktop to call it whenever you double-click on a
>WAV or MIDI file or whatever. I guess this would require a desktop that at
>least supports the AV protocol to some extent.

It's a reasonable thought. I may have an extension of that idea in mind -
see below.

>i.e. I can get ST-Guide to view a hypertext by double clicking on it from
> MAGXDESK, but I don't think it works for the TOS Desktop.

Actually, I think that does work in TOS 1.2 - that's the earliest TOS I have
ATM.

>This would be a TSR (of sorts), it would be more compatible with OS' and
>replacement Desktops, and is virtually instant. The problem for a lot of
>people would be that a Desk Accessory to view/play and large number of file
>types would be the large memory requirements... Not a prob with a 14Mb
>Falcon, say, but definately a problem on a 4Mb one.

What about a "shell" DA that identifies the file type by the extension
(making proper filenames a necessity!), then looks in a little config file
or just in the EXT folder, perhaps, and loads/runs the proper player?
Something like CPXes - actually, CPXes might be able to do the job; I don't

know how to communicate with 'em, but that's not my problem directly anyhow, not yet, at least.

Biggest problem I can see though is the malloc problem - it would be best if the player EXT could malloc as much as it needs and then free it when done, but I don't know if that works in a DA, either.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3648. Re: More Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848527310@p24.f101.n323.z205.mbh.org>
Source record: 8589

Tony Greenwood wrote:

>> Wrong, people with such powerfull machines are still people playing
>> games so now and then. Having overscan hardware is nothing special,
>> nor expensive. I
>
> I would wonder why someone who has "upgraded" to a machine capable of
> so much, would want to play a game that can at most only manage 16
> colours and in comparison to there machine would be classed as slooow,
> for example, the games I make would look very silly on my pc, if you
> see what I mean :)

I am not talking of PC's, I am talking about Atari power users. People with processor accelerators, TT's (or better), enhanced hardware. On TOS parties only 16MHz or fatser machines are allowed to connect to the MIDIMAZE network. This to speed up the game. We used to get enough machines for a good game.

There aren't much games specially written for TT's and better so it's either palying GEM games and (patched) ST games or playing no games. Gem games are nice because you can play them while the C compiler is working it's way through your multi-megabyte C source.

> Dunno about Highsoft, I am having real trouble finding more than a
> couple of users, but STOS (although I am biased) is used widely, its
> very common and every single PDL is packed with STOS written programs,

Again, wrong, you are seeing the english speaking Atari world. Asuming a PDL is some sort of public domain disk lets have a look a the ST Computer public domain pages (ST computer is a German Magazine):

- Don't wory, be happy!, Gem version of ludo
- Nanjing, Gem game (Acc or program)
- Sokoban, Gem version of sokoban.
- Invers, Gem game..

and so on..

The april 1995 edition has ten new disks, 4 of them containing Gem games, I am realy wondering how much of those games where written in STOS (none I think), Gfa Basic, C and assembly, can't see though, it isn't mentioned.

> Is Omikron still a live product, I presumed it was an old BASIC?

Hmm, there is someone telling STOS is the best basic for game programming, doesn't know what other basics are doing! Well let me inform you: The newst Omikron basic is vs 5.02 from 19-05-1996. It's now running on the MagiC OS too (Mgic, MagiC Mac, MagiC PC). So you can program your games on those OS's and

they will work on those OS's (unless you choose to use computer specific features, like DMA sound, our direct acces to special hardware registers..).

What about STOS updates? Which is the old basic?

> And I take it all the messages are in German?....personally I would

Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari users are cabable of producing more messages than the english speaking 'the rest of the world'.

>>Again the difference, the emulator is called Magic (Mac/PC) and is
>>an complete OS (second german emulator is TOS2WIN).
> eh? I do not understand your last comment? Gemulator can use TOS 206
> and in fact is reccomended, and STOS does work under Gemulator on a
> PC

Gemulator is not THE ST emulator. You have Magic Mac for emulating an Atari on a (power) Mac and Magic PC for emulting an Atari on the PC. Those emulators are comming with the MagiC OS (in fact the emulator can boot from any ST rom image, but that is not documented).

Bye, Hans Wessels

3649. Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848527855@p24.f101.n323.z205.mbh.org>
Source record: 8590

Tony Greenwood wrote:

> sorry? profibuch ?

Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the index:

Part I - TOS - Atari's OS
Chapter 1: BIOS and XBIOS
Chapter 2: GEMDOS
Chapter 3: VDI-OS routines
Chapter 4: AES-OS routines
Chapter 5: X-Control
Chapter 6: Programming and Userinterface guidelines
Part II - The ST harware
Chapter 1: The CPU
Chapter 2: The Graphics System
Chapter 3: The Soundgenerator
Chapter 4: The MFP 68901
Chapter 5: The serial port
Chapter 6: The parallel port
Chapter 7: The ACIA's in the ST
Chapter 8: The Floppydisk interface
Chapter 9: The ACSI port
Part III - The TT hardware
Chapter 1: The MC68030
Chapter 2: The MC68882
Chapter 3: ROM and RAM in the TT
Chapter 4: The TT videocontroller
Chapter 5: Und weil's so schoen war - Another MFP in the TT
Chapter 6: The TT SCSI port
Chapter 7: The SCC
Chapter 8: The VME-bus in the TT/Mega STE
Chapter 9: The system control unit in the TT/Mega STE
Chapter 10: The Clockchip in the TT
Chapter 11: Other things about the TT
Appendix:
A: BIOS, XBIOS and GEMDOS error numbers
B: Important OS structures
C: Keyboard Scancodes
D: ASCII table
E: System font
F: Patch variables in AHDI
G: the IMG format for Rasterpictures
H: Short intro into C

I: Usefull tools for programmers
J: The STE hardware
K: The realtime clock of the MEGA ST(E)
L: The MC68881 coprocessor in the MEGA ST(E)
M: Short overview of the hardware registers
N: The chip pinnings
O: Further reading

It tells you all you want to know about your Atari. How to do Gem programming, the serveral OS routines, but also how to program the floppydisc controller or the serial port. There are even schematics of the hardware implementation of the serveral IO ports.

It's usefull for programmers who want to do their programs in Gem, but also for those who want to write a DMA disk routine or do hardware modifications.

Hans Wessels

3650. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32935b61.2475590@news.airtime.co.uk>
Source record: 8591

On 20 Nov 1996 15:05:51 GMT, in comp.sys.atari.programmer you wrote:

>>: STOS is better than GFA and Highsoft AND any other BASIC for making
>: games, I would also say that for making games it kicks the arse out of
>: C....

>Hmmm! Been on those soft drugs then? On what measure do you think that

No, cheap wine, probably has the same effect, is cheaper and legal
:))

>STOS is better than any of the above? You use different programming

"what measure"? thats easy, from what I can see ? simple as that! I
can see good STOS written games, cant see sod all from anyone else in
BASIC ?

>languages to give different results. For instance STOS is perfect for
>games which make small demands on the CPU, or to cobble things together

ho dear?...sorry but you really must check out something thats made
in STOS thats been upgraded, ie 1996 STOS, the rest of your posting is
I am sure based on old STOS :(....I would be gald to send you
something that will blow your socks off,

STOS HAS BEEN UPGRADED or havent you been following the thread?

>quickly. GFA is perfect for making easy to read, and maintain programs.
>Hisoft (not Highsoft) is better for more traditional basic programming. C
>is for hacky programs that work very fast.

Yes I would probably agree, indeed if you look at other postings you
will see I am trying to find out as much as I can about highsoft
basic, I never said STOS was the best BASIC, the point I am making is
that, if someone wants to make a good game NOW, in BASIC or C, then I
would say that STOS is the best IMHO :), (any many others<G>)

>: Anyone want to prove otherwise ?
>Set your benchmark. What about a Scrolling background, with a number of

Ho hello, someone with the balls to put there program where there
mouth is hey, well go for it!, tell me what you can do in BASIC for a
game, and I will show you better in STOS...do it! or come back and
tell us all why not ?

>sprites? More important than the programming language is the programmer.

hahahaha done it, go to my page and check some of my software, how
about a jigsaw type puzzle made out of a smooth playing video,*.VID

file, split the video up into 30 smaller parts with each part playing
at excatly the same speed and independantly, now give the user the
control over any part, to pick up and drop, but keep the video he
picks up, ie the 30th peice playing,

I have released at least 4 games with very large play areas
consisting of 8 way scrolling and sprites, independant of each other
have a look.....

>For instance I have used all tha languages you mention except Hisoft. I
>use assembly to put the speed, or tricky bits in. Not usually because I

The thread is "best BASIC for gamemaking" not assembly ? tut tut

>cannot do the task in GFA for instance but for two more constructive reasons.
>1. When 'inline'd it works at the same speed in the interpreter as in the
>compiled version.

eeerm SO WHAT ? I can run a STOS program from within STOS at exactly
the same speed as compiled?

>2. It is often easier to program graphics routines in assembly than to
>try and get the programming language up to speed on that task.

Again the thread is "best BASIC" not best language, only an idiot
would say STOS or any other BASIC is better than assmebler, please
stop moving the goalposts ?

>: I will put STOS games on a head to head with any others, and win...

>That is why most commercial games were written in STOS is it? I have made

No, the reason STOS never made the commercial market was because when
the ATARI commercial market was in a good position, STOS was crap,
the whole point if you have been following this thread, is that STOS
is the best BASIC for game making today...but yet again you try to
move the goalposts ?

>programs that people could not tell the language (the hallmark of good
>programming), I defy a STOS programmer to hide all traces that it is a
>STOS program.

ok try H.E.R.O. it fooled the hell out of the magazines when it was
released, enough that when i told them it was STOS they even wrote an
article saying how suprised they where, GET REAL, get in to 1996, you
are still talking about STOS of old, suppose you are still seeing the
STOS fade and the crappy mouse pointer and MBK files, Sheeeesh :(
Since HERO I have stopped trying to hide the fact that its STOS, what
difference do you think it makes to the person playing the game,
So a sign of a good programmer is the ability to hide its language,
WHY? thats a daft thing to say ?

>: Who wants to see a game with a green backdrop and scroll
>: bars?...hahaha GEM Phoooey

>Tis not necessary to have these. When you learn how to use the other
>languages better, you wont have to have these bars.

Tis was a Jest Sire :)

>: C'mon you programmers, lets see you make a decent game NOW
>I also did not thank that programming languages provided gameplay.

eh?

>: **********
>: This has been a "lets liven up
>: the newsgroup posting", Did it
>: work ?
>: **********
>More considered comment on the deficiencies of the above programming
>languages may have been more appropriate.

I have absoloutly no idea what that last comment meant, can you
explain please ?

>: Cheers.....!ynoT
>
>Arrrgh. Please tell me that you do not sign your name backwards, this was
>just a freak key selection. Why? Get you n-key rollover sorted.

waddaya mean why?.....hahahaha.....why not?....ynoT..GEDDIT!

>Atari Enthusiast, with a burned computer. Alas. GFA is the bast anyway!

NOT FOR GAME MAKING ITS NOT, or would you like to prove otherwise, or
are you all talk as well ??????
I can show you a game made recently in STOS that is not fantastic,
but is reasonably good, You show me something

All these people quick to debate the point that STOS is the best
BASIC for making games, yet not one of you can show me ZZZZzzzzzz

ALL TALK THE LOT OF YA! HAHAHAHAHAHAH :)

<Serious Smile>

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3651. Re: raster copy problems

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <848550126_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 8494

I am interested in this problem, too. I am trying to rewrite telnet for stik, and am having scrolling problems. Let me know too.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

3652. STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: DGibson@cameo.co.uk
Message-ID: <1613_DGibson@cameo.co.uk>
Source record: 8495

Hi All, esp Tony :)

I was wondering if STOS is still available commercially - if so, where from.
Anyone in the UK ?

Cheers,
Drew ;^)
#> dgibson@cameo.co.uk <#
#> FidoNet 2:2501/101.15 Nest 90:102/202.15 <#
#> AtariNet 51:6/502.15 TurboNet 100:105/3.15 <#
#> STandard ProBBS [24 hours] 01394-271550 <#

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

3653. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: LCollins@mettav.demon.co.uk
Message-ID: <22999_LCollins@mettav.demon.co.uk>
Source record: 8496

jamesco@cogs.susx.ac.uk wrote:

j> Other than that, public domain assemblers are pretty lame. Get hold
j> of a copy of Devpac 3 from HiSoft -- it's _the_ best assembler, and
j> isn't all that expensive these days.

Anyone know exactly how much it costs now? I'm using the cover-disk
release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have a proper
manual, what luxury! :)

/|\llTheBest ... */Liam/*

*Malcolm (Psycho Eyes) Rifkind, Isla St. Clair, Bay City Rollers, Jimmy
Krankie, Ian St. John, Mel Gibson...your boys took a hell of a beating!
--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

3654. Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-2111960944440001@144.173.2.235>
Source record: 8497

Hi all,

I am having a problem with a program I have written, on an Atari STfm (1/2 meg) it crashes at a seemingly random point for no reason I can find. The error is two bombs : bus error, poke or peek possibly wrong. The same thing does not happen on an Atari STe. Is there a reason for this error that I can program around? Any help or ideas would be much appreciated. Cheers

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

3655. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <571he8$ggb@m1.cs.man.ac.uk>
Source record: 8498

In article <3292e9df.3496095@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood)
writes:
>On Wed, 20 Nov 96 01:02:06 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>Rich Tietjens wrote:
>>
>> > Oh, all you guys are just p*ssies! Real programmers write in hex and
>> > enter their code with toggle switches!
>>
>>No, you are wrong, if you enter youer code with toggle switches you have
>
> This little thread came out of the BASIC thread...so should I know
>what a "toggle switch" is ? because I dont?

well, you should do really. A toggle switch is just an on/off switch.
(it 'toggles' between two states). A light switch is a toggle switch.

In this context, they mean really old computers (like the ones built
here with the really clever naming scheme... Manchester Mk1, Mk2...)
which were programmed by setting the binary values in the memory
directly by entering the numbers into a bank of toggle switches...
A tiny bit more complex to program that STOS... :)

Anthony
--
-------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+-----------------------------

3656. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32943035.4231645@news.airtime.co.uk>
Source record: 8499

On Wed, 20 Nov 96 21:22:32 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> It's too much work for them to put all the data in one large file or
> >> to include them directly in the program code. Both options can easily
> >> be done in both programming languages.
> >
> > You Kiddin?, about 3 mebbe 4 lines of code containing around a dozen
> > or so commands total and you have all your data in the one bank, but
> > why?
> >
> > whats wrong with the way it is?
>
>Well, you had the lame excuse that some of your software wouldn't work because
>you hadn't one? Put all the data in the program file, or in one big data file

lame! lame, you call me lame when you cannot even back up anything
you are trying to say?, I made a statement and backed it up with
software to prove it, you have done nothing but talk, ho and show me a
demo that had nothing to do with making games, show me something that
has something to do with the thread, THEN and only THEN, may you
resort to insulting me

my excuse was that I did not have one, ie a hd, or have any
documentation and no way of getting it, OK!

>that has to be in the current directory and you don't have to bother where your
>files are located (on disk, harddisk, networkdrive or maybe even on tape). As

You put heartland on your hardisk and it worked, so you know that I
already work like this, its called learning, no one makes a something
perfect first time, heartland is my latest release and works from hard
drive, and we all know that you already tested it, so why try to look
clever telling me how to do something that you know I have done
already ???????????

>Other reasons: smaller risk of loosing data, faster copying, less slack space
>on the medium, better compressable.

bollox, your doing it again...talkin bollox, no one ever lost data
from any of my games, theres no good reason tyo put all the files into
one file, theres no reason why not to have them anywhere I want ?

AGAIN the person playing the game and enjoying himself, is not going
to worry about how the disk is made up,

Wouldn't it be nice if the demo you sent me did not have loads of
different programs on it, then your explanation would not have looked

so silly, had you practised what you preach ????

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3657. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32943307.4954189@news.airtime.co.uk>
Source record: 8500

On Wed, 20 Nov 96 15:47:43 GMT, in comp.sys.atari.programmer you
wrote:

>> This little thread came out of the BASIC thread...so should I know
>>what a "toggle switch" is ? because I dont?

>Go to the library and find an old Byte magazine or possibly Popular
>Electronics - look for an IMSAI or SWTPC DIY computer project and you'll

Hi Rich
Sorry mate, it was the termonology, yes I do know what you mean, its
just in my small programming circle, I havent heard it called
that..however it does seem a simple enough name for it...now I know :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3658. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32943337.5001995@news.airtime.co.uk>
Source record: 8501

On Wed, 20 Nov 96 23:16:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > from within STOS BASIC, I cannot do any of the commands you just
> > quoted?
>
>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>playgroud too?

GEM=NO NO from STOS...So how come you told everyone in this newsgroup
that I did use it ?

> > Getting something to work from hardisk, that was the same problem as
> > getting something to work on a falcon, I do not own a hard drive, I

>Lame excuse. Loading from disk is exactly the same as loading from harddisk

Hang on, didn't I just answer this thread, you are duping your
posting Hans :)

>(from the OS's viewpoint). Just don't insist of getting data from drive a and
>don't use a absolute path. An other solution was discussed somewhere else.

You already know I can do this, because you ran heartland from your
hard drive, so please stop trying to show off,
BTW I also said I had no documentation no hd and no contacts with
one, I have since learnt, or are you suggesting that everyone that
releases something should make it perfect on the first go ?

> > would have been changed, its not bad programming IMHO but a bad
> > choice of gameplay?...Yes?
>
>A bad choise of gameplay enforced by the limitations of the used language?

Ho dear, why make statements you cannot back up ?
I made a decision to stop the game, I could have let player two
continue, but I wanted both players to see what decision was being
made, ie: wether they where going to lose something from the other
players choice, it was my descision, NOT a limitation?

> > that's utter crap!, you make the game sound rediculous, it is nothing
> > like you say, you cannot stand partly in mid air giving a false
> > impression, that's utter and utter crap!
>
>It's true: Let me draw it in ASCII

> - the left food isn't standing on the platform, the
> sprite does fall down.

draw all you want, you are trying to tell everyone that the sprite in heartland gives a false sense of being able to stand in mid air and not fall when it should, and actually stands somewhere but falls, that is an utter falsehood, it is nothing like you say, why do you feel the need to attack sofware like this?

Has anyone played Heartland, would you say it is bad detection, is it really as crap as Hans wants everyone to believe ? I tell you what Hans, if Heartland is that bad, if its as sad as you are trying to make out, then its time for me to pack up,

>I am calling the fact that the sprite does fall down in the left
>situation a bug in the program. It shouldn't be that way.

sheeesh .it does not happen the way you are making it out, I dont mind critism at all,in fact I welcome the feedback, it helps to make the next game better, but you are trying to make out that the sprite when on the right hangs in mid air, and when left it falls off when it should not,

> > The thread is...STOS is the best BASIC programming language for
> > making games in 1996, and I added C to the equation just to make the
> > point,
>
>Still you didn't mention anything about writing GEM games in STOS. So I say:

Thats because it is irrelevant,

>STOS basic is totally useless for writing GEM games and so it is NOT the best

Ho I agree totally, STOS can NOT access GEM, even though you state in this newsgroup that I use GEM calls ?,

>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>best basic for making games, because those basics allow you to write GEM games.

hahahahahahaha yes I agree anything is better than STOS for making GEM games.....but who the F wants a GEM game ????

I can show you a good game written in 1996 in STOS BASIC, you show me one in GFA, HISOFT or OMIKRON and you win, in other words back up your statement, I DID ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3659. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32942a46.2712918@news.airtime.co.uk>
Source record: 8502

On Thu, 21 Nov 1996 09:44:43 GMT, D.E.Jones@ex.ac.uk (D.E.Jones)
wrote:

>Hi all,
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can

Knowing the programming language would help, and believe me, it may
seem random, but won't be, no matter what language ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3660. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32942aca.2845026@news.airtime.co.uk>
Source record: 8503

On Wed, 20 Nov 96 23:02:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Tony Greenwood wrote:
>
> > sorry? profibuch ?
>
>Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
>index:

WOW!...Looks very comprehensive, a good book to have for most :), but
surely I wasnt the only one who was puzzled by the word/name
"profibuch" :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3661. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32943b70.7107154@news.airtime.co.uk>
Source record: 8504

On Wed, 20 Nov 96 23:40:44 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>At the beginning of the thread Tony made it very clear game programming is game
>programming. It was a clear statement he said. When we are starting to rule out
>certain games the statement has to be changed. Maybe something like:

I aint changing the rules, you are the one that seems adept at moving
the posts, I still say that in 1996 STOS BASIC is the best BASIC for
making games, and I still go so far as to include C in that statement,

Maybe if you stop talking assembler and stop harping on about GEM and
pay a little less attention to who speaks English, then maybe you can
start to back up some of your outlandish claims, I put my game on the
table, I backed up my statement, However so far you and everyone else
has been TALK TALK TALK HAHAHAHAHAHAHAHA

>STOS basic is the best basic for writing arcade games if you are english
>speaking and only want to write games for the ST and STe.

You are begining to sound silly Hans...but at least you are starting
to see the light :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3662. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3294384c.6303253@news.airtime.co.uk>
Source record: 8505

On Thu, 21 Nov 96 04:30:06, DGibson@cameo.co.uk (Drew Gibson) wrote:

>Hi All, esp Tony :)

HEHE What did I do ? :))

>I was wondering if STOS is still available commercially - if so, where from.
>Anyone in the UK ?

OK, STOS is no longer supported by the original authors, they are
busy making Klick'n'Play and followups on the PC, the people who own
the selling rights to STOS have absoloutly no InteresT in the product
and according to an email I recieved from them, they say they would
not be interested in anything to do with STOS or be able to find the
time to deal with any matters arrising from STOS , That was a response
after I asked if anyone would mind me sending out copies FREE of
charge and unchanged, so..?

STOS was released on a cover disk ST Format? cant recall the issue,
but its in the STOS.FAQ, Ad-Lib BBS (Sysop Frank Charlton ex ST Format
STOS Answers), they have a file site that contains all the softwrae
from ex cover disks, so you should be able to get a copy from there?

Otherwise such publications as MicroMart usually have adverts for
used ATARI stuff :)

BEFORE anyone jumps in with there size nines!..STOS is supported by
independant software developers, there is no need for the original
authors, STOS was made in such a way that it is simple for extra
commands to be added onto the launguage, there are now many such
upgrades, including Falcon specific stuff :)

Please see the STOS FAQ for more info :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3663. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <571i9k$p4h@epimetheus.algonet.se>
Source record: 8506

```
: Anyone know exactly how much it costs now? I'm using the cover-disk
: release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have a proper
: manual, what luxury! :)

I think it was about 30-40 UKP last time I checked... it's well worth the
money, and the manual is just great!

--
@ @
-------------------------------------------------------------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
-----------------------------------------------------------------------------
oOo oOo
U U
```

3664. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <571itl$h7u@m1.cs.man.ac.uk>
Source record: 8507

In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>In article <56qtun$k52@ornews.intel.com> atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>I know how to install apps (I said so in the first message). What I want is
>>a TSR that won't bugger the screen display when I play a non-viewable file
>>(e.g., an audio, MIDI, io MOD file).
>
>Oooops, I think I mis-understood you...
>
>Anyway, it could be done as a TSR but it's a lot of hard work hacking into
>the OS to get it to use a different viewer depending on the file you're
>viewing.

I think it would be quite easy - if you make use of existing software.

There was a program on an ST-Format coverdisk called 'what-is' IIRC, which identifies a file (by reading the header - not just the file extension) and introduced a protocol for programs to comunicate with it.

You could write a simple little application to replace the standard viewer which asked What-Is what the file was, and then called the appropriate external program - eg. Midifp for .MID, Play-avr for .AVR etc. If 'What-is' returns 'unknown file' simply display a dialogue informing the user that it is not a recognised file, asking the user what to do (display as text, abandon, select viewer application...)

These programs do not write to the screen (well, they may do, but it is relevent - not just the contents of the file) - I dont see the problem here. There is no real need for What-is, but this just makes it a bit more sophisticated.

Ideally, I think replacement desktops should also understand this protocol so that there was no need for the above app - just interigate What-Is directly. This would improve the install application facilities of these desktops.

Anthony

--
------------------------------------+----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+----------------------------

3665. Re: More Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32942fc4.4118536@news.airtime.co.uk>
Source record: 8508

On Wed, 20 Nov 96 22:52:40 +0100, in comp.sys.atari.programmer you
wrote:

> > I would wonder why someone who has "upgraded" to a machine capable of
> > so much, would want to play a game that can at most only manage 16
> > colours and in comparison to there machine would be classed as slooow,
> > for example, the games I make would look very silly on my pc, if you
> > see what I mean :)
>
>I am not talking of PC's, I am talking about Atari power users. People with

Yes I was trying to say that games made on lower end machines, will
look sad on higher end machines, does that make it a little more clear
?:), I was including my software, as well as any other made on a bog
standard ST, people with power machines should expect more?

>There aren't much games specially written for TT's and better so it's either
>palying GEM games and (patched) ST games or playing no games. Gem games are nice
>because you can play them while the C compiler is working it's way through your
>multi-megabyte C source.

OK, I will bow to your experience on this, I neither own or have
access to anything other than a standard STe, it was an assumption
that someone upgrading there machine would not want software from
there old machines they obviously wanted to get away from, it would
seem they have no choice?

> > Dunno about Highsoft, I am having real trouble finding more than a
> > couple of users, but STOS (although I am biased) is used widely, its
> > very common and every single PDL is packed with STOS written programs,
>
>Again, wrong, you are seeing the english speaking Atari world. Asuming a PDL is

waddaya mean "Again wrong" :)
Yes I am speaking about the English speaking community because thats
the only community I know, perhaps I should keep mentioning English
speaking in every sentance?...you seem to be overly pre-occupied with
this english speaking side of things?, whats wrong?

>some sort of public domain disk lets have a look a the ST Computer public domain
>pages (ST computer is a German Magazine):

My appologies, I presumed everyone knew what a PDL is, it would seem
that you do not, a PDL is a Public Domain Library, sorry for confusing
you with the technical terminology ie: PDL

>- Don't wory, be happy!, Gem version of ludo
>- Nanjing, Gem game (Acc or program)
>- Sokoban, Gem version of sokoban.
>- Invers, Gem game..
>and so on..

ok point taken, UK PDL are packed to the gills with STOS written
programs, not the rest of the world, I AM WRONG then :)

>The april 1995 edition has ten new disks, 4 of them containing Gem games, I am
>realy wondering how much of those games where written in STOS (none I think),

ok ok I said I was wrong :)

>Gfa Basic, C and assembly, can't see though, it isn't
>mentioned.

oooer so could be STOS :)

> > Is Omikron still a live product, I presumed it was an old BASIC?
>
>Hmm, there is someone telling STOS is the best basic for game programming,
>doesn't know what other basics are doing! Well let me inform you: The newst

ow c'mon, for crying out loud, I wouldn't have started the thread if
I already knew the answer, the idea was for people to come forward and
show that there BASIC is better for making games, something you have
fantastically failed to do :)

>Omikron basic is vs 5.02 from 19-05-1996. It's now running on the MagiC OS too
>(Mgic, MagiC Mac, MagiC PC). So you can program your games on those OS's and
>they will work on those OS's (unless you choose to use computer specific
>features, like DMA sound, our direct acces to special hardware registers..).

It was a honest question, I did not know, I am suitably impressed,
enough so to ask (serious question) if there is English speaking
documentation, manual, or a demo maybe?, where is it available and
prices maybe? if you don't mind me asking ,:)

>What about STOS updates? Which is the old basic?

> > And I take it all the messages are in German?....personally I would

>Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari users are
>cabable of producing more messages than the english speaking 'the rest of the
>world'.

I already agreed, and agree again, I really do wish there was a lot
more messages in the comp.sys newsgroups ?

> >>Again the difference, the emulator is called Magic (Mac/PC) and is
> >>an complete OS (second german emulator is TOS2WIN).
> > eh? I do not understand your last comment? Gemulator can use TOS 206
> > and in fact is reccomended, and STOS does work under Gemulator on a
> > PC
>

>Gemulator is not THE ST emulator. You have Magic Mac for emulating an Atari on

Yeagh right, but I never said it was, ??

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3666. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <571upa$ogs@m1.cs.man.ac.uk>
Source record: 8509

In article <32943337.5001995@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:
>On Wed, 20 Nov 96 23:16:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>> > from within STOS BASIC, I cannot do any of the commands you just
>> > quoted?
>>
>>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>>playgroud too?
>
> GEM=NO NO from STOS...So how come you told everyone in this newsgroup
>that I did use it ?

Tony, XBIOS isn't part of GEM - thats AES/VDI. The Xbios *can* be accessed from STOS via the 'trap' command (trap 14,...). Despite this, I doubt that Tony is the one using Xbios - it is either extensions (eg my Falcon extension sometimes uses this to change resolution - dependent on the STOS programmers wishes, of course) or the original STOS commands.

>> > Getting something to work from hardisk, that was the same problem as
>> > getting something to work on a falcon, I do not own a hard drive, I
>
>>Lame excuse. Loading from disk is exactly the same as loading from harddisk
>
> Hang on, didn't I just answer this thread, you are duping your
>posting Hans :)

It was the fact that it required the program to be in the root directory - not on floppy disk - that caused the problems. As you are unlikely to keep a disk-sized game in a sub-directory on a floppy disk, this problem was not encountered on floppy based systems.

(try running Hero from the root directory, and it will work from HD...)

>>(from the OS's viewpoint). Just don't insist of getting data from drive a and
>>don't use a absolute path. An other solution was discussed somewhere else.
>
> You already know I can do this, because you ran heartland from your
>hard drive, so please stop trying to show off,

hehehe.... yes, a simple leading \ is all that problem was... And how many HD owners made Tony aware of this limitation?

> Has anyone played Heartland, would you say it is bad detection, is it
>really as crap as Hans wants everyone to believe ? I tell you what

Nope. I would say that heartland is a great game, and I didn't notice
any such problems.

>Hans, if Heartland is that bad, if its as sad as you are trying to
>make out, then its time for me to pack up,

Nope. Judging by the comments of gamers in c.s.a.st when Heartland was
released, I would say that Hans is in the minority on this one...

>>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>>best basic for making games, because those basics allow you to write GEM games.
>
> hahahahahahaha yes I agree anything is better than STOS for making
>GEM games.....but who the F wants a GEM game ????

Yes - would anyone here honestly say that the best game they ever played
was written in GEM? If not, then surely a programming language which doesn't
support GEM may still be the best for games, even though it doesn't support
it?

> I can show you a good game written in 1996 in STOS BASIC, you show me
>one in GFA, HISOFT or OMIKRON and you win, in other words back up your
>statement, I DID ?

hehhee... lets tear appart a GEM game. I bet most of them run in more than
2 vbls per screen update... :)

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3667. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3294675f.648806@news.airtime.co.uk>
Source record: 8510

On 21 Nov 1996 12:20:24 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>> This little thread came out of the BASIC thread...so should I know
>>what a "toggle switch" is ? because I dont?

>well, you should do really. A toggle switch is just an on/off switch.

Well I use a heck of a lot of "true false" code so maybe that
counts :)))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3668. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5722bn$3tq@ornews.intel.com>
Source record: 8511

In article <Pine.GSO.3.94.961119150534.9297B-100000@Stratus.CAM.ORG>,
Yves Pelletier <ypell@CAM.ORG> wrote:
>
>Not that I would be able to implement this or anything, but when
>I read Rich's proposal I thought it might be feasible through
>..XDD or .XIF MiNT extensions, in which case you would be able to
>bypass the desktop "install" altogether.
>
>Comments?

The only real problem with that is that it requires MiNT. I'm looking for a
way to extend singleTOS - MiNT has so many incompatabilities that it totally
defeats the purpose of having it installed for me.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3669. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5722mt$3tq@ornews.intel.com>
Source record: 8512

In article <848527855@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
>
>Tony Greenwood wrote:
>
> > sorry? profibuch ?
>
>Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
>index:
<SNIP>

"Armaments, chapter 5, verses 2 thoruhg 16: And the Lord spake, ..."

>It's usefull for programmers who want to do their programs in Gem, but also
>for those who want to write a DMA disk routine or do hardware
>modifications.

/IF/ they happen to read Deutsch. The comments aren't much use to anyone
whose languages skills don't include technical German.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3670. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5722gr$3tq@ornews.intel.com>
Source record: 8513

In article <571itl$h7u@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>In article <16396@gos.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>In article <56qtun$k52@ornews.intel.com>
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>
>>>a TSR that won't bugger the screen display ...
>
>I think it would be quite easy - if you make use of existing software.
>
>There was a program on an ST-Format coverdisk called 'what-is' IIRC, which
>identifies a file (by reading the header - not just the file extension)
>and introduced a protocol for programs to comunicate with it.
>
>You could write a simple little application to replace the standard viewer
>which asked What-Is what the file was, and then called the appropriate
>external program - eg. Midifp for .MID, Play-avr for .AVR etc. If 'What-is'
>returns 'unknown file' simply display a dialogue informing the user that
>it is not a recognised file, asking the user what to do (display as text,
>abandon, select viewer application...)
>
>These programs do not write to the screen (well, they may do, but it is
>relevent - not just the contents of the file) - I dont see the problem
>here. There is no real need for What-is, but this just makes it a bit more
>sophisticated.

The problem is that writing to the screen is NOT relevant. IF there's a
problem with the data file, I'd rather have no results at all, or a log file
written out - the whole purpose here is to play data files WITHOUT screen
display.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3671. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5722uq$3tq@ornews.intel.com>
Source record: 8514

In article <32920d1d.3680329@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Tue, 19 Nov 96 14:38:22 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>Allegedly thick, or alleged programmers? <G>
>
> oooer :)
> Sad thing is...I don't know the answer <BG>

Guess that puts you firmly in the first group. ;^)

> well "pussy" here is female (human female) genitalia (I used big
>words in case of under aged<G>) so you just called all the uk
>programmers a load of c***s HAHAHAHAHAHAHA i dont mind mate hehe

That's another meaning here as well. I think it's the basis of the comment
as applied to human males.

>>Oh, hardly over, but the biggest offender has had his account terminated,
>
> Round of applause, nice one :)

Sadly, I didn't get to do it personally.

>>and I am quietly cancelling the rest of their trash in the newsgroups I
>
> Standing ovation :)

Thank you, thank you! Don't applaud, just throw money! <G>

Ladies and Gentlemen, Elvis has left the planet...

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3672. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57235h$3tq@ornews.intel.com>
Source record: 8515

In article <D.E.Jones-2111960944440001@144.173.2.235>,
D.E.Jones@ex.ac.uk (D.E.Jones) wrote:
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can
>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for
>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

Need input!

We can't troubleshoot unless you tell us:

(a) what language is it written in;

(b) how much RAM does it allocate to itself;

(c) can you turn on TRACE and determine at what point(s) it is actually
blowing up?

A copy of the source might also help, if it's not too large.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3673. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5722oe$3tq@ornews.intel.com>
Source record: 8516

In article <32942aca.2845026@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
> WOW!...Looks very comprehensive, a good book to have for most :), but
>surely I wasnt the only one who was puzzled by the word/name
>"profibuch" :)

German usage: "Profi" == "professional."

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3674. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <5724qm$58a@ornews.intel.com>
Source record: 8517

In article <GKUKDFWCUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <See_my_sig-19119608585200001@47.85.0.99> too_MUCH_SPAM wrote :
>
>>In article <56qtun$k52@ornews.intel.com>,
>>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>>
>>I guess what you want are TSR's that work in the background & never send
>>data to the screen. You could load these from the Auto folder.
>
>All you need is a just normal program that simply doesn't output to the
>screen. That is easily done. No TSR is necessary.

OK, I'll bite. HOW is it done? Keep in mind that, due to the nature of
MIDIcom, I need to use GEM programs (TOS apps disconnect the network); I
haven't found a way to init a GEM app without it grabbing the screen.

>You don't have to get the "usual messages". It's entirely just what
>messages the programmer puts into the program. Just the same way as a TSR
>could have various messages.

I can compile a program that doesn't print ANYTING to the screen - it still
creates the app name above the menu bar, and a blank display.

>Using a TSR will not solve the problem.
>
>Using a program that does not output to the screen, be it TSR or not, will
>solve the problem.

Two seperate problems - non-display is needed, and a TSR is prefereable
becasue, even on a fast hard drive, there is significant delay loading an
app on an 8 MHz system.

>I presume you have a hard disc drive, in which case software generally
>loads quite quickly anyway.

"Fast" != "fast enough" in this case.

>Alternatively, you could just set all your file viewing software to load at
>startup so that the desktop passes files to them by the AV protocol. This
>way you don't have to wait for the software to load, since it is loaded all
>the time.

Precisely what I had in mind.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3675. Pak 68/3

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: geh3rd@exis.net
Message-ID: <57289d$d2o@grouper.exis.net>
Source record: 8518

I am posting this here from the st group in the hope someone here
can help me.

>: George E. Hoffman III (geh3rd@exis.net) wrote:
>
>: : I am looking for some help with a Pak 68/3 I just installed in my
>: : MegaST4. It seems to work fine in SThi rez but in STmed rez there
>: : is no blue. This makes all that should be black, yellow (red+green).
>: : Hard to read to say the least.
>: : The roms are labeled 306E-Uxx. The sys info prg. reports a UK version
>: : and os_conf has $7 in it.
>
>Hmm, if i remember right there was something with the set_color
>routine in the patched pak3-tos306. I think they needed space and
>removed it. Since most people tuning their hardware are using
>nvdi for further speedup they get a working set_color in nvdi
>and don't miss the original one. Perhaps i'm wrong.
>
>Has anyone noticed the bug with the two-bomb
>routine? Everytime my PAK3/TOS306-ST tries to crash with two bombs
>it locks up. The exception vector 2 (the one for two bombs)
>points to nirwana, even if i boot the machine completely naked
>without any tool or accessory.
>
>Ciao,
> Till
>--
> Till Harbaum o
> T.Harbaum@tu-bs.de __/<_
>_____________________ (_)>(_) ___
>.

What version of NVDI do I need or is there a program I can run in
the auto folder to give me control back. None of the cpxs etc. do
anything. The ICD booter 6.4.3 gives me the right colors when I get
to the desktop. I am guessing because it sets the screen rez for
the boot. HDDriver 60 does not.

George

3676. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32948fcb.10998986@news.airtime.co.uk>
Source record: 8519

On 21 Nov 1996 16:08:10 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>>You can't use XBIOS calls in STOS basic? And the rest of the OS, it's forbidden
>>>playgroud too?
>>
>> GEM=NO NO from STOS...So how come you told everyone in this newsgroup
>>that I did use it ?
>
>Tony, XBIOS isn't part of GEM - thats AES/VDI. The Xbios *can* be accessed
>from STOS via the 'trap' command (trap 14,...). Despite this, I doubt that

ooer, I stand corrected (again?), But then again..mo now knowing that
much would surely prove that I didn't use them :))

>Tony is the one using Xbios - it is either extensions (eg my Falcon extension
>sometimes uses this to change resolution - dependent on the STOS programmers
>wishes, of course) or the original STOS commands.

Hmmm I haven't used the Falcon extension...mostly just the Missing
Link?

>(try running Hero from the root directory, and it will work from HD...)

Well theresa another one to me...shame it was an accidental one, I
never knew that :)

>> You already know I can do this, because you ran heartland from your
>>hard drive, so please stop trying to show off,
>
>hehehe.... yes, a simple leading \ is all that problem was... And how many
>HD owners made Tony aware of this limitation?

One...:) IIRC , and I do recall asking you if it was really that
simple:)...wish I had a HD....thats just under the wish I had a Falcon
wish?, Get the Falc and I will have a HD..ooer :)

>> Has anyone played Heartland, would you say it is bad detection, is it
>>really as crap as Hans wants everyone to believe ? I tell you what

>Nope. I would say that heartland is a great game, and I didn't notice
>any such problems.

no neither did any of the game testers who had it for around a month
or more before release, I am pretty sure they would have mentioned the
little chap either hanging in mid air or "a programming bug" that made
him fall off ledges he was stood on,
Maybe I should sack the playtesters (only kidding gang<grin>)

>>Hans, if Heartland is that bad, if its as sad as you are trying to
>>make out, then its time for me to pack up,

>Nope. Judging by the comments of gamers in c.s.a.st when Heartland was
>released, I would say that Hans is in the minority on this one...

I got an excellent response from Heartland, maybe because we insisted
in the documentation that the only way we would continue making FREE
software was to get encouragement, I got loads of emails, but now that
the game has filtered through to the PD libraries catalogues we are
starting to receive snail mail with very good comments, honest we are!
Yet no one has mentioned dodgy sprite detection?

>>>basic for making games in 1996. So either Gfa, Hisoft or Omikron basic is the
>>>best basic for making games, because those basics allow you to write GEM games.
>>
>> hahahahahahaha yes I agree anything is better than STOS for making
>>GEM games.....but who the F wants a GEM game ????

At this point I was getting rather wound up, but still managed to
keep it to one capitol letter :)

>> I can show you a good game written in 1996 in STOS BASIC, you show me
>>one in GFA, HISOFT or OMIKRON and you win, in other words back up your
>>statement, I DID ?
>
>hehhee... lets tear appart a GEM game. I bet most of them run in more than
>2 vbls per screen update... :)

I think the problem some people have <ahem!> is that they are viewing
the game, and other STOS written software, from a programmers point of
view, this is all well and good in a programming forum, but when
commenting on the viability of a game, ie: its usefulness as a game,
then it should be viewed from a players point of view,
The person sat at home with his telly and ST playing a game, if he is
enjoying it then he wont complain how many vbls it took to update the
screen or what language its in, or where the files are stored, he wont
mind not being able to multi task or render some artwork or whatever
while he is playing, a full good game should keep him happy,
I say STOS is the best BASIC to achieve this task...

And I am still waiting for someone to prove me wrong ? with something
a little more tangible than talk...ho and ascii drawings :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3677. Give away prgm books and sw

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: Crunchman <crunchman@mindsync.com>
Message-ID: <01bbd7fe$2ec443e0$773187d0@brian>
Source record: 8520

I have a small box of atari books and software I'd like to give away to anyone who wants to come pick them up.

Cmanship complete, trb aes & vdi quick refrence, old copy of devpack with manual, cad3d, Gogo st, and some other stuff.

If you are near Shingle Springs, CA and can come pick them up send me email. Otherwise I'm going to toss them in the trash.

3678. Re: ?GFA Basic Compiler and Inline Assembler_Code

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: epprecht@mail.logon.ch
Message-ID: <329393da.501190@news.logon.ch>
Source record: 8521

nikob@mediascape.de wrote:

>Who knows about GFA Basic on ATARI ST?
>I wrote a program with Assembler Code included (poke into RAM from DATA
>lines). It works perfectly in the interpreter mode, compiles without
>error, but the resulting PRG file crashes when invoking my assembler
>routine.
>Is this normal, or what?

The reason for this is, that the compiled code does use some CPU
registers, which are *NOT* saved and restored before and after your
assembly code. So all you have to do is to save and restore the
registers that your routine uses. You can do this inside your code or
use a compiler option.
Sorry: I have forgotten which registers are critical and how the
compiler option is called.
--
Robert Epprecht
epprecht@mail.logon.ch

3679. Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <8d0_9611211948@conchbbs.com>
Source record: 8522

```
D > The error is two bombs : bus error, poke or peek possibly
D > wrong. The same thing does not happen on an Atari STe.

Unless you have modified your Ste to use a 68030, I probably can't
help you. I used to get 2 bomb errors when I tried to run programs
on a ST which I had developed on my TT. The problem there had to do
with setting int or long pointers to odd valued addresses.

Specifically, I was creating a file header which included a string.
When the string was an odd number of bytes long, the rest of the
header was mis-aligned in RAM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3680. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848614823@p24.f101.n323.z205.mbh.org>
Source record: 8523

D.E.Jones wrote:
> I am having a problem with a program I have written, on an Atari STfm
> (1/2 meg) it crashes at a seemingly random point for no reason I can
> find. The error is two bombs : bus error, poke or peek possibly

To be exact:
Bus error: you tried to acces (read or write) memory on which you haven't acces rights. In supervisor mode this can only be non existing memory. In user mode it also can be acces to the hardware registers or memory below the adres $800.

> wrong. The same thing does not happen on an Atari STe. Is there a
> reason for this error that I can program around? Any help or ideas
> would be much appreciated. Cheers

As the program works on a Atari STe. You try either to read or write STe specific hardware registers, or, because your STfm has only half a meg memory, you tried to read or write above the 512 kB border.

Maybe you should put print statements around every construction that's allocating memory:

```
print "Start of memory allocation"
'Allocate your memory here
print "Memory allocation was succesfull!"
```

Same thing around statements where you are accessing memory blocks you haven't used before.

Hope this helps, Hans Wessels

3681. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848617665@p24.f101.n323.z205.mbh.org>
Source record: 8524

Tony Greenwood wrote:

>> Other reasons: smaller risk of loosing data, faster copying, less
>> slack space on the medium, better compressable.
>
> bollox, your doing it again...talkin bollox, no one ever lost data
> from any of my games, theres no good reason tyo put all the files
> into one file, theres no reason why not to have them anywhere I want
> ?

Yes, if you are keeping data on a single disk changes of loosing data are low. But there are also people how are keeping their data on harddisk, packed or depacked. If someone on the computer club is asking me about a certain program, I might say "It there and there on my harddisk, copy it yourself.." and data gets lost very quickly. Less folders and data files means simply lower change of any data getting lost in the process of archiving, copying, rearchiving, datatransfers etc.

Copying from harddisk to disk is faster when there are a few big files. Same is true for loading data from disk while starting the game (although the speed advantage is very small).

A few big files generate less slackspace then a lot off small files. Especially on big harddisks like mine (big cluster size is the problem).

And yes, on big file is better compressable as serveral small files.

> Wouldn't it be nice if the demo you sent me did not have loads of
> different programs on it, then your explanation would not have looked
> so silly, had you practised what you preach ????

All the data the inividual demoscreens need are in the program file. Except for the digisound table and data, because those files are used by multiple programs. Every executable is a working program on it's own, except for the loader which binds all programms together in one demo. So I think I have indeed practised what I preach. I even delivered a textfile with the scrolltext stories, so you haven't to hack into the programs just to read them in your own tempo.

Cu, Hans

3682. Re: More Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-21 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848616318@p24.f101.n323.z205.mbh.org>
Source record: 8525

Tony Greenwood wrote:

> bog standard ST, people with power machines should expect more?

The would like to have better games but

> access to anything other than a standard STe, it was an assumption
> that someone upgrading there machine would not want software from
> there old machines they obviously wanted to get away from, it would
> seem they have no choice?

Indeed. The number of games making use of the special abilities of a certain power machine is very low and probably zero, because there is more variety in the hardware. Normal ST(e)'s are a nice standard, but even on a falcon you can't be sure about the bus and processor speed.

> waddaya mean "Again wrong" :)
> Yes I am speaking about the English speaking community because thats
> the only community I know, perhaps I should keep mentioning English
> speaking in every sentance?...you seem to be overly pre-occupied with
> this english speaking side of things?, whats wrong?

Nothing, but at the moment you are going to make general statements like you did, you have to be sure it will hold for the whole Atari community.

> and show that there BASIC is better for making games, something you
> have fantastically failed to do :)

I am trying to catch some German game enthusiats so they can update me about new games written in serveral languages but there is still no answer from them. I'll keep you informed on this point.

> It was a honest question, I did not know, I am suitably impressed,
> enough so to ask (serious question) if there is English speaking
> documentation, manual, or a demo maybe?, where is it available and
> prices maybe? if you don't mind me asking ,:)

No, there is only a German adress in the review. But I think it German only, just like 3.5, the last update I have.

Bye, Hans

3683. Re: vro_cpyfm() (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295b57a.11455519@news.airtime.co.uk>
Source record: 8442

On Fri, 22 Nov 96 00:54:28 GMT, in comp.sys.atari.programmer you
wrote:

>Here's some selected sources I've ripped out of my libraries. It works

Binaries in a newsgroup ?????? swampy you suprise me :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3684. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295cc96.17372437@news.airtime.co.uk>
Source record: 8443

On Fri, 22 Nov 1996 10:46:04 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>problems whatsoever! And I don't tell stos "use bank 7 for physic", I
>just set the hardware to point to the start of the bank or half way
>through (I reserve twice the needed size to have a buffer).

Yes I would like to point out that this bank 7 bit was purely as
simple as possible an example I could give of what a bank is to a none
STOS user,

```
Yep RESERVE AS WORK 7,64000
BNK=START(7)
REPEAT
PHYSIC=BNK :WAIT VBL
BNK=BNK+1280
UNTIL FALSE
```

And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be
done at 4 pixels but uses twice the memory :)
The above was to ei: something, dont actually do it like that for
gawds sake :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3685. Re: Release tips

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.569.000BE066@cfcsc.dnd.ca>
Source record: 8444

In article <32919872.6653016@news.airtime.co.uk> stosser@airtime.co.uk (Tony Greenwood) writes:
>Date: Tue, 19 Nov 1996 14:04:18 GMT
> OK you make a program, a game or something serious (apologies to all
>the "serious" game players I just insulted) and its taken you months,
>or weeks or years or whatever,
> Then what?
> I mean the next step surely is to let as many people as possible know
>your program is available?, especially freeware programs as there is
>no other incentive bar feedback and recognition, but we all want our
>releases to be seen as far and wide as possible, so whats the best way
>of going about it?
> WHAT ELSE?: Suggestions?.................

yep.
-send email to every Atari Mag, user group, etc you can get an address for, attaching your compressed program, or uuencoded.
-stick it on Fidonet/AtariNet

Atari/TOS 1.04-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp
Kenneth Macdonald/ Coinneach Domhnullaich -speaking only for myself
GraphicArts, Canadian Forces College, Toronto, Ontario, Canada
the Atari Police

3686. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <574phf$oha@ornews.intel.com>
Source record: 8445
Body handling: HTML body converted to readable text

In article <57491b$sui@easy2.worldaccess.nl>,
bjorn@worldaccess.nl (Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!

You don't need ST_guide; any plain-text editor will do (I create HTML documents both personally and professionally, and I use either Wordpad or Everest, depending on which system I happen to be sitting in front of).

You can use CAB (or Webspace) to view your results; if you happen to be running STeno as a desk accessory it's easy to flip back and forth between the editor and viewer.

First, examine the source of a page which displays the features you are interested in. First principle of programming: Steal from the best. Make no mistake, HTML code /is/ programming.

Second, create a "blank page" template containing the minimum required headers (e.g.,) and any "vanity" headers you want
included in all of your pages.

Now load the template, and start copying the parts of the other page that interest you. Don't be afraid to experiment! You can't damage your computer with HTML, and there's no such thing as a "finished" Web page, so keep trying things until you like the results. Each time you save the page, load up or switch over to your Browser and look at what you have so far.

Most important: Have fun!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3687. Re: Need working(!) ST Emulator for GfA3.07

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: sbagley@innotts.co.uk
Message-ID: <57513n$gr7@mapperley.innotts.co.uk>
Source record: 8446

>(*) the problems seems to depend on MagiC. As long as I use Magixdesk
>I can access all data from the desktop. But when I switch to GfA Basic
>and try to load a file, th eselectboxes stay empty. Nevertheless I may
>load a program when I type th ename blindly. But then GfA behaves bad
>when trying to load a file. (sometimes it works, but mostly it
>doesent). Using Gemini1.999(!) as a replacement makes it even worse,
>as gemini is not able to open any drives ("Error: fgetinfo failed").
>Using the supllied shell tells me: "Not enough memory to open
>"<unreadable sign> but this cannot be th ecase (16M, 1,2G HD)

Using MagXDesk select the GFa application, and goto options->Install Application and limit the memory available to it say 2500k on a 4mb machine. This will cure the problem with selection boxes caused by GFA hogging all the memory, if not try setting to run as a single task.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie

3688. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848696852@p24.f101.n323.z205.mbh.org>
Source record: 8447

Hans Wessels
> It all comes down to the definition of 'best'. From your previous
> remarks about Tony's games (eg. no. of VBL's per game-loop) I made the
> assumption that one of your criteria for a good game is one which is
> fast, updates the screen smoothly etc.
> This is not what you get with a GEM based game.

The first thing I tried to find out when I read Tony's original posting, was what he exactly ment with 'game programming' and 'best'. (A least, that was my intention.) He made it clear that game programming is simply game programming, so every game has to be accounted.

So I have got two ways to prove his statement is false:
1: Prove there are games that can't be written in STOS.
Well, even Tony says GEM games can't be done in STOS so let's forget this point.

2: Prove there are better games done in an other basic than STOS, or C. This is a bit harder to do because haven't been very active in the ST gaming and demo scene since I completed my Omikron Basic demo (about 3 or 4 years ago).

Maybe I will convert the main menu of my demo into a Pacman game, then the second point will be solved too (Mowzis creeble, just suffered an ego overflow). But first I will try to locate a Gfa basic game that meets my arcade criteria. I don't bother to look for C arcade games because a c-programmer that writes an arcade game in C probabely can't stand the temptation of optimizing some parts in assembly and by that ruling the game out of the competition.

Now the point of best. That's an other hard point. Let's assume the best language is the language that produces the best games, no matter how hard it is to make such a best game in the language of choice. To see if a game is good we have to look at the game type. A simulation game like 'Civilisation' has to meet other criteria as a puzzle game like 'Sokoban' or an arcade game like 'Heartland'. And indeed, a good arcade game has among other things 1 vbl screen updates, direct reactions to the joystick, precise and symetric sprite control according to my standards. (There is also the need for good graphics, game concept, game play. But these are more design issues, not very language dependent.)

> If your definition of 'best' means that this is of no consequence, why
> mention the VBL figures. Also, if following this line of reasoning, a
> demo would be of no use as proof either way, as all this is showing is
> the speed of execution.

When we are evaluating arcade games, the main menu of my demo comes close to an arcade game. There is nothing to play against, but all other factors are there.

Hans Wessels

BTW:
> most computer terminology is multi-lingual as it was invented WAY after
> the languages had formed...)

But language purists see the danger of people understanding each other so they make German people talk about Festplatten, Dateien, Speicher und Tastaturen and french porgrammers have to talk about octets (forgot the other french computer terms I came across).

3689. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848683588@p24.f101.n323.z205.mbh.org>
Source record: 8448

John Kormylo wrote:

> Unless you have modified your Ste to use a 68030, I probably can't
> help you. I used to get 2 bomb errors when I tried to run programs
> on a ST which I had developed on my TT. The problem there had to do
> with setting int or long pointers to odd valued addresses.

No, I think you have messed you bombs up. Word or longword reads from a uneven adres causes an adress error. And an adress error causes three (3) bombs.

Hans Wessels

3690. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Blair Dean <Blair_Dean@isdtcp3.hwc.ca>
Message-ID: <329628D8.317B@isdtcp3.hwc.ca>
Source record: 8449

Tony Greenwood wrote:
>
> On Wed, 20 Nov 96 23:02:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
> >Tony Greenwood wrote:
> >
> > > sorry? profibuch ?
> >
> >Yes, the holy Atari bible. C.a. 1500 pages Atari knowledge. Let me give the
> >index:
>
> WOW!...Looks very comprehensive, a good book to have for most :), but
> surely I wasnt the only one who was puzzled by the word/name
> "profibuch" :)
>

This is the german version of the Compendium, isn't it??

--

Blair Dean | blair_dean@isdtcp3.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada Jaguar/Lynx :)

3691. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848703608@p24.f101.n323.z205.mbh.org>
Source record: 8450

Tony Greenwood wrote:

```
> Yes I would like to point out that this bank 7 bit was purely as
> simple as possible an example I could give of what a bank is to a
> none STOS user,
>
> Yep RESERVE AS WORK 7,64000
> BNK=START(7)
> REPEAT
> PHYSIC=BNK :WAIT VBL
> BNK=BNK+1280
> UNTIL FALSE
>
> And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be
> done at 4 pixels but uses twice the memory :)
```

Ok, source code now we're getting somewhere. Two questions:
1: How do you align your screens?

Screen memory has to start on a 256 byte boundary on a plain ST. I don't see any aligning. In omikron I would do something like:

```
Scr=memory(64256) ' Get some memory
scr+=256 ' anticipate round down
scr=scr and $ffff00 ' get 256 byte boundary
repeat
scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate videobase
lpoke $ff8200,scrp ' poke directly into hardware register
wvbl ' wait for vbl
scr+=1280 ' change offset
until(0)
```

2: What if banks get delete around bank 7? The memory manager of STOS will move the bank in memory and so your screen data will be moved, resulting in the wrong memory will be displayed. So will something like this work?

```
reserve as work 6,10000
reserve as work 7,32000
reserve as work 8,9000
memp=start(6)
for i=0 to 9999
poke memp+i,0 ' clear bank 6
next i
memp = start(7)
for i=0 to 31999
poke memp+i,255 ' set bank 7
next i
```

```
memp = start(8)
for i =0 to 8999
poke memp+i,0 ' clear bank 8
next i
physic=start(7) ' display bank 7 (should be black)
wait vbl
free(6) ' release bank 6
free(8) ' release bank 8
garbage collect ' force garbage collection (I am not sure of the
' command)
wait vbl ' screen should be still black
memp = start(7)
for i = 0 to 31999
poke memp+i,0 ' clear bank 7
next i
wait vbl ' screen should be white
```

Just curious.

Bye, Hans Wessels

3692. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295d4d8.19486687@news.airtime.co.uk>
Source record: 8451

On 22 Nov 1996 11:49:14 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>To move the thread on slightly are we seeing the demise of game programming on the ST??

move on?...Just when I was winning :))

>To be honest, yes. I think that the games scene is shrinking, and this is why we
>are seeing less games - in any language. The vast ammounts of time needed to write
>a good game are thought of as not worth while with the shrinking user base which is
>why we dont see all that many games written in pure asm. these days...

Yes and I would suggest that the incentive is not there, commercial
games must be dead, shareware has never IMHO been a way to go for
games, some acceptions of course, but not really?,
Personally my incebtive was always to try and make something in the
hope that it would be good enough to appear on a cover disk, that way
you at least knew that people would see your work, if not on a cover
disk then a review in a magazine, however all that has gone it would
seem :(

My ONLY incentive for making games, or whatever? is feedback, nothing
else, there is no other incentive to make FREE software, enough
feedback is good enough for me to keep going, but anyone else?..
BTW "me" includes my artist partner who thinks the same:)

>Having said that, there was enough negative feedback to convince Tony not to start
>doing edu. stuff and to do heartland/dimond-ice instead, so it cannot be /that/
>dead.

True, I really did think there was a gap to be filled, some decent
educational titles, but only two responded, a better response was
gained when a graphical adventure was mentioned, it would seem most
like that idea,
But although everyone liked Heartland, they all asked where the
puzzle was?, I explained the idea was a fast and SIMPLE platformer but
having taken note of how many wanted a puzzle, thats what DIAMOND ICE
is, simmilar to hearland, but with more animation, no doors! but with
charactors to meet and talk to, objects to find and use etc, a reet
good puzzle :)

>> <Cue several replies from the STOS mailing list!>

cue sublime advertising by Tony :)

>hehehe... I was almost tempted NOT to reply. :)

But you where having such a quiet day at school?....sorry uni?
hehehe :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3693. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295af85.9930269@news.airtime.co.uk>
Source record: 8452
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 22 Nov 96 01:02:40 GMT, "Ronald Hartwig"
<Ronald.Hartwig@Informatik.Uni-Oldenburg.DE> wrote:

>Hi,

>I am really desperatly searching an emulator for PCs which emulates
>my 1040STFM with TOS 1.4 (I thin) or 1.2.

>Up to now I tried several:

>MagicPC (full version) : problems with fileselectboxes (*)
>MagicPC (demo) : No use, due to disc only file access

I can only find the above in German, thats not a complaint BTW just
no good to me personally,

>Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
> same problems as MagicPC full version

I am using under WIN95 Gemulator96 Demo, MagiC 4.1 and Terradesktop,
in the auto folder I have NVDI 2.? and selectric file selector,
I was having problems with some filesectors that certain programs
used, but selectric solved the lot..for me, I have not tried GFA but
am having no problems with anything else, including the demo of Hisoft
Basic2,

>doesent). Using Gemini1.999(!) as a replacement makes it even worse,
>as gemini is not able to open any drives ("Error: fgetinfo failed").
>Using the supllied shell tells me: "Not enough memory to open

Yes I cant open a window to view any hardrive if I use my preffered
desktop (the excellent) Thing, I get out of memory error, and yes I am
using 16 meg, however the demos only allocate 2 meg to the emulator,
but still that should be enough,

>So please, has anyone an idea how to continue??

Sorry I have not tried GFA purely because I dont own it, NO other
reason :), just thought something in the above might help:) ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3694. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961122104057.14940A-100000@student.canberra.edu.au>
Source record: 8526

On Wed, 20 Nov 1996, Hans Wessels wrote:

> > so unpack 7 to physic , and stos would allways know where the data
> > was to unpack, no matter what
>
> No, no, I want to have the physic screen in one of the banks. This started with
> someone claiming STOS mamory banks where great thing, no need to malloc memory
> and so on. One of the things memory is used for is to hold the screen data. But
> from the stories I heard about those memory banks I undestand they are moved by
> the languages memory manager around in memory. This means you can't keep the
> adresses of much needed data in a variable, but you always have to tell wich
> bank you need on on which adress in the bank the data is.

You *can* use STOS memory banks for holding the physical screen... you
just tell the hardware to point to it! STOS memory banks are a must for
holding extended screen modes (32000 bytes). They *do* work like this, I
have used this method on the Falcon in 320*264 resolution and there are no
problems whatsoever! And I don't tell stos "use bank 7 for physic", I
just set the hardware to point to the start of the bank or half way
through (I reserve twice the needed size to have a buffer).

/"(_)"\ .---.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~).(~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `---'

3695. Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Message-ID: <572v9r$emi@news.Informatik.Uni-Oldenburg.DE>
Source record: 8527
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Hi,

I am really desperatly searching an emulator for PCs which emulates
my 1040STFM with TOS 1.4 (I thin) or 1.2.

Up to now I tried several:

MagicPC (full version) : problems with fileselectboxes (*)
MagicPC (demo) : No use, due to disc only file access
Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
same problems as MagicPC full version
STonX : Is known not to run GfA3.x
Tos2Win : Did not run (Page fault under W95)
ST??? (som efrench emulator, from the comp.emulators.fawq):
The address was inactive (No files there , no
mail reply but a timeout sending mail!)

(*) the problems seems to depend on MagiC. As long as I use Magixdesk
I can access all data from the desktop. But when I switch to GfA Basic
and try to load a file, th eselectboxes stay empty. Nevertheless I may
load a program when I type th ename blindly. But then GfA behaves bad
when trying to load a file. (sometimes it works, but mostly it
doesent). Using Gemini1.999(!) as a replacement makes it even worse,
as gemini is not able to open any drives ("Error: fgetinfo failed").
Using the supllied shell tells me: "Not enough memory to open
"<unreadable sign> but this cannot be th ecase (16M, 1,2G HD)

So please, has anyone an idea how to continue??

Please suggest help to
Ronald

ps1: I use W95 and Linux, so both platform solutions will be welcome.

--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
| http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
| SMail: Haareneschstr.2, D-26121 Oldenburg |--| __ -/ |_/ __ |
\ Tel. : 0441-71590 / /

3696. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848619511@p24.f101.n323.z205.mbh.org>
Source record: 8528

Tony Greenwood

> WOW!...Looks very comprehensive, a good book to have for most :), but

Sure it is!

> surely I wasnt the only one who was puzzled by the word/name
> "profibuch" :)

Oops, forgot to stranslate it. It's complete title is "ATARI Profibuch
ST-STE-TT", traslated it would be something like "Atari Professional Book
ST-STE-TT".

Cu, Hans Wessels

3697. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848619294@p24.f101.n323.z205.mbh.org>
Source record: 8529

Tony Greenwood wrote:

> draw all you want, you are trying to tell everyone that the sprite in
> heartland gives a false sense of being able to stand in mid air and
> not fall when it should, and actually stands somewhere but falls,
> that is an utter falsehood, it is nothing like you say, why do you feel
> the need to attack sofware like this?

I am realy sorry, but I just see it like that. When I am standing on a platform and there is some platform free on the left side of the character, so my red liquid powered processor concludes he can savely direct the figure a bit to the left and, surprice surprice, the character falls down! I don't expect Rick Dangerous quality of character control, but I think game play would be better if it would be fixed.

> sheeesh .it does not happen the way you are making it out, I dont
> mind critism at all,in fact I welcome the feedback, it helps to make

Ok, there is something wrong with the sprite data. When walking to the right against a blue background a white pixel infront op the character is periodically visible. When you walk against a wall and keep moving you can se some data in the face is distorted and also some junk data in the wall is (periodically) visible. (The data is already distorted in the sprite buffers you use.) Just to be sure, it doesn't make game play bad, nor does it say anything about the used programming language, it's just a minor flaw.

>> The thread is...STOS is the best BASIC programming language for
>> making games in 1996, and I added C to the equation just to make the
>> point,
>>
>> Still you didn't mention anything about writing GEM games in STOS. So
>> I say:
>
> Thats because it is irrelevant,

It is not, you are making a general statement, nothing excluded (I asked you "What do you mean with making games?" didn't I? And GEM games where not excluded. So your statement is wrong.

> Ho I agree totally, STOS can NOT access GEM, even though you state in
> this newsgroup that I use GEM calls ?,

I never said that! Not every OS call is a GEM call.

> hahahahahahaha yes I agree anything is better than STOS for making
> GEM games.

QED, your statement is proven to be wrong.

>....but who the F wants a GEM game ????

People with big, fast Atari computers and big harddisks. I already told that.

Bye Hans Wessels

3698. Re: Falcon Truecolor mode

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <5734t3$450@news.nevada.edu>
Source record: 8530

The Falcon's blitter in Hog mode is quite fast. However, you cannot have any interrupts running that occuply alot of CPU time or it seems that uses the DSP, like a MOD player. I have an engine that I used on the Falcon for Towers II. If you wish, I could put it somewere you can look at it.

I also have some code for blitting in TC mode with the Blitter, but I don't recall where it is.

Vince
http://jvent.pho.com

3699. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <848711864_OASIS_@swampdog.demon.co.uk>
Source record: 8531

In article <D.E.Jones-2111960944440001@144.173.2.235>
D.E.Jones@ex.ac.uk (D.E.Jones) said:-

>Hi all,
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can
>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for
>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

There's not a lot I can say without more info! What language? What are
you programming? Does it access hardware? Was it written on the STE
originally? Is the cpu in userstate - if not can peek/poke cope (some
can't)?

You can't program around a bus error as such. You need to find it.
Once found, the reason and thus the solution will usually be obvious.

If you have no access to a debugger (and they aren't much use imo)
then there's nowt like a few good old print statements to find out. I
always use the binary chop method when I'm completely flummuxed (or
too darn lazy)!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3700. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <573pbh$ho7@einstein.ebicom.net>
Source record: 8532

```
:
: The problem is that writing to the screen is NOT relevant. IF there's a
: problem with the data file, I'd rather have no results at all, or a log file
: written out - the whole purpose here is to play data files WITHOUT screen
: display.
```

Can you not redirect the output to a file? Or even into nowhere if you wish? I know I've used Geneva to run ttp programs and pipe all of the input from a script file...and the output to another file...or the printer...or whatever. It's odd (althoe I'm no programmer) that you can't redirect the screen output to another device...being a file, a null device, etc...

Brian

3701. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57400l$ekf@m1.cs.man.ac.uk>
Source record: 8533

In article <D.E.Jones-2111960944440001@144.173.2.235>, D.E.Jones@ex.ac.uk (D.E.Jones) writes:
>Hi all,
>
> I am having a problem with a program I have written, on an Atari STfm
>(1/2 meg) it crashes at a seemingly random point for no reason I can

It may seem random, but it isn't....

>find. The error is two bombs : bus error, poke or peek possibly wrong.
>The same thing does not happen on an Atari STe. Is there a reason for
>this error that I can program around? Any help or ideas would be much
>appreciated. Cheers

We are going to need more detail than that, I expect...

I guess from the words 'poke' and 'peek' that its Basic. GFA, IIRC?

What does the program do? does it use any interupt based routines? (eg. sample players, joystick / mouse reading, mod players etc.) as these are likely to cause bus errors if you do nasty things to them.

I assume you are not changing any hardware reg's. with peek/poke?

Try removing sections of your program (comment them out) and see if you can stop it from happening. Then re-introduce bits one at a time, until it starts to happen again. You will then have tracked down *part* of the problem...

Hope this is of some help...

Anthony

--
------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+------------------------------

3702. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <573vjk$egd@m1.cs.man.ac.uk>
Source record: 8534

In article <848530251@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Anthony Jacques wrote:
> > but these really are not the sort of game we are talking about, are
> > they?
>
>At the beginning of the thread Tony made it very clear game programming is game
>programming. It was a clear statement he said. When we are starting to rule out
>certain games the statement has to be changed. Maybe
>something like:
>STOS basic is the best basic for writing arcade games if you are english
>speaking and only want to write games for the ST and STe.

It all comes down to the definition of 'best'. From your previous remarks about
Tony's games (eg. no. of VBL's per game-loop) I made the assumption that one of
your criteria for a good game is one which is fast, updates the screen smoothly etc.
This is not what you get with a GEM based game.

If your definition of 'best' means that this is of no consequence, why mention
the VBL figures. Also, if following this line of reasoning, a demo would be
of no use as proof either way, as all this is showing is the speed of execution.

Anthony

(btw. if you try 'francais' into the STOS editor, it all turns into French,
so it certainly isn't just for English programmers! - and also, most
computer terminology is multi-lingual as it was invented WAY after the
languages had formed...)

--
------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+------------------------------

3703. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <574107$9a9@dux.dundee.ac.uk>
Source record: 8535

If all these other languages are so good then why do we not see many programs
released today written in them ?? Why is it so many good STOS games come out?
When did the last Gem C platformer come out ??
(Incidently if anyones got loadrunner for gem or not I would love a copy :-))
There was super tetris in GFA recently but that's all I think ???
I have Hisoft Basic 1 and it is an excellent package but haven't seen anything written it..

To move the thread on slightly are we seeing the demise of game programming on the ST??
<Cue several replies from the STOS mailing list!>

agape,
Davy

--
Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

3704. Monitor, Books & C Compiler for Sale

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: fitogar@delphi.com
Message-ID: <57424l$n4m@news2.delphi.com>
Source record: 8536

Atari ST Monitor, Books & C Compiler for Sale

HIRES Monochrome monitor, works good $55.00

Atari ST internals by Abacus Software $13.00

Atari ST 3D Graphics Programming
Concepts and Techniques By Abacus Software $13.00

Programmers Guide To GEM by SYBEX $13.00

LaserC: Original version and upgrades up to 2.1
Complete with utilities Includes Original Book $35.00

Dead Original Atari 1040 ST, open, good for parts Shipping charges

All of the above for $100.00
All books for $ 30.00
All books & Compiler $ 60.00

Terms: COD, buyer is responsible for shipping charges.

Please keep in mind I have not been in touch with the ST community in
about 6 years. I don't even know if people still use GEM as the main O/S
for the ST. I used to use a UNIX like environment.

Telephone (318) 837-1646
Direct Business line (318) 837-9807
Email address fitogar@delphi.com
I check my mail daily but not every hour, please be patient if I don't
answer for a day.

Hope this helps someone,

Tony

3705. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5743vq$gcp@m1.cs.man.ac.uk>
Source record: 8537

In article <574107$9a9@dux.dundee.ac.uk>, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) writes:
>To move the thread on slightly are we seeing the demise of game programming on the ST??

To be honest, yes. I think that the games scene is shrinking, and this is why we are seeing less games - in any language. The vast ammounts of time needed to write a good game are thought of as not worth while with the shrinking user base which is why we dont see all that many games written in pure asm. these days...

Having said that, there was enough negative feedback to convince Tony not to start doing edu. stuff and to do heartland/dimond-ice instead, so it cannot be /that/ dead.

> <Cue several replies from the STOS mailing list!>

hehehe... I was almost tempted NOT to reply. :)

Anthony

--

------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+------------------------------

3706. Bulletproof TRAP handler? (long)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b177cc$21b1.2bf@HERMES>
Source record: 8538

Does anyone have some 68k assembly source for a bulletproof trap handler that can be called from either user or supervisor mode?

I want to extend my Toolbox TSR (which is called via one of the Atari's 12 unused TRAP vectors) to allow it to be called from Supervisor mode as well as User mode, but the code I have written seems to be far from ideal. (Or am I being a bit too picky?)

Originally, it was callable from User mode, and expected function code and arguments on the 68k User stack, and the called function would receive the arguments as if they had just been JSR'd directly by the calling app.

That limitation (only callable from User mode) was due to my need to rewrite something like 2000+ lines (in 68k assembly) of Toolbox code in 24 hours after a power supply meltdown a while ago (in my TT) cost me my hard-drive and the data on it (read: it occurred two hours prior to a scheduled backup). It was easier to implement it that way than to generify it to allow calling from anywhere.

A few people have expressed interest in using the TSR with their own progs, so I would like to generify the handler so it can be called from anywhere.

At present, my (very inelegant) implementation, after detecting it has been called from supervisor mode, copies six longwords from the supervisor stack onto the user stack and then points the SSP at the data prior to JSRing to the called function. (This way the saved registers and trap frame [on the supervisor stack] are preserved).

However, this implementation feels very inelegant, and will definitely cause problems with called functions needing more than six longwords of parameters. AFAICR, none of my code requires more than 20 bytes (5 longwords) of params, but I could be wrong on that point, though.

A further complication is that the TSR is extensible, and so extension modules loaded at boot time (for such things as bitmap expansion of an image, disc editing tools, and suchlike) may be called. This is all handled (faultlessly) in the code which disambiguates the function number.

I can't guarantee the re-entrancy of the code, though. (BTW: Are there any OS's for the Atari which allow pre-emption when in supervisor mode?)

Here is (roughly) what my code looks like in Devpac 3.1:

(BTW: I am doing this from memory - I don't have the source code handy, as I am running my TT in monotasking mode as Connect 2.46 is somewhat more reliable when monotasked than my usual Mint 1.14/AES 4.1 multitos setup)

```
; "is it a toolbox call" has run, and it has determined that
; it is a genuine Toolbox call. It then branches to this

movem.l reglist,-(sp) ; save regs
move.l usp,a5 ; save user stack
move.l usp,a6 ; get user stack
moveq #6,d7 ; trap frame size
cmp.l #68010,_cpu ; are we using an '010 or better?
blo.s .68k ; nope - just a plain 68k
addq.w #2,d7 ; increment frame size for '010+ cpus
.68k btst #13-8,trap_sr(sp) ; check if we are called from supervisor
beq.s .user ; nope - user call
move.l trap_sr+24(sp,d7.w),-(a6) ; copy param #6 to user stack
move.l trap_sr+20(sp,d7.w),-(a6) ; copy param #5
...
move.l trap_sr+4(sp,d7.w),-(a6) ; copy param #1
move.l trap_sr+0(sp,d7.w),-(a6) ; copy function number
move.l a6,usp ; point user stack at params
.user

; disambiguate function number (at address pointed to by USP)

; a4 will now contain address of function that will be called

move.l (a6)+,a3 ; lose function number from stack frame
exg a6,sp ; save SSP in a6, point SSP at params
jsr (a4) ; call function
exg a6,sp ; restore SSP
move.l a3,-(a6) ; restore function num in stack frame
move.l a5,usp ; restore USP
movem.l (sp)+,reglist ; restore saved regs
rte ; return to caller
```

A typical call to the Toolbox is as follows:

```
tlbxProcessor:
pea buffer ; buffer to be filled in with CPU, FPU
move.l #$430,-(a7) ; function number
moveq #0,d0 ; interface
moveq #$10,d1 ; interface (MAGIC number)
move.l d0,a0 ; interface
move.l d0,a1 ; interface
trap #0 ; call toolbox
addq.w #8,a7 ; fix stack
```

(The Toolbox call interface requires d0,a0,and a1 to be zero, and d1 to be $10. I sort-of had ideas for the zeroed registers when I designed the Toolbox interface, and am still mulling over which variant will succeed and become the newer interface)

In this case, "buffer" will be filled in with the CPU and FPU installed in the computer.

Having this function in the TSR allows me to have one call in my app which can interrogate the computers processors, regardless of TOS version, and free of the "incorrectly programmed FPU cookie" bug in all versions of TOS 3.x and 4.x that I am familiar with (in essence TOS programs it to say "there's one there, but I can't work out which FPU it is"). As a side effect, depending on the software you use, the system speeds up by about 5-to-10 percent when the FPU cookie is correctly programmed.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3707. Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: bjorn@worldaccess.nl
Message-ID: <57491b$sui@easy2.worldaccess.nl>
Source record: 8539

```
How can I create my own homepage? Must I use ST-Guide then?
I'm really interested in it, I hope someone can answer my
question or have some serious suggestions!!

Bye Bye,
```

Bj&#65533;rn van den Berg

3708. Re: More Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295ca9c.16865659@news.airtime.co.uk>
Source record: 8540

On Thu, 21 Nov 96 23:22:12 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > there old machines they obviously wanted to get away from, it would
> > seem they have no choice?
>
>Indeed. The number of games making use of the special abilities of a certain
>power machine is very low and probably zero, because there is more variety in
>the hardware. Normal ST(e)'s are a nice standard, but even on a falcon you can't
>be sure about the bus and processor speed.

I would very very much like to program a Falcon, I don't mean make
things compatable, I mean actually get to grips with the extras and
make something that needs maybe 3-4meg of memory and lots of hd,
something spectacular....

> > this english speaking side of things?, whats wrong?
>
>Nothing, but at the moment you are going to make general statements like you
>did, you have to be sure it will hold for the whole Atari community.

I think we all have to make acceptions for the way each of us
explains or tries to get a point accross, I doubt its very easy to say
something and it be totally understood by everyone in the world, It
would seem that most people in these newsgroups and indeed on the
internet or either students or ex students and therfore (supposedly)
educated, so they tend to pull up those with shall we say less of an
education,

> > and show that there BASIC is better for making games, something you
> > have fantastically failed to do :)
>
>I am trying to catch some German game enthusiats so they can update me about
>new games written in serveral languages but there is still no answer from them.
>I'll keep you informed on this point.

hehehe I shan't hold my breath, I have the greatest respect for all
programmers, and we already agreed that a lot of the best software
does seem to come from germany, at least by volume? not "all" the best
BTW, but I seriously doubt wether anyone from Germany or elsewhere are
making a stonkin good atari game in BASIC?, that's just an opinion.

> > documentation, manual, or a demo maybe?, where is it available and
> > prices maybe? if you don't mind me asking ,:)
>
>No, there is only a German adress in the review. But I think it German only,
>just like 3.5, the last update I have.

haa, a shame, I have tried a few BASICs just lately, would have liked
a dabble with the one you seem to prefer :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3709. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3295cfac.18162110@news.airtime.co.uk>
Source record: 8541

On Fri, 22 Nov 96 00:09:28 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>I am realy sorry, but I just see it like that. When I am standing on a platform
>and there is some platform free on the left side of the character, so my red
>liquid powered processor concludes he can savely direct the figure a bit to the
>left and, surprice surprice, the character falls down! I don't expect Rick
>Dangerous quality of character control, but I think game play would be better if
>it would be fixed.

naaaagh it looks like we will have to disagree, I was not very
pleased that you wrote in such a way that anyone who has not seen
HEARTLAND will have gained a very false impresion from your posting,
don't you think ?
I have recieved enough good feedback to not only make an improved
followup DIAMOND-ICE (now ready for game testing) but to not hold too
much store by your comments, I do feel you went over the top with your
description, but you have that right I suppose ,

>Ok, there is something wrong with the sprite data. When walking to the right
>against a blue background a white pixel infront op the character is periodically

eh?...this is all news to me ?

>the face is distorted and also some junk data in the wall is (periodically)

I am flabbergasted!...I have no idea what you are refering to, but as
soon as I kick the kids off the ST I will be checking, my game testers
must be as blind as bats hey ? :)

> > Thats because it is irrelevant,
>
>It is not, you are making a general statement, nothing excluded (I asked you
>"What do you mean with making games?" didn't I? And GEM games where not
>excluded. So your statement is wrong.

Exactly, GEM games are certainly not excluded, but you seem to be
trying to make the point that in order for a game to be the best, it
has to be GEM, and that I am afraid is laughable, I am not excluding
GEM, but I have not seen a good GEM game made this year written in
BASIC...have you ?, there are some of us who not only dislike GEM but
would rather not have anything at all to do with it, personally I hate
GEM, Personally I prefer software that does not use GEM,

> > Ho I agree totally, STOS can NOT access GEM, even though you state in
> > this newsgroup that I use GEM calls ?,
>
>I never said that! Not every OS call is a GEM call.

Well to be honest it confuses me, I do not know enough about GEM, I thought xbios calls where GEM related, I take back anything I said on the subject and will try not to talk about things I have no knowledge of :), seriously :)

> > hahahahahahaha yes I agree anything is better than STOS for making
> > GEM games.
>
>QED, your statement is proven to be wrong.

QED ?

> >....but who the F wants a GEM game ????
>
>People with big, fast Atari computers and big harddisks. I already told that.

Yeagh you did, and EVERYONE who has contributed to this thread has dissagreed with you....
Give someone with a nice big atari with a hard drive, the option between a GEM version of breakout or tetris or whatever else a GEM programmer can stretch to in the games department, then give him the choice of something spectacular thats none GEM, I won't tell you the answer, I will let you work that one out,hehehe

Your turn :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3710. Re: More Atari Computing

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: M&#65533;rten Lindstr&#65533;m <marten.lindstrom@skelleftea.mail.telia.com>
Message-ID: <01bbd8d5$a8be5460$LocalHost@u91000355>
Source record: 8453

Hans Wessels <mr_ni@mbh.org> wrote in article
<848527310@p24.f101.n323.z205.mbh.org>...
[among other things]
> Ofcourse, it's a German newsgroup. Stunning, a bunch of german Atari
users are
> cabable of producing more messages than the english speaking 'the rest of
the
> world'.

This in itself may not be so stunning as it first seems. I read some years ago (I cannot remember where) that about half of all the computers sold by Atari worldwide went to Germany (and, furthermore, those sold there were on the average heavier models - megas, TTs etc - than elsewhere). THAT, admittedly, IS stunning (if true) and so is the circumstance that the American "home land" of Atari doesn't seem to have more Atari computers/users than Britain or France with less than a fourth of the US population. All this may possibly be explained by Europeans in general and Germans in particular being more clever and progressive than the conservative Americans. But, seriously speaking, I think it may also have something to do with Atari selectively targeting the European and in particular German market (at the expense of the American one), apparently because they felt they could get more money here.

So half of the Atari community may actually BE German, which would well explain why an Atari news group in German (BTW, I missed the message with the name of this group) could be more prosperous than the "rest of the world" one in English; some of the rest-of-the-world citizens (did I say the French?) don't much like to speak English I've heard :-).

. . _
|\ |\ (_) \
| \ | \ ,--. . ,- -+- ,--. .,--.
| \| \ .--\ \ \ __/ \ \
| ' \ \ \ \ \ \ \ \
' ` `--'` ' ` `--' ' ` `

M&#65533;rten Lindstr&#65533;m, Sweden

3711. Searching TOS image

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Message-ID: <575rh4$bms@news.Informatik.Uni-Oldenburg.DE>
Source record: 8454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

Hi,

as I am trying desperatly to run an emulator together with GfA3.07 I need a TOS image 1.4 or 2.0.

I DO have an image 1.02(!) but it doesn't work with gemulator and probably won't work with all the other emulators.

MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file handling is broken, so I cannot access files properly via fileselectbox or direct input (even though it READS the files, it fails to list them or to detect the EOF properly :(((((

So please, is there any TOS image around? It would not be copyright violation as I DO own an ST.

PLease help
Ronald

ps: I would need an ftp access to it . I am not used to BBSs systems. I can offer a ftp space here, where YOU could download it too as well.
--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
| http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
| SMail: Haareneschstr.2, D-26121 Oldenburg |--| __ -/ |_/ __ |
\ Tel. : 0441-71590 / /

3712. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848708225@p24.f101.n323.z205.mbh.org>
Source record: 8455

Tony Greenwood wrote:

> naaaagh it looks like we will have to disagree, I was not very
> pleased that you wrote in such a way that anyone who has not seen
> HEARTLAND will have gained a very false impresion from your posting,
> don't you think ?

Yes, I think exaggeration mode was on. Still I like to do something like this:
(ASCII 'Art?' mode on)

```
############ <---- platform to be jumped to

__
('')
/( )\ <---- play character
AA
########## <---- platform it is standing on
```

(SCII Art mode off)

Sitation: the play character is standing on the extreme right position of the lower platform (with its right foot more or less not completely supported by the platform) and it wants to jum up to the platform above it. The two platforms are not overlapping but where the first ends the second starts. So we just jump (not moving the character to the left or right) and glory glory, the stands on the upper platform (with its left foot more or less not completely supported by the platform).

> I have recieved enough good feedback to not only make an improved
> followup DIAMOND-ICE (now ready for game testing) but to not hold too
> much store by your comments, I do feel you went over the top with
> your description, but you have that right I suppose ,

> I am flabbergasted!...I have no idea what you are refering to, but as
> soon as I kick the kids off the ST I will be checking, my game
> testers must be as blind as bats hey ? :)

Need a very niggling (on certain points) beta tester?

> Exactly, GEM games are certainly not excluded, but you seem to be
> trying to make the point that in order for a game to be the best, it
> has to be GEM, and that I am afraid is laughable, I am not excluding

Still there is the catagory GEM games and programming languages which can be used for writing those games. Arcade games are the hardest to do in GEM and you will never get the performance in GEM like you can get by going directly to the hardware. But there are more catagories of games.

> GEM, but I have not seen a good GEM game made this year written in
> BASIC...have you ?, there are some of us who not only dislike GEM but

No, I haven't seen any new game this year unitl we started the thread. But your statement was so common that I was sure I could shootat least some holes in it.

> would rather not have anything at all to do with it, personally I
> hate GEM, Personally I prefer software that does not use GEM,

Buy a DOS computer? :-)

>> hahahahahahaha yes I agree anything is better than STOS for making
>> GEM games.
>>
>> QED, your statement is proven to be wrong.
>
> QED ?

Quod Erat Demonstradum, I think it has to be traslate like 'What had to be proved'.

> Give someone with a nice big atari with a hard drive, the option
> between a GEM version of breakout or tetris or whatever else a GEM
> programmer can stretch to in the games department, then give him the
> choice of something spectacular thats none GEM, I won't tell you the
> answer, I will let you work that one out,hehehe
Who will program it for them? Do you know how to acces the PCI graphics card in a Hades? Would you write a game special for those few Hades users? The only games that will work are GEM games!

> Your turn :)
e2-e4 (Just compile GNU chess, it's C and will blow any STOS chess away, I think but then again, never seen a STOS chess.)

Hans Wessels

3713. Re: Bulletproof TRAP handler? (long)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848708210@p24.f101.n323.z205.mbh.org>
Source record: 8456

Gaven Miller wrote:

> At present, my (very inelegant) implementation, after detecting it
> has been called from supervisor mode, copies six longwords from the
> supervisor stack onto the user stack and then points the SSP at the

Please, leave the user stack intact, because you can't be sure it's in use as a stack by the user program. The user program may use the stack-pointer just like any other adres register. (I frequently do so.)

Why not:

```
movem.l reglist,-(sp) ; save regs
move.l usp,a5 ; save user stack
moveq #-6,d7 ; trap frame size
cmp.l #68010,_cpu ; are we using an '010 or better?
blo.s .68k ; nope - just a plain 68k
subq.l #2,d7 ; increment frame size for '010+ cpus
.68k:
btst #13-8,trap_sr(sp) ; check if we are called from supervisor
beq.s .user ; nope - user call
lea trap_sr(sp,d7.w),a6 ; position of data on the stack
move.l a6,usp ; user stack points at params
.user:
....
```

Maybe fist figure out if it was a user call or not and after that bothering about the processor type:

```
movem.l reglist,-(sp) ; save registers
btst #13-8,trap_sr(sp) ; user call?
move.l usp,a5 ; save usp, so you can always restore it
beq.s .user
lea -6+trap_sr(sp),a6 ; position of data on stack
cmp.l #68010,_cpu ; test processor
blo.s .68k
subq.l #2,a6 ; correct position
.68k:
move.l a6,usp ; usp is now correct
.user:
```

You can't use the user stack as stack anymore, because pushing things on the stack will distroy your stackframe making a rte a call to nirvana.

Bye, Hans

3714. Re: Bulletproof TRAP handler? (long)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: f92sk@efd.lth.se
Message-ID: <576np1$kgn@news.lth.se>
Source record: 8457

In article <b177cc$21b1.2bf@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>A further complication is that the TSR is extensible, and so extension
>modules loaded at boot time (for such things as bitmap expansion of an
>image, disc editing tools, and suchlike) may be called. This is all
>handled (faultlessly) in the code which disambiguates the function number.
>
>I can't guarantee the re-entrancy of the code, though. (BTW: Are there
>any OS's for the Atari which allow pre-emption when in supervisor mode?)

Fenix does to some extent. In Supervisormode ipl-level 2 is preemptive
while higher ipl-levels are not. This to avoid preemption of interupt-
handlers and maintain compatibility with MiNT applications.

I would not recommend using the spare traps for anything since Fenix is using
them to speed up dispatch of kernel funtions. Using spare traps will
effectivly make your programs incompatible with Fenix.

Fenix has three different library schemes ranging from shared libraries to
application-to-application communication and object embedding. Applications
that wants to make some of their capabilities accesible from other applications
can use these schemes.

Regards
Sven Karlsson

Student of Engineering Physics at Lund Institute of Technology, Sweden

Soft- and Hardware developer @ Istari Software
Current project: Code ,an interactive development tool for video
game consoles including Editor,Debugger and Assembler
Fenix, a new OO OS for Atari compatible computers.
E-mail: f92sk@efd.lth.se
WWW: http://www.efd.lth.se/~f92sk

3715. Toggle Switches

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <534_RCain@nest.demon.co.uk>
Source record: 8458

Hi stosser@airtime.co.uk, on 20 Nov 96 you wrote:

s> This little thread came out of the BASIC thread...so should I know
s> what a "toggle switch" is ? because I dont?

You youngsters don't need to know :)

On the earliest computers programs were entered on the engineers' console by first setting the bit pattern of the address on a bank of toggle switches then by setting the data to be entered at this address.

You really learned the value of "dry-run" de-bugging in those days! Anything to reduce the number of times you had to go through this ball-breaking procedure.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3716. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn59cgch.3l.asmolar@smol.fast.net>
Source record: 8459
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 22 Nov 96 01:02:40 GMT, Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
wrote:
>Hi,
>
>I am really desperatly searching an emulator for PCs which emulates
>my 1040STFM with TOS 1.4 (I thin) or 1.2.
>
>Up to now I tried several:
>
>MagicPC (full version) : problems with fileselectboxes (*)
>MagicPC (demo) : No use, due to disc only file access
>Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
> same problems as MagicPC full version
>STonX : Is known not to run GfA3.x
>Tos2Win : Did not run (Page fault under W95)

Since the problem seems to be related to magic, why don't you try using
a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
work)
STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
know why it wouldn't work.

3717. Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f7d_9611231451@conchbbs.com>
Source record: 8460

```
m > No, I think you have messed you bombs up. Word or longword
m > reads from a uneven adres causes an adress error. And an
m > adress error causes three (3) bombs.

So it does. Sigh, it WAS a long time ago.

A likely culprit would be messing up the stack then doing an RTS.
Maybe the STe and STfm use different supervisor stack sizes.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3718. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3297622d.35410064@news.airtime.co.uk>
Source record: 8461

On Sat, 23 Nov 96 01:16:54 +0100, in comp.sys.atari.programmer you
wrote:

> > HEARTLAND will have gained a very false impresion from your posting,
> > don't you think ?
>
>Yes, I think exaggeration mode was on. Still I like to do something like this:

The above, then more ascii art <?>:(why not a real game, because
until you show me a game written in sonething other than STOS and
written this year, and stop simply trying to rip my games apart, then
you have no chance of winning this debate, show me !

>(ASCII 'Art?' mode on)

snip yawn.....

> > testers must be as blind as bats hey ? :)
>
>Need a very niggling (on certain points) beta tester?

I will pass your comments on to the current testers, some of whome
are watching this thread and wondering what you are on about :)

> > Exactly, GEM games are certainly not excluded, but you seem to be

>Still there is the catagory GEM games and programming languages which can be
>used for writing those games. Arcade games are the hardest to do in GEM and you
>will never get the performance in GEM like you can get by going directly to the
>hardware. But there are more catagories of games.

of course, so we are agreed, gem is not excluded and indeed never has
been, only you seem intent on saying it is/isn't, gem is included, but
that does not alter the plain fact that the best BASIC for making
games in 1996 is STOS...you said yourself there are other catagories,
so you cannot exclude STOS just because it doesn't use bland boring
GEM?

>No, I haven't seen any new game this year unitl we started the thread. But your
>statement was so common that I was sure I could shootat least some holes in it.

And you made a gallant attempt :), useless but gallant :)

> > would rather not have anything at all to do with it, personally I
> > hate GEM, Personally I prefer software that does not use GEM,
>
>Buy a DOS computer? :-)

I did, thats what I am writing this on ? na na na naaaa na hehehe

But for the five years or so previous, I managed quite nicely to use
my computer nearly all day long, and not use gem for most of that time
:)

> > Give someone with a nice big atari with a hard drive, the option
> > between a GEM version of breakout or tetris or whatever else a GEM
> > programmer can stretch to in the games department, then give him the
> > choice of something spectacular thats none GEM, I won't tell you the
> > answer, I will let you work that one out,hehehe
>Who will program it for them? Do you know how to acces the PCI graphics card in
>a Hades? Would you write a game special for those few Hades users? The only
>games that will work are GEM games!

Find a hades user who wants a game, ask him the above, ask him which
he would prefer, we both know the question and we both know the
answer,

> > Your turn :)
> e2-e4 (Just compile GNU chess, it's C and will blow any STOS chess away,

e2-e4 is not a valid move, the move is e4 on its own as it is quite
obvious what peice would have to be moved there ?

>I think but then again, never seen a STOS chess.)

Neither have I....And it took you 2 weeks to find a GEM game, and its
Chess :)))) goood one Hans haha

Here is one of my other sigs,

Cheers.....!ynoT.........IECG Member, Rating 800
Internet Email Chess Group, WorldWide Membership

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3719. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3297625a.35455165@news.airtime.co.uk>
Source record: 8462

On Fri, 22 Nov 96 23:33:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Yep RESERVE AS WORK 7,64000
> > BNK=START(7)
> > REPEAT
> > PHYSIC=BNK :WAIT VBL
> > BNK=BNK+1280
> > UNTIL FALSE
> >
> > And hey presto, cheap hardware scrolling at 8 pixels on a FM, can be
> > done at 4 pixels but uses twice the memory :)
>
>Ok, source code now we're getting somewhere. Two questions:

We are getting nowhere, bits of example source and ascii art and
ripping my games apart go no where in your quest to try and prove that
STOS is not the best BASIC for making games in 1996

>1: How do you align your screens?
>
>Screen memory has to start on a 256 byte boundary on a plain ST. I don't see
>any aligning. In omikron I would do something like:

You reserve a bank, STOS does the rest :)

> Scr=memory(64256) ' Get some memory
> scr+=256 ' anticipate round down
> scr=scr and $ffff00 ' get 256 byte boundary

and thats the same as reserve as work 7,64256 hmmmmmmm?

> repeat
> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate videobase
> lpoke $ff8200,scrp ' poke directly into hardware register
> wvbl ' wait for vbl
> scr+=1280 ' change offset
> until(0)

wow, they say you cant beat the old way?....I think mine was simpler,
don't you?

>2: What if banks get delete around bank 7? The memory manager of STOS will move
>the bank in memory and so your screen data will be moved, resulting in the wrong
>memory will be displayed. So will something like this work?

your wrong, I really do wish you would stop thinking you know how
STOS works, you have no idea, I would not dream of trying to

understand your ormikron

7 will always be the start of bank 7, no matetr how much deleting,
reserving loading or erasing you do, say bnk 7 or start(7) or whatever
and stos will go straight to it.

>
> reserve as work 6,10000

snip..wow all those pokes, and you have the cheek to suggest I may use
so many, there is not one single poke or peek in heartland,
I have never in my life had to garbage collect, if that was an
example of your BASIC then I would strongly suggest you upgrade as
quick as possible to STOS BASIC, the days of spectrum and poking
everything are long gone you know :)

> wait vbl ' screen should be white

we have a command called floodpal...ho you really dont know what your
missing

its no use banging a long line of peeks and pokes and expect someone
who is long past that sort of programming to folow it, tell me what it
was supposed to do and I will write the same code in a lot less
commands and simpler for anyone to follow,

WHERES THE GAME THATS BETTER THAN STOS ???

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3720. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: Yves Pelletier <ypell@CAM.ORG>
Message-ID: <Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>
Source record: 8463

On Thu, 21 Nov 1996, Rich Tietjens wrote:

> Yves Pelletier <ypell@CAM.ORG> wrote:
> >
> >Not that I would be able to implement this or anything, but when
> >I read Rich's proposal I thought it might be feasible through
> >..XDD or .XIF MiNT extensions, in which case you would be able to
> >bypass the desktop "install" altogether.

> The only real problem with that is that it requires MiNT. I'm looking for a
> way to extend singleTOS - MiNT has so many incompatabilities that it totally
> defeats the purpose of having it installed for me.

Man, you're hard to please... :-)

I find your assessment of MiNT (incompatible? How so?) somewhat
harsh, but hey, it's your mileage. Not to sound argumentative,
but, for what I do, MiNT only very rarely gives me problems of
any sort, and I use it almost all the time.

OK then, maybe what you are looking for is an .ACC, or maybe a
combination of an ACC and a TSR. The TSR could intercept
double-clicks on certain file types, and the ACC could (I
presume) play the sound without taking over the video. Not being
a programmer, that's about as far as I dare go.

Yves

3721. Re: Das Profibuch

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848789168@p24.f101.n323.z205.mbh.org>
Source record: 8464

Blair Dean wrote:
>
> This is the german version of the Compendium, isn't it??
>

Yes basicly it is, althoug the compendium is newer and covers the falcon too. I haven't seen a Atari Compendium so I don't know how they compare.

Bye, Hans Wessels

3722. PARX Company on the Web

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: herve@alpes-net.fr
Message-ID: <998herve@alpes-net.fr>
Source record: 8465

Hi,

Get more news about PARX and their Atari products on the Web site :

http://www.parx.fr

Regards,

--
Brain Disengaged; Call Back Tomorrow.

Herv - Herve@parx.frmug.fr.net

--- JetMail 0.99beta22
* Origin: --==> THE BBS for ATARI <==-- Paris, France (NeST 90:800/1)
SEEN-BY: 90:8/0@nest.ftn 800/0 1 99
PATH: 90:800/1@nest.ftn

--

3723. Re: Release tips

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-23 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <577unh$f3q@dux.dundee.ac.uk>
Source record: 8466

Tony Greenwood (stosser@airtime.co.uk) wrote:
: WHAT ELSE?: Suggestions?.................
How 'bout a little add in shopper / Micromart etc??
Or even in local press?? Doesn't cost much more than sending a disk.
Anyone tried this ??

Davy

--
Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html

3724. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961124210432.29764A-100000@student.canberra.edu.au>
Source record: 8467

On Fri, 22 Nov 1996, Hans Wessels wrote:

> Ok, source code now we're getting somewhere. Two questions:
> 1: How do you align your screens?
>
> Screen memory has to start on a 256 byte boundary on a plain ST. I don't see
> any aligning. In omikron I would do something like:

STOS reserves memory banks on the 256-byte boundary and rouns up the
length of the reserved memory up to the next 256 bytes.

> 2: What if banks get delete around bank 7? The memory manager of STOS will move
> the bank in memory and so your screen data will be moved, resulting in the wrong
> memory will be displayed. So will something like this work?

Yes it does, I just checked it! Why it works is beyond me... STOS must
have a look at what is using that bank?

> Just curious.

So was I actually :)

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

3725. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GKYLDFUSUp@tos.ak.planet.gen.nz>
Source record: 8468

In <56qeo4$c1i@ornews.intel.com> wrote :

>> how do you retrive the command line info
>
>x$=COMMAND$
>
>That's it. Then parse x$ to suit yourself.

The only problem is that the commandline is changed to upper case when you
retrieve it via COMMAND$. Of course in many cases this will not matter.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

3726. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32983313.5187850@news.airtime.co.uk>
Source record: 8469

On Sun, 24 Nov 96 11:58:28 NZST, mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:

>>> how do you retrive the command line info
>>
>>x$=COMMAND$
>>
>>That's it. Then parse x$ to suit yourself.

tried that, i get an actual command line on screen, like you would with an app or ttp?

how do i get a fileselector on screen, thats the biggy no one will answer ?????????

thanks :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3727. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848839708@p24.f101.n323.z205.mbh.org>
Source record: 8470

Tony Greenwood wrote:

> The above, then more ascii art <?>:(why not a real game, because
> until you show me a game written in sonething other than STOS and
> written this year, and stop simply trying to rip my games apart, then
> you have no chance of winning this debate, show me !

I am trying to discuss gameplay right now. Is the only thing on your mind this basic game better than STOS?

> I will pass your comments on to the current testers, some of whome
> are watching this thread and wondering what you are on about :)

Is there some garbage in the sprites like I discribed, or do have I a bad copy of your game? I double checked the archive. All crc's are correct and still I have this garbage in the sprite when I am walking to the right.

> of course, so we are agreed, gem is not excluded and indeed never has
> been, only you seem intent on saying it is/isn't, gem is included,
> but that does not alter the plain fact that the best BASIC for making
> games in 1996 is STOS...you said yourself there are other catagories,
> so you cannot exclude STOS just because it doesn't use bland boring
> GEM?

If you whish to uphold your statement... Yes!

> Find a hades user who wants a game, ask him the above, ask him which
> he would prefer, we both know the question and we both know the
> answer,

I know one, it's Wout Klaren, you know, the guy from the Tera Desktop. I asked him just that question. He doesn't care, as long as the game works. Shall I try heartland on his machine?

> e2-e4 is not a valid move, the move is e4 on its own as it is quite
> obvious what peice would have to be moved there ?

Yes, it is. But the possibility of short notation doesn't make the same move written in long notation a invalid move, does it?

> Neither have I....And it took you 2 weeks to find a GEM game, and its
> Chess :)))) goood one Hans haha

Correction, GNU chess is a commandline game. There are GEM version, but compile the sources from the internet and you will get a commandline game. But you are right, it's another axample of a game I can compile today using C and that can't be done in STOS. Or are we going to rule out these types of games too?

Bye, Hans Wessels

3728. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <3298B124.59D0@nh.ultranet.com>
Source record: 8471
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Tony Smolar wrote:
>
> On 22 Nov 96 01:02:40 GMT, Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
wrote:
> >Hi,
> >
> >I am really desperatly searching an emulator for PCs which emulates
> >my 1040STFM with TOS 1.4 (I thin) or 1.2.
> >
> >Up to now I tried several:
> >
> >MagicPC (full version) : problems with fileselectboxes (*)
> >MagicPC (demo) : No use, due to disc only file access
> >Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
> > same problems as MagicPC full version
> >STonX : Is known not to run GfA3.x
> >Tos2Win : Did not run (Page fault under W95)
>
> Since the problem seems to be related to magic, why don't you try using
> a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
> work)
> STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
> know why it wouldn't work.
What image needs to be replaced, I have a few TOS images but am unsure
what to replace. There are two files with the tos extension in the
Gemsys folder. If I could use the TOS image I'd be able to use the
emulator in English!!!!

3729. Re: Searching TOS image

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <3298B3EA.48DE@nh.ultranet.com>
Source record: 8472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

```
Ronald Hartwig wrote:
>
> Hi,
>
> as I am trying desperatly to run an emulator together with GfA3.07 I
> need a TOS image 1.4 or 2.0.
>
> I DO have an image 1.02(!) but it doesn't work with gemulator and
> probably won't work with all the other emulators.
>
> MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file
> handling is broken, so I cannot access files properly via
> fileselectbox or direct input (even though it READS the files, it
> fails to list them or to detect the EOF properly :(((((
>
> So please, is there any TOS image around? It would not be copyright
> violation as I DO own an ST.
>
> PLease help
> Ronald
>
> ps: I would need an ftp access to it . I am not used to BBSs
> systems. I can offer a ftp space here, where YOU could download it too
> as well.
> --
> / EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
> | http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
> | SMail: Haareneschstr.2, D-26121 Oldenburg |--| \__ -/ |_/ \__ |
> \ Tel. : 0441-71590 / /
I have many TOS images, I myself would like to use them with Gemulator.
I'll trade the Tos images for the names of the files to replace and how
to get it working with these images. :]
```

3730. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32989ec9.8791039@news.airtime.co.uk>
Source record: 8473

On Sun, 24 Nov 96 12:39:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > You reserve a bank, STOS does the rest :)

>Does STOS know you are going to use the memory as screen memory? No, don't

YES IT DOES, for crying out load!

The difference between permanant and temp is that if you save your
basic listing, the banks will save with it if permanant,

Reserve as screen = temporary screen
reserve as dscreen = permanant screen
reserve as work = temporary work area
reserve as data = permanant work are

Then I can also reserve as music, charactor set, 3d, sprite
and stos will know exactly what to do with them, it will allways know
there start address and size and whatever

>think so. Does STOS automaticly alaign memory banks to 256 bytes offsets so

yes....so there!

> >> Scr=memory(64256) ' Get some memory
> >> scr+=256 ' anticipate round down
> >> scr=scr and $ffff00 ' get 256 byte boundary
> >
> > and thats the same as reserve as work 7,64256 hmmmmmmm?
>
>No, only the first line is. The second and third line are to make sure my
>screens adress will be aligned to a 256 byte boundary.

then IT IS THE SAME as all I need to do is reserve the bank and STOS
does the rest....why didnt you beleive me?

>
> >> repeat
> >> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
> >> videobase lpoke $ff8200,scrp ' poke directly into hardware
> >> register wvbl ' wait for vbl
> >> scr+=1280 ' change offset
> >> until(0)
> >
> > wow, they say you cant beat the old way?....I think mine was simpler,
> > don't you?
>
>Mine is faster. And speed is al you need to get good arcade games.

really, how the heck do you know ?????????????

I reserve all my banks and the rest in a routine called SETUP , the
main loop that uses speed will not have any memory being reseved etc,
you dont need that extra kick of speed until the main loop

> > 7 will always be the start of bank 7, no matetr how much deleting,
> > reserving loading or erasing you do, say bnk 7 or start(7) or
> > whatever and stos will go straight to it.
>
>STOS will, but does the hardware know? Does STOS start to move around banks in

yawn...how many times?

>As you told me I don't no how to program STOS, so I don't know how your memset
>command is called. (Probably it depends on which extension you use).

Extensions are upgrades to STOS programming launguage , just like any
other language gets upgraded, waddaya mean it depends on which
extension? stop being a baby,

> > quick as possible to STOS BASIC, the days of spectrum and poking
> > everything are long gone you know :)

>Sometimes it's still the fastest way to do things.

Sometimes ? :)

>We are not messing with palletes, we are messing with screen memory. Changing
>the pallete is not an option here. Your comments suggest you haven't the
>slightest idea where I am talking about.

Well you got that right!...I had absoloutly no idea what your list of
pokes where meant to do, we are using diferent BASICs, STOS the
upgraded 1996 BASIC, and your old one that would seem to rely on being
poked to death?

>Did you read the comments? I am allocating three memorybanks. 6,7,and 8. Bank
>number saven is used as screen memory. I fill banks 6 and 8 with zeros. I fill
>bank 7 with $ff's. But you don't have to understand poke's and peeks, STOS will,
>as poke and peek is one of the commands available in all basics.

so your long list of peeks etc that resembled an old spectrum listing
is just a round about and confusing way of :.....

reserve as (whatever type or size bank i want)
reserve as
reserve as :rem 3 banks
fill start(?) to length(?), 0...or f or whatever

> > WHERES THE GAME THATS BETTER THAN STOS ???
>
>I am trying to understand the concept of STOS memorybanks. Just out of
>curiosity, because someone said STOS memorybanks where such a great thing. Are
>you willing to help me on this subject please continue in this thread. If all

hahaha thats a laugh, you telling me to leave a thread, hahahahaha

>questions I ask are going to be answered by shouting 'Where's the game that's
>better than STOS???' please leave this thread and I will try to find a coder
>that does know how his programming language works.

hahahaha like you know what your talking about, your trouble is that
you are only capable of talk,
I thought we where having an adult debate, looks like i am wrong,
every thread you have been in so far you have tried by whatever means
that you can to weasel out of putting your skills where your mouth is,

Ok i will leave this thread with pleasure, you can stay in it and
talk to yourself until you actually win a debate, probably take you
ages hehehe

I might see you again in the STOS debate if you ever get up enough
guts to stop talking and start proving what you say?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3731. Ste to FM

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3298b469.14328036@news.airtime.co.uk>
Source record: 8474

Is there any way to make my STe think it is an FM

I regularly use FIGGY that will make my 4meg into a half or 1 meg but
wondered if it was possible to make it think its a FM

For software testing you see:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3732. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GKYWEAAFUP@alkor.sax.de>
Source record: 8475

In <3295cfac.18162110@news.airtime.co.uk> Tony Greenwood wrote:

First of all,

Tony: I've downloaded your games (Multi Pakman, HERO, Heartland),
and (after some trouble) I was very impressed. The look is a little
homemade, but the gameplay is very good.

What are my troubles?

- Multi Pakman & HERO doesn't run from HD.
- All three games are not full synchronised to the VBL,
because they are unplayable with my T-28 speedup board.
The sprites are jumping around very nervous, game control (especially
Multi Pakman) is impossible, because it's too fast.
If I toggle back to 8 MHz, all is OK.
- If I start the games not from ST low (I use usual ST high or better) the
screen is trashed and the system hangs.

>On Fri, 22 Nov 96 00:09:28 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>>I am realy sorry, but I just see it like that. When I am standing on a platform
>>and there is some platform free on the left side of the character, so my red
>>liquid powered processor concludes he can savely direct the figure a bit to the
>>left and, surprice surprice, the character falls down! I don't expect Rick
>>Dangerous quality of character control, but I think game play would be better if
>>it would be fixed.

The reason is simple: The sprite is wider than the raster of the playground!

```
__
('')
/( )\ <---- play character
AA
########## <---- platform it is standing on
I I I <---- raster width
```

>
>>Ok, there is something wrong with the sprite data. When walking to the right
>>against a blue background a white pixel infront op the character is periodically
>
> eh?...this is all news to me ?

I can confirm this bug.

>>the face is distorted and also some junk data in the wall is (periodically)
>

> I am flabbergasted!...I have no idea what you are refering to, but as
>soon as I kick the kids off the ST I will be checking, my game testers
>must be as blind as bats hey ? :)

Again, I can confirm this bug.
>
>> > Thats because it is irrelevant,
>>
>>It is not, you are making a general statement, nothing excluded (I asked you
>>"What do you mean with making games?" didn't I? And GEM games where not
>>excluded. So your statement is wrong.
>
> Exactly, GEM games are certainly not excluded, but you seem to be
>trying to make the point that in order for a game to be the best, it
>has to be GEM, and that I am afraid is laughable, I am not excluding
>GEM, but I have not seen a good GEM game made this year written in
>BASIC...have you ?, there are some of us who not only dislike GEM but
>would rather not have anything at all to do with it, personally I hate
>GEM, Personally I prefer software that does not use GEM,
>
>> > Ho I agree totally, STOS can NOT access GEM, even though you state in
>> > this newsgroup that I use GEM calls ?,
>>
>>I never said that! Not every OS call is a GEM call.
>
> Well to be honest it confuses me, I do not know enough about GEM, I
>thought xbios calls where GEM related, I take back anything I said on
>the subject and will try not to talk about things I have no knowledge
>of :), seriously :)

Hhmm, I suppose there is some confusion about the OS structure of ATARIs OS?

user
GEM application hardware independed

VDI AES
GEMDOS
BIOS XBIOS
hardware dependend
hardware

example:
BIOS: Basic Input Output System Rwabs - Read/Write Sectors
XBIOS: eXtended BIOS Rsconf - configure serial port
GEMDOS: GEM Disk Operating System Dfree - Get drive free space

GEM: Graphical Environment Manager:
VDI - low level GEM,
AES - high level GEM
VDI: Virtual Device Interface vro_cpyfm - copy raster, opaque
AES: Application Environment Services wind_create - Create GEM window

I suppose that STOS uses only BIOS, XBIOS and GEMDOS.

The functions from the higher layers (GEMDOS, VDI, AES) are much more
powerfull than the lower layers (BIOS, XBIOS).

For example:

I want to know what video hardware is present.

I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"

Or I use v_opnvwk (VDI 100) which fills a array of 56 integers.

If you evaluate this array, you will get informations about the selected
device (plotter, printer, screen, alternative second screen), about the
resolution (width & height of the screen, width & height of each pixel,
number of colors, number of pens, number of patterns, number of fonts
and so on.)

Do you see the diverence?

>> >....but who the F wants a GEM game ????
>>
>>People with big, fast Atari computers and big harddisks. I already told that.
>
> Yeagh you did, and EVERYONE who has contributed to this thread has
>dissagreed with you....
> Give someone with a nice big atari with a hard drive, the option
>between a GEM version of breakout or tetris or whatever else a GEM
>programmer can stretch to in the games department, then give him the
>choice of something spectacular thats none GEM, I won't tell you the
>answer, I will let you work that one out,hehehe
>
> Your turn :)

Your wonderfull STOS games are not running on this nice big ataris!
Most of them have extended graphic hardware, the only access to screen
is VDI! STOS does not make use of VDI, it writes its drawings direct into
memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
without extensions).
The GEM window redraw on graphic cards is many times faster than in ST low.

I wrote some applications for GEM, and yes, they are also running on a
Apple Perfoma 460 in thousands colors using MagicMac without any modifications.
Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
Hades 060 is more than 20 times faster than a 8 MHz ST.

There is no choice between GEM games and none GEM games, because you can
only run GEM games on the new powerfull atari compatible computers!

Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
(A simple falcon is not a big atari to me.)

BTW: Is there any (GEM) monopoly game around?
In case there's no one, I'm forced to write my own...

--
Email: haase@alkor.sax.de

3733. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <848837434@p24.f101.n323.z205.mbh.org>
Source record: 8476

Tony wrote:

>> Screen memory has to start on a 256 byte boundary on a plain ST. I
>> don't see any aligning. In omikron I would do something like:
>
> You reserve a bank, STOS does the rest :)

Does STOS know you are going to use the memory as screen memory? No, don't think so. Does STOS automaticly alaign memory banks to 256 bytes offsets so ignorant users can use it for screens? Maybe, who knows.

>> Scr=memory(64256) ' Get some memory
>> scr+=256 ' anticipate round down
>> scr=scr and $ffff00 ' get 256 byte boundary
>
> and thats the same as reserve as work 7,64256 hmmmmmmm?

No, only the first line is. The second and third line are to make sure my screens adress will be aligned to a 256 byte boundary.

>> repeat
>> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
>> videobase lpoke $ff8200,scrp ' poke directly into hardware
>> register wvbl ' wait for vbl
>> scr+=1280 ' change offset
>> until(0)
>
> wow, they say you cant beat the old way?....I think mine was simpler,
> don't you?

Mine is faster. And speed is al you need to get good arcade games.

>> 2: What if banks get delete around bank 7? The memory manager of STOS
>> will move the bank in memory and so your screen data will be moved,
>> resulting in the
> wrong
>> memory will be displayed. So will something like this work?
>
> your wrong, I really do wish you would stop thinking you know how
> STOS works, you have no idea, I would not dream of trying to
> understand your ormikron

No, I don't know how STOS works, that's what I am trying to figure out.

> 7 will always be the start of bank 7, no matetr how much deleting,
> reserving loading or erasing you do, say bnk 7 or start(7) or
> whatever and stos will go straight to it.

STOS will, but does the hardware know? Does STOS start to move around banks in memory or not when you delete surrounding banks? I was told it did. But you insisting there are no problems it seems like it doesn't.

>> reserve as work 6,10000
>
> snip..wow all those pokes, and you have the cheek to suggest I may
> use so many, there is not one single poke or peek in heartland,

As you told me I don't no how to program STOS, so I don't know how your memset command is called. (Probably it depends on which extension you use).

> I have never in my life had to garbage collect, if that was an
> example of your BASIC then I would strongly suggest you upgrade as
> quick as possible to STOS BASIC, the days of spectrum and poking
> everything are long gone you know :)

Sometimes it's still the fastest way to do things.

>> wait vbl ' screen should be white
>
> we have a command called floodpal...ho you really dont know what your
> missing

We are not messing with palletes, we are messing with screen memory. Changing the pallete is not an option here. Your comments suggest you haven't the slightest idea where I am talking about.

> its no use banging a long line of peeks and pokes and expect someone
> who is long past that sort of programming to folow it, tell me what
> it was supposed to do and I will write the same code in a lot less
> commands and simpler for anyone to follow,

Did you read the comments? I am allocating three memorybanks. 6,7,and 8. Bank number saven is used as screen memory. I fill banks 6 and 8 with zeros. I fill bank 7 with $ff's. But you don't have to understand poke's and peeks, STOS will, as poke and peek is one of the commands available in all basics.

> WHERES THE GAME THATS BETTER THAN STOS ???

I am trying to understand the concept of STOS memorybanks. Just out of curiosity, because someone said STOS memorybanks where such a great thing. Are you willing to help me on this subject please continue in this thread. If all questions I ask are going to be answered by shouting 'Where's the game that's better than STOS???' please leave this thread and I will try to find a coder that does know how his programming language works.

Hans Wessels

3734. re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3298da9c.24107923@news.airtime.co.uk>
Source record: 8477

On Sun, 24 Nov 1996 22:42:46 +0100, in comp.sys.atari.programmer you wrote:

>Tony: I've downloaded your games (Multi Pakman, HERO, Heartland),
>and (after some trouble) I was very impressed. The look is a little
>homemade, but the gameplay is very good.

Thanks for the comments:)....the games are bound to look homemade,
they are homemade ?
Gameplay is good? a compliment indeed, thanks:)

>What are my troubles?
>
>- Multi Pakman & HERO doesn't run from HD.

I will presume you have not followed this thread? I have been told
its a lame excuse, but I do not own a HD, at the time of writing those
games I had no contact with anyone who owns a HD and the STOS manual
has no mention of hard drives?

>- All three games are not full synchronised to the VBL,
> because they are unplayable with my T-28 speedup board.
> The sprites are jumping around very nervous, game control (especially
> Multi Pakman) is impossible, because it's too fast.
> If I toggle back to 8 MHz, all is OK.

Thats because they are ATARI ST games made on an ATARI ST for ATARI
STs? by that, I mean yer average ATARI ST set up,
And before it is pointed out that I state STOS works on newer tos
versions, the games in question are older pre whatsit :)

>- If I start the games not from ST low (I use usual ST high or better) the
> screen is trashed and the system hangs.

then in the words of Tommy Cooper...Don't do it ? :)

>>>Ok, there is something wrong with the sprite data. When walking to the right
>>>against a blue background a white pixel infront op the character is periodically
>>
>> eh?...this is all news to me ?
>
>I can confirm this bug.

Well I rebooted the game (something I am not used to doing, playing
my own games<G>) and still cannot see it?, I do not for one moment
dispute its there or question your comments, either of you, juts
simply to say, cannot see it ?

>Hhmm, I suppose there is some confusion about the OS structure of ATARIs OS?

No confusion here ?

> user
> GEM application hardware independed

snip...

>I suppose that STOS uses only BIOS, XBIOS and GEMDOS.

I have absoloutly no idea if the above is true or false,

>The functions from the higher layers (GEMDOS, VDI, AES) are much more
>powerfull than the lower layers (BIOS, XBIOS).

I have absoloutly no idea about any of that, or the bits i snipped,

>I want to know what video hardware is present.
>
>I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"

I have commands to not only find the current resolution, hertz rate
etc, but I can also switch resolutions as much as I want, and none
need any of the commands you mention, neither do I need to know
anything about xbios,gemdos or any of the others,??? I dont really see
your point? none of the words you mention have any relevance in STOS
BASIC, they are not STOS BASIC commands and as far as I am ware are
not mentioned in the STOS BASIC user manual?

>Or I use v_opnvwk (VDI 100) which fills a array of 56 integers.

still losing me?

>If you evaluate this array, you will get informations about the selected
>device (plotter, printer, screen, alternative second screen), about the
>resolution (width & height of the screen, width & height of each pixel,
>number of colors, number of pens, number of patterns, number of fonts
>and so on.)

but I have BASIC commands for all that? simple BASIC commads that
will return any or all of that information, that is the whole idea of
a BASIC language, I do not need to know all the things you are
mentioning, I have BASIC commands that will find it all out and return
the information?

>Do you see the diverence?

NO!

>Your wonderfull STOS games are not running on this nice big ataris!

hang about, whats all this "your wonderfull stos", if you are trying
to be sarcastic then this is all a waste of time :(

>Most of them have extended graphic hardware, the only access to screen
>is VDI! STOS does not make use of VDI, it writes its drawings direct into

>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>without extensions).

without extensions? what on earth does that mean ?

>The GEM window redraw on graphic cards is many times faster than in ST low.

>I wrote some applications for GEM, and yes, they are also running on a
>Apple Perfoma 460 in thousands colors using MagicMac without any modifications.

the thread is best BASIC for games ??????? why do people have to
start prattling on about applications and anything else they can think
of because they are too scared to admit they cannot fault my original
statement,
so far we have had demos, applications, macs, assembler, and attempts
to try and make my software look bad?
Yet no one is showing me anything better

Ok I never said my games where fanatastic, I said STOS is the best
BASIC for making games on the ATARI in 1996,

NO ONE has done anything to prove otherwise, you have all TALKED
TALKED TALKED

None of you can show me a game written in BASIC thats better than
STOS ones, it is childish to start trying to find bad things in my
games, show me something better, thats the whole point, or dont you
all understand ?????

>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>Hades 060 is more than 20 times faster than a 8 MHz ST.

and your point is what ??? would it have anything to do with making
games in BASIC, I think not :(

>There is no choice between GEM games and none GEM games, because you can
>only run GEM games on the new powerfull atari compatible computers!

really? I think you will find you are WRONG

>Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
> (A simple falcon is not a big atari to me.)

I have a STe...thats it, no falcon, no hard drive, i dont even have a
drive B? i have the original atari mouse and a joystick and ONE box of
disks, thats my total atari set up, I manage to make reasonably good
software thats quite well recieved in the ATARI community, beleive me
its not that easy with such a bare minimum set up,
SO no i havent "worked" on a big atari, in my book this is big:)

BTW my software is free, its not work, its a hobby ?

I spent sooo long using programs that are none gem, a few years, (on
the atari) then when i had to use the desktop ie: when i got a modem,
i suddenly had to start using gem...what a let down,

why do all gem programmers think there is only red,green white and
black, surely they can change the colours here and there, I have made
some serious software in medium rez, and they "look" quite nice, I
made angled scroll bars with shape and depth, 3d boxes etc,
Nagggh I definatly dont like GEM its boring IMHO:)

>BTW: Is there any (GEM) monopoly game around?
> In case there's no one, I'm forced to write my own...

in BASIC ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3735. Re: Searching TOS image

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-24 00:00:00 UTC
From: Stuart Simpson <SSIMPSO1@NETCOM.CA>
Message-ID: <32983472.362E@NETCOM.CA>
Source record: 8478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

```
Ronald Hartwig wrote:
>
> Hi,
>
> as I am trying desperatly to run an emulator together with GfA3.07 I
> need a TOS image 1.4 or 2.0.
>
> I DO have an image 1.02(!) but it doesn't work with gemulator and
> probably won't work with all the other emulators.
>
> MagiC 4.00 absolutly doesn't comply with GfA3.07. Somehow the file
> handling is broken, so I cannot access files properly via
> fileselectbox or direct input (even though it READS the files, it
> fails to list them or to detect the EOF properly :(((((
>
> So please, is there any TOS image around? It would not be copyright
> violation as I DO own an ST.
>
> PLease help
> Ronald
>
> ps: I would need an ftp access to it . I am not used to BBSs
> systems. I can offer a ftp space here, where YOU could download it too
> as well.
> --
> / EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
> | http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
> | SMail: Haareneschstr.2, D-26121 Oldenburg |--| \__ -/ |_/ \__ |
> \ Tel. : 0441-71590 / /

Hi, I am looking for the same thing (TOS image). It seems that
Gemulator doesn't work with my dumped TOS 1.0 image.
(I have a very old 1040st)

so if you get an image please email it to me, or perhaps let me know
where to obtain an image ...
thank you.
```

3736. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cnlc$ejs@ornews.intel.com>
Source record: 8342

In article <57b8ul$2a132_002@news.ti.com>,
wongck@ti.com (William Wong) wrote:
>
>In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
>(Bjorn-Niels van den Berg) wrote:
>>
>>How can I create my own homepage? Must I use ST-Guide then?
>
>You don't need ST-Guide... what you need is just a normal editor. Of course
>you will not see the graphics in the editor. For those, you need a HTML
>authoring program, AFAIK, Atari don't have one.

You certainly do NOT need an "HTML authoring program." Even here with a
Pentium/100 I don't use the Netscaep editor - Wordpad is much faster and
it's easier to work with. Write the page, then look at it in your browser.

>I suggest you grab a HTML document to make yourself familiar with that
>language if you are using a normal editor. Just go to Yahoo & search "HTML"
>for where to get the online doc.

That's excellent advice. There are any number of search engines, as well -
and when you see an HTML effect that you want to emulate, view source and
copy it.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3737. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cn4m$ejs@ornews.intel.com>
Source record: 8343

In article <GKYLDFUSUp@tos.ak.planet.gen.nz>,
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) wrote:
>
>In <56qeo4$c1i@ornews.intel.com> wrote :
>
>>> how do you retrive the command line info
>>
>>x$=COMMAND$
>>
>>That's it. Then parse x$ to suit yourself.
>
>The only problem is that the commandline is changed to upper case when you
>retrieve it via COMMAND$. Of course in many cases this will not matter.

If one is writing the parser, one might be thoughtful enough to make it
case-insensitive, I should think. In fact, I usually convert the command$
to upper-case just to be certain.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3738. Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cleb$ejs@ornews.intel.com>
Source record: 8344

There is an ongoing thread here that I find personally annoying, wherein a couple of people (you know who you are, I don't intend to increase your infamy) are bickering about which programming language is "best." As someone who has dabbled in just about every language available (and a few no one else seems to have ever heard of), here are my opinions - which are no less valid, and no more valid, than anyone else's:

STOS is terrific for quick development of games running in ST Low resolution.

HighSoft BASIC is terrific for manipulating text and managing the GEM interface.

C (any flavor) is good for medium-sized programs which need more speed than BASIC can provide, but development time is extended.

Assembly is best when speed of operation is the only absolute essential; development time will be greatly extended.

Logo is interesting but not particularly productivity-oriented.

Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great for teaching programming principles on paper, awful for actually programming.

SamllTalk is powerful and very confusing.

Ada is dangerous.

Forth is good for processing lists.

I've tried a few others that you won't have heard of; the upshot is, any programmer should use what HE feels is best for the application he's developing. Remember, the object is the deciding factor. If you want to develop something quickly, you should be using some variety of BASIC. If you want blazing speed, you should be using pure assembler. And if you don't know what you want, it doesn't matter what you use.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3739. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cnaa$ejs@ornews.intel.com>
Source record: 8345

In article <32983313.5187850@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Sun, 24 Nov 96 11:58:28 NZST, mbecroft@tos.ak.planet.gen.nz (Mario
>Becroft) wrote:
>
>>>> how do you retrive the command line info
>>>
>>>x$=COMMAND$
>>>
>>>That's it. Then parse x$ to suit yourself.
>
> tried that, i get an actual command line on screen, like you would
>with an app or ttp?

Force compilation to a GEM app - then it will not ask for the command line,
but will accept it if called from a program which provides that facility.

> how do i get a fileselector on screen, thats the biggy no one will
>answer ?????????

Ah. I'll have to consult my source codes - which are at home. Email me and
ask there.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3740. Re: vro_cpyfm() (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849004324_OASIS_@swampdog.demon.co.uk>
Source record: 8346

In article <3295b57a.11455519@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 22 Nov 96 00:54:28 GMT, in comp.sys.atari.programmer you
>wrote:
>
>
>
>>Here's some selected sources I've ripped out of my libraries. It works
>
>
>Binaries in a newsgroup ?????? swampy you suprise me :)

They weren't as long as some articles :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3741. Re: HIGHSOFT BASIC 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849019056_OASIS_@swampdog.demon.co.uk>
Source record: 8347

In article <32983313.5187850@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Sun, 24 Nov 96 11:58:28 NZST, mbecroft@tos.ak.planet.gen.nz (Mario
>Becroft) wrote:
>
>
>>>> how do you retrive the command line info
>>>
>>>x$=COMMAND$
>>>
>>>That's it. Then parse x$ to suit yourself.
>
> tried that, i get an actual command line on screen, like you would
>with an app or ttp?
>
> how do i get a fileselector on screen, thats the biggy no one will
>answer ?????????

You mean there isn't a command to do it? You could always use Gem's
fsel_input()! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3742. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849018804_OASIS_@swampdog.demon.co.uk>
Source record: 8348

In article <57491b$sui@easy2.worldaccess.nl>
bjorn@worldaccess.nl (Bjorn-Niels van den Berg) said:-

>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!

A text editor gives you the best control and it isn't too hard to do.
I had my first page done before I even bothered to read any
instructions, simply by pinching bits out of other peoples pages!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3743. Re: Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57clad$j1a@m1.cs.man.ac.uk>
Source record: 8349

In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
>Does anyone know if it is possible to wait for _both_ mouse buttons in one
>GEM event. And I _don't_ mean both buttons _together_, I mean the left
>button OR the right button... (binary OR in this case :-)

Yes, it is possible. I cannot remember right now how, but I know that
this was asked (and answered :) in this group a little while ago...

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3744. TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Message-ID: <57d1u9$40l@news.Informatik.Uni-Oldenburg.DE>
Source record: 8350
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Hi,

thanks to all who answered my questions. You all were a lot of help.
So that is how I got it working by now:

Get the TOS image (I now try 2.6) and name it "Magic_pc.os" and let
gemualtor find it. That's all.

The file selectors now work fine. Speed is amazing.

Just two little problems are left:

1) The TOS I got is in english. But I need the Umlautes "ï¿½ï¿½ï¿½ï¿½" and so
on. Does anybody have access to a german TOS version?

2) Funny enough I can read all files from all partitions but GfA will
not detect the EOF. This problem appears ONLY with files imported from
the original ST. When I create the files with the gemulator it works
fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

But thanx anyway for all your help

Ronald

ps: One thing I noticed was that the gemulator won't start up properly
when the printer is absent. Maybe that's a feature and no bug. I still
wonder what this black bar means which continues to get smaller during
boot up of TOS 2.6.

--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
| http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
| SMail: Haareneschstr.2, D-26121 Oldenburg |--| __ -/ |_/ __ |
\ Tel. : 0441-71590 / /

3745. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57dblp$80em_004@news.ti.com>
Source record: 8351

If this is the reception a game programmer gets for producing a FREE game for a dying platform... I would certainly think twice about producing any more for that platform!

Lighten up you guys... at least he is trying to inject some life in the Atari.

Just my 2 cents.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3746. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57dbln$80em_002@news.ti.com>
Source record: 8352

In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
(Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!
>

You don't need ST-Guide... what you need is just a normal editor. Of course
you will not see the graphics in the editor. For those, you need a HTML
authoring program, AFAIK, Atari don't have one.

I suggest you grab a HTML document to make yourself familiar with that
language if you are using a normal editor. Just go to Yahoo & search "HTML"
for where to get the online doc.

Regard
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3747. Re: Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961125230113.4125A-100000@tingeling.lysator.liu.se>
Source record: 8353

On 25 Nov 1996, Levien van Zon wrote:

> Does anyone know if it is possible to wait for _both_ mouse buttons in one
> GEM event. And I _don't_ mean both buttons _together_, I mean the left
> button OR the right button... (binary OR in this case :-)

One of the two, or both, input values for evnt_button with the bitmaps for
left and right button should be ORed with the values 0x100.

I can't remember if both values should be ORed, or only one. Anyone else
know, or you'll have to try! :)

Tomas

--
NoBrain/NoCrew
tomas@nocrew.pp.se
http://www.lysator.liu.se/~tobe

3748. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: josk@stud.ntnu.no
Message-ID: <329b1df260c9f1@stud.ntnu.no>
Source record: 8354

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>for teaching programming principles on paper, awful for actually
>programming.

Hmm... CAB is written in Pascal! Personally I like pascal, especially
the "object-oriented" varieties. Delphi 2 is actually very cool!

>SamllTalk is powerful and very confusing.

I don't know about "powerful", but it sure is confusing!

>I've tried a few others that you won't have heard of; the upshot is, any
>programmer should use what HE feels is best for the application he's
>developing. Remember, the object is the deciding factor. If you want to
>develop something quickly, you should be using some variety of BASIC. If
>you want blazing speed, you should be using pure assembler. And if you
>don't know what you want, it doesn't matter what you use.

Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
talking about the "classic" basic here.) is totally useless. But if
people like it, let them use it...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

3749. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3299f565.3759926@news.airtime.co.uk>
Source record: 8355

On Mon, 25 Nov 96 14:33:47 GMT, in comp.sys.atari.programmer you
wrote:

haaa new blood to the thread...yummy :)

>There is an ongoing thread here that I find personally annoying, wherein a
>couple of people (you know who you are, I don't intend to increase your
>infamy) are bickering about which programming language is "best." As

1) Eeeerm actualy thats not the case and not the thread, they all left
with there tails between there legs, on an eternal search for a gem
game made in BASIC, so they wont be back for quite a while
hehehehehehehheeh <manic laughter>

2) At least 5-6 people contributed to the thread, mostly hot air, but
at least they tried,

3) We are talking about programming, in a programming group? so why
would that be annoying?

3) After all this is "comp.sys.atari.stos" ..isn't it? :))<joke>

>someone who has dabbled in just about every language available (and a few no
>one else seems to have ever heard of), here are my opinions - which are no
>less valid, and no more valid, than anyone else's:

But welcome,

>STOS is terrific for quick development of games running in ST Low
>resolution.

Ho no not another?. you suprise me Rich?

BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?

Diskzine construction Kit (Show me better in any language) used by 5
current live uk diskzines and has been used by many more one offs in
the past, as you can imagine, medium rez, allows you to cut and paste
pictures into your scrolling text....and this is pre-cab etc?

Multimedia display, runs entirely in medium rez and allows you to make
one (packed) document that contains its own, music, sampled sound,
animations, colourd text, various fonts, it not only has its own
individual editors for these options but is also the player,
everything runs in medium rez and will work on a bog standard 1 meg
FM, the total file size for ALL this program is 75k

SHOWTIME uses a medium rez shell to search you directory, and inside
folders to find an array of different format of picture files, the

shows then in a slideshow fashion, but in full overscan by first
stretching the picture then removing all four borders,

TEXTY....eerm hang about..theres a lot more none games serious and
novelty? programs in medium rez and in STOS...should I go on?

Sorry Rich, but your comments go a long way to suggest that you are
not talking about the STOS that is available to the programmer today,
when did you last make a game in STOS, was it upgraded STOS, if not
then you are making comments on a language that is no longer really
used, there are so many new commands, I can't even remember most of
the original STOS ones,

>HighSoft BASIC is terrific for manipulating text and managing the GEM
>interface.

I can imagine and would not dream of saying otherwise,

>C (any flavor) is good for medium-sized programs which need more speed than
>BASIC can provide, but development time is extended.

Again , I would not dispute this, although the last two comments have
nothing to do with the thread, I would still agree :)

>Assembly is best when speed of operation is the only absolute essential;
>development time will be greatly extended.

Yet another that has nothing to do with the thread, maybe thisa would
be a good time to say

I think STOS BASIC is the best BASIC available in 1996 for making
games, and I will go as far as to add C to the whatsit,

>Logo is interesting but not particularly productivity-oriented.

again I agree,

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>for teaching programming principles on paper, awful for actually
>programming.

HO SHIT!!! I just ordered Personal Pascal :(.....I did!

>SamllTalk is powerful and very confusing.

Never heard of it?

>Ada is dangerous.

She is ??

>Forth is good for processing lists.

Ok..

>I've tried a few others that you won't have heard of; the upshot is, any
>programmer should use what HE feels is best for the application he's

yes yes, that all goes without saying, but really? what does it have
to do with the debate of the best BASIC for making a game in 1996,

Yet another none beleiver enters the thread ,

STOS has been upgraded, I made a statement, I expressed an opinion,
someone should have come along and said, hey not its not, look at
this, this is better, but instead everyone talks about anything but!

Its not enough to tell me how bad STOS is, someone has to show me
better, in BASIC or C, if people come into the thread saying I am
wrong, but show me nothing more than talk and hot air, then I must
reply and defend my original statement, surely the people entering the
thread with nonsense should be chastised for wasting everyones time,

Is anyone willing to dispute my statement wihtout mentiong assembler,
macs, and all manner of things that have nothing to do with the
thread?

ta!

PS......You wasnt expecting anything less than the above was you Rich
<big smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3750. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <57avls$78p@news1.fast.net>
Source record: 8479
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On Sun, 24 Nov 1996 15:33:40 -0500, Brian Sturk <bsturk@nh.ultranet.com> wrote:
>Tony Smolar wrote:
>>
>> a TOS img with Gemulator (You can put a TOS image in place of magic, it'll
>> work)
>> STonX works fine with GFA2.0, I've never tried it with 3.x, but I don't
>> know why it wouldn't work.
>What image needs to be replaced, I have a few TOS images but am unsure
>what to replace. There are two files with the tos extension in the
>Gemsys folder. If I could use the TOS image I'd be able to use the
>emulator in English!!!!

Replace the MAGIC_PC.OS file in your root directory. It's not in the GEMSYS
folder.

--

Tony Smolar

---

asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3751. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57b8ul$2a132_002@news.ti.com>
Source record: 8480

In article <57491b$sui@easy2.worldaccess.nl>, bjorn@worldaccess.nl
(Bjorn-Niels van den Berg) wrote:
>
>How can I create my own homepage? Must I use ST-Guide then?
>I'm really interested in it, I hope someone can answer my
>question or have some serious suggestions!!
>

You don't need ST-Guide... what you need is just a normal editor. Of course
you will not see the graphics in the editor. For those, you need a HTML
authoring program, AFAIK, Atari don't have one.

I suggest you grab a HTML document to make yourself familiar with that
language if you are using a normal editor. Just go to Yahoo & search "HTML"
for where to get the online doc.

Regard
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3752. Re: Searching TOS image

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: Miika Tervo <miitervo@jypoly.fi>
Message-ID: <32999C2A.3478@jypoly.fi>
Source record: 8481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

Brian Sturk wrote:
> I have many TOS images, I myself would like to use them with Gemulator.
> I'll trade the Tos images for the names of the files to replace and how
> to get it working with these images. :]

Have you tried TOS.LO TOS.HI ? Can't be sure if it works, but I've
came accross with such names with TOS 2.06 files.

miitervo@jypoly.fi

3753. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57c65l$bip@m1.cs.man.ac.uk>
Source record: 8482

In article <5722gr$3tq@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>These programs do not write to the screen (well, they may do, but it is
>>relevent - not just the contents of the file) - I dont see the problem
>>here. There is no real need for What-is, but this just makes it a bit more
>>sophisticated.
>
>The problem is that writing to the screen is NOT relevant. IF there's a
>problem with the data file, I'd rather have no results at all, or a log file
>written out - the whole purpose here is to play data files WITHOUT screen
>display.

Do you mean completely without screen display - even GEM based? I have SuperSAM set up so that it plays .AVR, .WAV and other sample formats. It just plays the sample given then quits. If there is an error (unsupported frequency etc.) it simply gives a GEM alert telling you this.

Surely this is a good thing, rather than doing nothing?

I haven't checked what midifp does... (I dont have any .MID files)

(if you want, I'll write a 10 line C program to play any .AVR sample via SAM with zero screen writing...)

Anthony

--
------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+-----------------------------

3754. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57c77c$c32@m1.cs.man.ac.uk>
Source record: 8483

In article <573pbh$ho7@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) writes:
>:
>: The problem is that writing to the screen is NOT relevant. IF there's a
>: problem with the data file, I'd rather have no results at all, or a log file
>: written out - the whole purpose here is to play data files WITHOUT screen
>: display.
>
>Can you not redirect the output to a file? Or even into nowhere if you
>wish? I know I've used Geneva to run ttp programs and pipe all of the
>input from a script file...and the output to another file...or the
>printer...or whatever. It's odd (althoe I'm no programmer) that you
>can't redirect the screen output to another device...being a file, a null
>device, etc...

Yes, I believe you are right. I think you can use FForce() to redirect
stdio to any file handle. Not sure, as I have never used it...

Anthony
--
------------------------------------+-----------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
------------------------------------+-----------------------------

3755. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57c8qf$cu2@m1.cs.man.ac.uk>
Source record: 8484

In article <848448088@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Davy Mitchell wrote:
> > : (400x240), ST HIGH, ST HIGH overscan (720x480) and on the different
> > : TT resolutions. I even expect that game to run on a Hades 060 or
> > : Magic Mac. What about text adventures? That are games too! If I had
> > : to do a text adventure my
> > Hear Hear !! But those with access to such
> > powerful machines are very few and if they have that dosh then they
> > won't be playing ATARI games !!
>
>Wrong, people with such powerfull machines are still people playing games so
>now and then. Having overscan hardware is nothing special, nor expensive. I

....but I can safely say that I (like many Falcon owners) very rarely run
ST games for the simple reason that they look/sound pathetic compared to
Falcon equivilents. Appart from Falcon-testing heartland and a few other
games, I haven't *played* an ST game on my Falcon/FX for at least 6 months.

Yes, people like to play games, but if they can afford a 2/3000ukp Hades,
then I am sure they can afford an ST if they are desperate?

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.1
mailto:jacquesa@cs.man.ac.uk | available from WWW pages
http://www.cs.man.ac.uk/~jacquesa/ | - UUEncoded on request.
-------------------------------------+------------------------------

3756. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57c9or$6vn@balaena.bio.vu.nl>
Source record: 8485
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: (*) the problems seems to depend on MagiC. As long as I use Magixdesk
: I can access all data from the desktop. But when I switch to GfA Basic
: and try to load a file, th eselectboxes stay empty. Nevertheless I may
: load a program when I type th ename blindly. But then GfA behaves bad
: when trying to load a file. (sometimes it works, but mostly it
: doesent). Using Gemini1.999(!) as a replacement makes it even worse,

You could try loading/saving files the old-fashioned way:
Press <ESC> when in the editor, then use DIR, CHDIR and LOAD commands to
load your file. Similarly, use SAVE for saving. It's not
user-friendly, but it might work...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

3757. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57c875$6vn@balaena.bio.vu.nl>
Source record: 8486

Yves Pelletier (ypell@CAM.ORG) wrote:

: OK then, maybe what you are looking for is an .ACC, or maybe a
: combination of an ACC and a TSR. The TSR could intercept
: double-clicks on certain file types, and the ACC could (I
: presume) play the sound without taking over the video. Not being
: a programmer, that's about as far as I dare go.

For more compatiblity one could install an AV manager of some sort as viewer
for *.* in DESKTOP.INF. You'd have to have an accessory with which it could
communicate and which could play a file. Only one problem: the manager
program whould take up the screen display for a second or two...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

3758. Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57cbve$6vn@balaena.bio.vu.nl>
Source record: 8487

Does anyone know if it is possible to wait for _both_ mouse buttons in one GEM event. And I _don't_ mean both buttons _together_, I mean the left button OR the right button... (binary OR in this case :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer (Quarantine)

3759. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cmc5$ejs@ornews.intel.com>
Source record: 8488

In article <Pine.GSO.3.94.961123100722.17813A-100000@Ocean.CAM.ORG>,
Yves Pelletier <ypell@CAM.ORG> wrote:
>On Thu, 21 Nov 1996, Rich Tietjens wrote:
>
>> Yves Pelletier <ypell@CAM.ORG> wrote:
>> >
>> >I read Rich's proposal I thought it might be feasible through
>> >..XDD or .XIF MiNT extensions,...
>
>> ... that ...requires MiNT. I'm looking for a way to extend singleTOS
>
>Man, you're hard to please... :-)

Darn right - that's why I don't use a DOS box as my persoanl machine

>I find your assessment of MiNT (incompatible? How so?) somewhat
>harsh, but hey, it's your mileage. Not to sound argumentative,

It's not a matter of harsh, it's a matter of practicality. If I could get
MiNT to work properly (or, more accurately, if I could get Jetmail to work
properly, unattended, under MiNT) I'd be quite pleased to convert.

>but, for what I do, MiNT only very rarely gives me problems of
>any sort, and I use it almost all the time.

You're not running an autoamted mailer, are you?

>OK then, maybe what you are looking for is an .ACC, or maybe a
>combination of an ACC and a TSR. The TSR could intercept
>double-clicks on certain file types, and the ACC could (I
>presume) play the sound without taking over the video. Not being
>a programmer, that's about as far as I dare go.

That would be a good solution - I'd say a CPX rather than an ACC, since
after all, there are only so many ACC slots, but the TSR/ACC option works
well for STiK.

So, the concept has developed to this point:

A TSR will load up and create a cookie.

Appropriate CPXes will load up and communicate with the TSR somehow,
possibly by adding more cookies.

When an unknown filetype is double-clicked, the TSR Will check to see if
it's a "known" type and, if so, pass it to the correct CPX; if not, drop to
the usual desktop routines.

Now the problem is finding someone who thinks it's worthwhile to program.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3760. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cmgp$ejs@ornews.intel.com>
Source record: 8489

In article <57c875$6vn@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>Yves Pelletier (ypell@CAM.ORG) wrote:
>
>: OK then, maybe what you are looking for is an .ACC, or maybe a
>: combination of an ACC and a TSR. The TSR could intercept
>: double-clicks on certain file types, and the ACC could (I
>: presume) play the sound without taking over the video. Not being
>: a programmer, that's about as far as I dare go.
>
>For more compatiblity one could install an AV manager of some sort as
>viewer
>for *.* in DESKTOP.INF. You'd have to have an accessory with which it could
>communicate and which could play a file. Only one problem: the manager
>program whould take up the screen display for a second or two...

But that's exactly what I want to get away from, Lev. When running CAB, for example, when I click a link to a WAV file, I just want to hear the WAV, not see a blank screen (or even a description of the data) while it plays. ATM, clicking a WAV link leads to a complete redraw of the page after SWAV plays the sound.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3761. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cmvi$ejs@ornews.intel.com>
Source record: 8490

In article <57c65l$bip@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>
>In article <5722gr$3tq@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>>
>>The problem is that writing to the screen is NOT relevant.
>>... the whole purpose here is to play data files WITHOUT screen
>>display.
>
>Do you mean completely without screen display - even GEM based? I have

Absolutely without screen display. An alert box if there's a problem is
acceptable IF and ONLY if it times out and goes away by itself after a few
seconds.

>SuperSAM set up so that it plays .AVR, .WAV and other sample formats. It
>just plays the sample given then quits. If there is an error (unsupported
>frequency etc.) it simply gives a GEM alert telling you this.
>
>Surely this is a good thing, rather than doing nothing?
>
>I haven't checked what midifp does... (I dont have any .MID files)
>
>(if you want, I'll write a 10 line C program to play any .AVR sample via
> SAM with zero screen writing...)

That would be good. Someplace around the house I have C source for a WAV
player - it need some work (doesn't handle stereo samples properly, for one
thing) but it would be another approach - if I knew enough C to do anything
useful with it. Guess that's my next project after the UUpoint gateway -
learning C properly. <SIGH> It never ends.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3762. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-25 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57cnf7$ejs@ornews.intel.com>
Source record: 8491

In article <848708225@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
> >> QED, your statement is proven to be wrong.
> >
> > QED ?
>
>Quod Erat Demonstradum, I think it has to be traslate like 'What had to be
>proved'.

"Thus it is demonstrated."

Rich "I don't speak bloody Latin" Tietjens

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3763. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57de81$s0ku_002@news.ti.com>
Source record: 8356

In article <57cmvi$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>That would be good. Someplace around the house I have C source for a WAV
>player - it need some work (doesn't handle stereo samples properly, for one
>thing) but it would be another approach - if I knew enough C to do anything
>useful with it. Guess that's my next project after the UUpoint gateway -
>learning C properly. <SIGH> It never ends.
>

Why don't you make the code accessible so that other people who is interested
can take a look at it, even may implement something...

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3764. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57de82$s0ku_004@news.ti.com>
Source record: 8357

In article <57cnlc$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>
>You certainly do NOT need an "HTML authoring program." Even here with a
>Pentium/100 I don't use the Netscaep editor - Wordpad is much faster and
>it's easier to work with. Write the page, then look at it in your browser.
>

Here is what I normally do for web pages, I used the Netscape editor to create
a template - with all the tables, graphics position as I can see where they
all go in the page. After that I use a text editor for subsequent changes,
much easier. Downside is that you must know the language!

>
>That's excellent advice. There are any number of search engines, as well -
>and when you see an HTML effect that you want to emulate, view source and
>copy it.
>

Right, that's the trick... amazing how you much you can learn.
Don't forget that right click to grab that moving gif or background.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3765. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57djga$o0bk_002@news.ti.com>
Source record: 8358

In article <57cleb$ejs@ornews.intel.com>,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>There is an ongoing thread here that I find personally annoying, wherein a
>couple of people (you know who you are, I don't intend to increase your
>infamy) are bickering about which programming language is "best." As

Right...

And that poor guy started off by giving out a FREE software for the ever
decreasing pool of new software for the Atari. Why bother doing a program for
a bunch of people who instead of giving you a pad on the back, criticize you
and the program.

Worst, they are critcizing the tool which is being used.

Just my 2 cents.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3766. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1623_SBagley@cameo.co.uk>
Source record: 8359

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
s> Organization: STOSSER Software

s> GEM=NO NO from STOS...So how come you told everyone in this
s> newsgroup that I did use it ?

You can use XBIOS from STOS. But I can't remember how. And XBIOS/BIOS/GEMDOS
are not GEM. AES/VDI are.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

3767. Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: lars westin <lars@phosworks.se>
Message-ID: <329AB24B.908@phosworks.se>
Source record: 8360
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

Hello!!

Would you like to make thousands of dollars, quickly, legally, with NO CATCH? Then keep reading.....please take five minutes to read this article- it will change your life, just like it did mine. It's true! you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested, keep reading; if you're not, I apologize for wasting your time.

Here we go, A little while back, I was browsing through these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars in weeks, with only an initial investment of $5! So, I thought, "Yeah, right, must be a scam".

but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1 to each of the 5 names and addresses stated in the article. You then place your own name and address in the article at the bottom of the list at #5, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it!

So after thinking it over, talking to a few people first, I tried it. I figured what have I got to lose except for 5 stamps and $5, right? Well, guess what....within 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept coming IN, tripling in size and

multiplying by 10-20 times the amount that I got the first week! In my first week I made about 2- to 30 dollars. But by the end of the second week, I had made a total of over $1,000!!!!!! In the third week, I had over $10,000 dollars, and it's still growing! This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and believe it or not the money is still coming in.....

Let me tell you how this works and most importantly, WHY it works...also, make sure you print a copy of this article NOW so you get the information from it, and begin making money.

The Process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 5 seperate pieces of paper and write the following on each sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER 4. get five $1 bills, and place ONE inside each piece of paper that you have just written on, and fold each piece of paper so the bill will not be seen in the envelope (otherwise, nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it. Do the same for all 5. You should now have 5 envelopes sealed, EACH having a piece of paper and the $1 bill inside.

NOTE: make sure those words that were stated above are written on each piece of paper. What you are doing is creating a service by this.

This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1 in each to the following 5 addresses.

1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
2. Lars Westin Bjï¿½rkvï¿½gen 3 740 12 Knutby SWEDEN
3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7
4. Mattias W sernanders vï¿½g 1 rum 535 752 61 Uppsala Sweden
5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you need to edit.

STEP 3: Post your amended article (with your name at #5) to at least

200 news groups (there are around 10,000 of them!!). All you need is say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY the following:

1) click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box as it is, but CHANGE the subject box to somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST CASH" !!!

3) Tab once and you should be ready to type. Now, Copy and paste or retype (only once)

THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and to remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the same.

4) When you're done typing(Copy/Paste) the whole article, click on FILE in THIS BOX,

right above send, NOT where it says netscape news on the first box. Click on SAVE AS when you're under FILE. Save your article as a Text file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU HAVE SAVED IT. Once saved, move on to number 5 below.

5) If you still have all of our text. send or post to this newsgroup now by simply clicking send, which is right below AFILE, and right above the Cc: button.

6) Here's where you're going to post all 200. OK, click on any newsgroups then click on 'TO NEWS', again (in the top left hand corner of your netscape navigator. Leave the newsgroups box alone again, put your eye-catching title in the SUBJECT BOX, hit tab once you're in the body of the message, and then click on ATTACHMENT, which is below the subject box. You will get another box to come up. Click on ATTACH FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file, and then click OPEN. NOw click on OK. If you did this right, you

should see our file name in the attachments box, and it will be shaded green.

IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse button, highlight this article. Then press the "CTRL" key and the "C" key at the same, to copy this article. Then print this article for your records to have the names of those you will be sending $1 bills to.

Next, go to the news groups and press "POST AN ARTICLE". A window will open. Type in your headlines in the subject area and then click in the large windows below. If you want to edit the article, do so and then highlight and copy it again. Now everytime you post the article in a newsgroup all you have to reat is "CTRL" and "V" and press POST.

7) That's it! Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups. You See? Now you just have 100 to go!! (Don't worry, each one takes about 30 seconds, once you get used to it). REMEMBER, 200 IS THE MINIMUM. The more you post, the more money you will make.

You are now in the mail-order business and will start receivng your $1 enveloopes from various people all over the world, within days! HINT: THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.

You may want to rent a PO Box eventualy, because of all the mail. If you wish to stay anonymouse, you can come up with a name, such as "manager" or " investor". Just make sure all the address that you have typed in for the 4 people plus yourself are correct, please.

LET ME TELL YOU WHY THIS SYSTEM WORKS!

Out of every 200 posting, let's say I ONLY receive 5 replies, which is actually VERY LOW. So I made 5 dollars with my name at #5. Now, each person who just sent me $1 makes, say, only 200 posting, now with your name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. So people send you $1 now-that's $50 you have just made! Next, your new 50 agens each post 200 newsgroups with your name at number #3, or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1

each, so $500. They make 200 postings, which is 5,000 returns at $1 each, which is $5,000 dollars! and finally, 5,000 people make 200 postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000 BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES 200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!

When your name is no longer on the list, you simply take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY- just like you are right now!!!

So can you aford $5 to see if it really works? I think so.....

People have said, "What if the plan is played out and no one sends you the money?"

So what! What are the chances of that happening when there are TONS OF NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and newsgroups every day and are willing to give it a try?

Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of those actually joining the internet.

Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise you!!!! You just to be honest. Make sure yhou print this article RIGHT NOW.

Also, try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back idea is to make money!

GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS FROM THIS-TONS OF EXTRA CASH!!!!

One last note: If you try to deceive people by posting the messages with your name on the list and not sending the money to the poeple

already on the list you won't get much.

Someone I talked to knew someone who did that and he only made $150 dollars, and that's after seven or eight weeks! Then he sent the 5 $1 bills, people added his to their list, and in 4-5 weeks he had over $10,000!!!

THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND FIVE POSTAGE STAMPS!

3768. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: Ebrummelen@klm.nl
Message-ID: <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
Source record: 8361
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin <lars@phosworks.se> wrote:

>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

>Hello!!

>Would you like to make thousands of dollars, quickly, legally, with NO

>CATCH? Then keep reading......please take five minutes to read this

>article- it will change your life, just like it did mine. It's true!

>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I

>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

>interested, keep reading; if you're not, I apologize for wasting your

>time.

> Here we go, A little while back, I was browsing through these

>newsgroups, just like you are now, and came across an article similar to

>this that said you could make thousands of dollars in weeks, with only

>an initial investment of $5! So, I thought, "Yeah, right, must be a

>scam".

>but I was curious, like most of us, so I kept reading. Anyway, it said

>that you send $1 to each of the 5 names

Well, I kept reading up to here... The old chain letter. I must have
about 10 years old when I discovered that you would soon use up all
the possible victims, although I had to explain it to my demented
aunt. That leads me to the conclusion that you are either less than 10
years old or a demented old lady. Cheers.

Evert.

>article. You then place your own name and address in the article at

>the bottom of the list at #5, and post the article in at least 200

>newsgroups (there are thousands). No catch, that was it!

> So after thinking it over, talking to a few people first, I tried
>it. I figured what have I got to lose except for 5 stamps and $5,
>right? Well, guess what....within 7 days, I started getting money in
>the
>mail! I was shocked! I still figured it would end soon, and didn't give
>it another thought. But then money kept coming IN, tripling in size and
>multiplying by 10-20 times the amount that I got the first week! In my
>first week I made about 2- to 30 dollars. But by the end of the second
>week, I had made a total of over $1,000!!!!!! In the third week, I had
>over $10,000 dollars, and it's still growing! This is my fourth week
>(Nov 13) and I've made about $42,000 TOTAL, and believe it or not the
>money is still coming in.......
> Let me tell you how this works and most importantly, WHY it
>works...also, make sure you print a copy of this article NOW so you get
>the information from it, and begin making money.
>The Process is very simple, and it consists of 3 EASY steps:
>STEP 1: Get 5 seperate pieces of paper and write the following on each
>sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER
>4. get five $1 bills, and place ONE inside each piece of paper that you
>have just written on, and fold each piece of paper so the bill will not
>be seen in the envelope (otherwise, nosey people who like to steal
>envelopes with money in it will get yours). Put one paper inside the
>envelope and seal it. Do the same for all 5. You should now have 5
>envelopes sealed, EACH having a piece of paper and the $1 bill inside.
>NOTE: make sure those words that were stated above are written on each
>piece of paper. What you are doing is creating a service by this.
>This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1
>in each to the following 5 addresses.
>1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
>2. Lars Westin Bj&#65533;rkv&#65533;gen 3 740 12 Knutby SWEDEN
>3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7

>4. Mattias W sernanders v&#65533;g 1 rum 535 752 61 Uppsala Sweden

>5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

>STEP 2: Now take the #1 name off the list that you see above, move the

>other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you

>need to edit.

>STEP 3: Post your amended article (with your name at #5) to at least

>200 news groups (there are around 10,000 of them!!). All you need is

>say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY

>the following:

>1) click on any news group like normal, THEN click on 'TO NEWS', which

>is on the far left when you're in the newsgroups page. This will bring

>up a box to type a message in.

>2) Leave the newsgroup box as it is, but CHANGE the subject box to

>somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST

>CASH" !!!

>3) Tab once and you should be ready to type. Now, Copy and paste or

>retype (only once)

>THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and

>to remove #1 off the list, plus any other small changes you think you

>need to make. Keep almost all of it the same.

>4) When you're done typing(Copy/Paste) the whole article, click on FILE
>in THIS BOX,

>right above send, NOT where it says netscape news on the first box.

>Click on SAVE AS when you're under FILE. Save your article as a Text

>file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU

>HAVE SAVED IT. Once saved, move on to number 5 below.

>5) If you still have all of our text. send or post to this newsgroup

>now by simply clicking send, which is right below AFILE, and right above

>the Cc: button.

>6) Here's where you're going to post all 200. OK, click on any

>newsgroups then click on 'TO NEWS', again (in the top left hand corner

>of your netscape navigator. Leave the newsgroups box alone again, put
>your eye-catching title in the SUBJECT BOX, hit tab once you're in the
>body of the message, and then click on ATTACHMENT, which is below the
>subject box. You will get another box to come up. Click on ATTACH
>FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file,
>and then click OPEN. NOw click on OK. If you did this right, you
>should see our file name in the attachments box, and it will be shaded
>green.
>IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse
>button, highlight this article. Then press the "CTRL" key and the "C"
>key at the same, to copy this article. Then print this article for your
>records to have the names of those you will be sending $1 bills to.
>Next, go to the news groups and press "POST AN ARTICLE". A window will
>open. Type in your headlines in the subject area and then click in the
>large windows below. If you want to edit the article, do so and then
>highlight and copy it again. Now everytime you post the article in a
>newsgroup all you have to reat is "CTRL" and "V" and press POST.
>7) That's it! Each time you do this, all you have to do is type in a
>different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups.
>You See? Now you just have 100 to go!! (Don't worry, each one takes
>about 30 seconds, once you get used to it). REMEMBER, 200 IS THE
>MINIMUM. The more you post, the more money you will make.
>You are now in the mail-order business and will start receivng your $1
>enveloopes from various people all over the world, within days! HINT:
>THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.
>You may want to rent a PO Box eventualy, because of all the mail. If
>you wish to stay anonymouse, you can come up with a name, such as
>"manager" or " investor". Just make sure all the address that you have
>typed in for the 4 people plus yourself are correct, please.
>LET ME TELL YOU WHY THIS SYSTEM WORKS!
>Out of every 200 posting, let's say I ONLY receive 5 replies, which is

>actually VERY LOW. So I made 5 dollars with my name at #5. Now, each
>person who just sent me $1 makes, say, only 200 posting, now with your
>name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours
>too. So people send you $1 now-that's $50 you have just made! Next,
>your new 50 agens each post 200 newsgroups with your name at number #3,
>or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1
>each, so $500. They make 200 postings, which is 5,000 returns at $1
>each, which is $5,000 dollars! and finally, 5,000 people make 200
>postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000
>BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES
>200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!
> When your name is no longer on the list, you simply take the latest
>posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO
>THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start
>posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER
>THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY-
>just like you are right now!!!
>So can you aford $5 to see if it really works? I think
>so...................
>People have said, "What if the plan is played out and no one sends you
>the money?"
>So what! What are the chances of that happening when there are TONS OF
>NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and
>newsgroups every day and are willing to give it a try?
>Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of
>those actually joining the internet.
>Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise
>you!!!! You just to be honest. Make sure yhou print this article RIGHT
>NOW.
>Also, try to keep a list of everyone that sends you money and always
>keep an eye on the newsgroups to make sure everyone is playing fairly.

>REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back

>idea is to make money!

>GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS

>FROM THIS-TONS OF EXTRA CASH!!!!

>One last note: If you try to deceive people by posting the messages

>with your name on the list and not sending the money to the poeple

>already on the list you won't get much.

>Someone I talked to knew someone who did that and he only made $150

>dollars, and that's after seven or eight weeks! Then he sent the 5 $1

>bills, people added his to their list, and in 4-5 weeks he had over

>$10,000!!!

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE

>WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND

>FIVE POSTAGE STAMPS!

3769. TRANSFER FILES VIA MIDI ???

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: ataris@ctv.es
Message-ID: <57epbo$ilc@macarena.ctv.es>
Source record: 8362

```
TRANSFER FILES VIA MIDI ???
---------------------------

Anybody knows a comms program to connect PC & ATARI via MIDI to
transfer files ???

Anybody knows a version of NOS/TNOS/JNOS for PC with MIDI port enabled
??? (EXISTS one of ATARI)

jose
ataris@ctv.es
```

3770. Please Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: Steffin
Message-ID: <329aec6c.69901163@news.inet-direct.com>
Source record: 8363

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin

sends his love. Her birthday is next month on the 27th and I m hoping
I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

3771. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57eq2v$amg@m1.cs.man.ac.uk>
Source record: 8364

In article <57cmgp$ejs@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>In article <57c875$6vn@balaena.bio.vu.nl>,
> lvzon@bio.vu.nl (Levien van Zon) wrote:
>But that's exactly what I want to get away from, Lev. When running CAB, for
>example, when I click a link to a WAV file, I just want to hear the WAV, not
>see a blank screen (or even a description of the data) while it plays. ATM,

Well, if you had a DA which understood AV_START and simply played a the sample, this would work from within CAB. No problems. *Should* not cause CAB to redraw.

However, from Desktop, this is not the case, as it doesn't understand the AV protocol. Thing on the other hand...

>clicking a WAV link leads to a complete redraw of the page after SWAV plays
>the sound.

This could be CAB's fault. There are definately some redundant redraws there... I have never tried running an AV_START wav/avr player from CAB, but there should be no reason why CAB needs to redraw the screen.

Anthony
--

------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3772. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn59ltmk.86n.asmolar@nscs.fast.net>
Source record: 8365
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

>2) Funny enough I can read all files from all partitions but GfA will
>not detect the EOF. This problem appears ONLY with files imported from
>the original ST. When I create the files with the gemulator it works
>fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

That is wierd! Maybe it has something to do with the PC's partition that
Gemulator uses that are different from the ST's. I don't know exactly how GFA
detects EOF, but it may be flawed, which is causing your problem.

I guess you can do one of two thing:
1) Use a virtual hard disk image. (I don't know if the Gemulator Demo
supports this, but I think it does.
2) Read in and re-write the files under GFA Basic to fix that problem.

> I still
> wonder what this black bar means which continues to get smaller during
> boot up of TOS 2.6.

It's a memory test, you can hit the spacebar to quit it.

3773. Re: Please Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329af9fd.10837638@news.airtime.co.uk>
Source record: 8366

On Tue, 26 Nov 1996 13:11:19 GMT, Steffin wrote:

>Thanks for taking the time to read this message! This is about a lady
>that gave all she could to everyone, including me. Her name is Wendy.

Are begging letters as illegal as those scam things, we will see what
his postmaster thinks at
postmaster@208.128.111.236

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3774. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: egotrip@lesol1.dseg.ti.com
Message-ID: <57fchd$c77@sf18.dseg.ti.com>
Source record: 8367
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>
>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
>Hello!!
>
>Would you like to make thousands of dollars, quickly, legally, with NO
>
>CATCH? Then keep reading......please take five minutes to read this
>
>article- it will change your life, just like it did mine. It's true!
>
>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I
>
>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

Ya, right...

<snip>

>In the third week, I had over $10,000 dollars, and it's still growing!
>
>This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and
>
>believe it or not the money is still coming in.......

Lets see, $32,000 in $1 bills in one week. That amounts to 32,000 letters. Since the post office does not deliver on Sundays, that means you received an average of 5,333 letters per day. If you sleep for eight hours a day, and spend the rest of it opening 5,333 letters, you would have to open one letter approximately every 11 seconds all day long without rest or food. You won't even have time to pay your bills or do other household chores. You'll also need to rent a truck to drive all that money to the bank and pick up your next load of mail because it will weigh about a ton. That means you'll need to cut into your sleep time and/or open the mail faster.

This is beside the fact that the bank, police, FBI, and the IRS will become very inquisitive over your repeated large cash deposits. Your home will probably be raided once or twice if not outright seized for probable cause of drug trafficing, money laundering/counterfitting, etc. The postmaster general will be after you to explain why you're suddenly getting so much mail. Somebody at the post office will go 'postal' because of the sudden manditory overtime to sort mail. The garbage collectors will fine you for

exceeding your weekly garbage limit, and much of it will remain on your lawn since they can't haul it all away. That means the city will be after you as well because of all the trash in your yard (not to mension that it hasn't been mowed in some time since you've been busy opening 5,333 letter a day). BTW, doesn't your finger get a bit sore and don't the papercuts hurt?

It goes without saying though, if you spam your message to 200 newsgroups, and only 15 people are dumb enough to respond and spam out another 200 messages per person, you will have ran out of news groups to continue the chain in. This is because there are only 3-4,000 newsgroups, not 10,000, and only about half of those see a significant amount of activity. Max profit for you is $15 income - $7 (investment + stamps/envelopes) = $8 net. Wow.

Your story is just a weeeeeee bit far fetched.

3775. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57fe88$5jf@ornews.intel.com>
Source record: 8368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <17413598_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:
>
> In article
<Pine.BSI.3.95.961125084050.20743A-100000@fest.stud.fee.vutbr.cz>
> Sumbera Petr <xsumbe00@stud.fee.vutbr.cz> wrote:-
>
>>I have just done new version of NED PLAYER v2.2.
>>
>>You can now get N_PLAY22.LZH on my page:
>>
>>http://www.stud.fee.vutbr.cz/~xsumbe00
<SNIP>
>
>I'd just like to add that there is a tiny program available on my pages
>called BackPlay. This can be used in conjunction with NED PLAYER and CAB
>so that you can seamlessly play samples from within CAB without any windows
>etc. being displayed in NED PLAYER.

This is exactly the kind of idea I was talking about in my TOS extension
thread. Good job!

Followups set to comp.sys.atari.programmer

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3776. Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <99d_9611261407@conchbbs.com>
Source record: 8369

```
l > Does anyone know if it is possible to wait for _both_ mouse
l > buttons in one GEM event. And I _don't_ mean both buttons
l > _together_, I mean the left button OR the right button...
l > (binary OR in this case :-)

Sure. It waits until a button event occurs where
(button & bmask) == bstate
so set
bmask = bstate = 0;

It will then return on ANY button event. (Just ignore it if both
buttons are down.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3777. Re: vro_cpyfm() (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329b2aae.8198443@news.airtime.co.uk>
Source record: 8370

On Mon, 25 Nov 96 10:32:04 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

>>Binaries in a newsgroup ?????? swampy you suprise me :)
>
>They weren't as long as some articles :-)

We would also have to wonder which made the most sense ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3778. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329b973d.797033@news.airtime.co.uk>
Source record: 8371

On Mon, 25 Nov 1996 21:32:46 +0100, josk@stud.ntnu.no (Jo Even
Skarstein) wrote:

>>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great

>Hmm... CAB is written in Pascal! Personally I like pascal, especially

Is it?..hmm maybe I wont regret getting Personal pascal then :)

>>SamllTalk is powerful and very confusing.
>
>I don't know about "powerful", but it sure is confusing!

hmmm dont know that one?

>>I've tried a few others that you won't have heard of; the upshot is, any
>>programmer should use what HE feels is best for the application he's

>Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
>talking about the "classic" basic here.) is totally useless. But if
>people like it, let them use it...

what do you mean "classic" BASIC? , and why do you say totally
useless, are you telling me that in ALL the time you have used
computers, from the very first day you set eyes on one, you have never
used a program written in BASIC?, maybe you used plenty but just did
not know it?,
I would say that posting a message in a programming newsgroup saying
BASIC is useless, when you have used software written in it, wether
knowingly or unwittingly, is a very sad case of using your gob when
your brain is dissengaged,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3779. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Michael Davis <md444@uky.campus.mci.net>
Message-ID: <01bbdc09$459db380$949cdbcd@ns.campus.mci.net>
Source record: 8372
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Where does one get the TOS rom images to begin with? On the web?

Tony Smolar <asmolar@nscs.fast.net> wrote in article
<slrn59ltmk.86n.asmolar@nscs.fast.net>...
> >2) Funny enough I can read all files from all partitions but GfA will
> >not detect the EOF. This problem appears ONLY with files imported from
> >the original ST. When I create the files with the gemulator it works
> >fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?
>
> That is wierd! Maybe it has something to do with the PC's partition that
> Gemulator uses that are different from the ST's. I don't know exactly
how GFA
> detects EOF, but it may be flawed, which is causing your problem.
>
> I guess you can do one of two thing:
> 1) Use a virtual hard disk image. (I don't know if the Gemulator Demo
> supports this, but I think it does.
> 2) Read in and re-write the files under GFA Basic to fix that problem.
>
> > I still
> > wonder what this black bar means which continues to get smaller during
> > boot up of TOS 2.6.
>
> It's a memory test, you can hit the spacebar to quit it.
>
>

3780. Re: Creating an own Homepage

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57gjn6$260jc_002@news.ti.com>
Source record: 8373

I have placed in my web page "10 tips to creating a web home page". This may
be helpful to you. It's based on a MS page but modified to be Atari friendly.

http://www.geocities.com/SiliconValley/6880/phsw.html

Have fun!

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3781. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57h43p$3o5@balaena.bio.vu.nl>
Source record: 8374

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

: But that's exactly what I want to get away from, Lev. When running CAB, for
: example, when I click a link to a WAV file, I just want to hear the WAV, not
: see a blank screen (or even a description of the data) while it plays. ATM,
: clicking a WAV link leads to a complete redraw of the page after SWAV plays
: the sound.

Ah, yes, but when using CAB you could call the forementioned hypothetical
accessory directly from CAB (CAB has AV capabilities, doesn't it?),
you wouldn't have to _start_ anything, so CAB just goes on running.
You just need a manager app of some sort to call the acc from the desktop,
as a "viewer". This manager would only have to pass the filename to the acc,
just as CAB would have to do...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3782. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57h560$3o5@balaena.bio.vu.nl>
Source record: 8375
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD

Has this person ever heard of _working_?

>WITHOUT COSTING US ANYTHING BUT OUR TIME

Time is mony. Especially when you're on a 2400 baud link.

>$5 AND FIVE POSTAGE STAMPS!

God, I hate people who leave their Caps-Lock turned on...

Sorry, but one just can't resist replying to such a message :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3783. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57h5c1$3o5@balaena.bio.vu.nl>
Source record: 8376
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: 1) The TOS I got is in english. But I need the Umlautes "����" and so
: on. Does anybody have access to a german TOS version?

Can't you just type the ASCII codes?

: 2) Funny enough I can read all files from all partitions but GfA will
: not detect the EOF. This problem appears ONLY with files imported from
: the original ST. When I create the files with the gemulator it works
: fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

I've seen a stange character at the end of a lot of DOS files when I viewed
them on my Atari. I don't know the ASCII code, though, but I'll see if I can
find it...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3784. Re: Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgmb3gb8.fsf@emw.ericsson.se>
Source record: 8377

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
> >Does anyone know if it is possible to wait for _both_ mouse buttons in one
> >GEM event. And I _don't_ mean both buttons _together_, I mean the left
> >button OR the right button... (binary OR in this case :-)
>
> Yes, it is possible. I cannot remember right now how, but I know that
> this was asked (and answered :) in this group a little while ago...

And you should know as we use it in GEM-DEU! :-)

Just check in deu.c and the evnt_multi call.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3785. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Ronald Hartwig <Ronald.Hartwig@Informatik.Uni-Oldenburg.DE>
Message-ID: <57hd5e$ed3@news.Informatik.Uni-Oldenburg.DE>
Source record: 8378
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

lvzon@bio.vu.nl (Levien van Zon) writes:

>Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

>: 1) The TOS I got is in english. But I need the Umlautes "ï¿½ï¿½ï¿½ï¿½" and so
>: on. Does anybody have access to a german TOS version?

>Can't you just type the ASCII codes?

OK, but I think that would overload the user a bit :) See that umlauts
are very common in german.

>: 2) Funny enough I can read all files from all partitions but GfA will
>: not detect the EOF. This problem appears ONLY with files imported from
>: the original ST. When I create the files with the gemulator it works
>: fine. Maybe I need ti add a (DOS?) EOF character myself. Any ideas?

>I've seen a stange character at the end of a lot of DOS files when I viewed
>them on my Atari. I don't know the ASCII code, though, but I'll see if I can
>find it...

Further tests gave a stunning result:
When I use the "Ataris-ST" drive mode so that all files are put into a
container, it works perfectly. Having a close look onto the files had
no result. I tried adding some characters, but it look slike gemulator
(or gfa basic) never ever recognizes the EOF of files which are among
dos files.

Just for info

Ronald
--
/ EMail: Ronald.Hartwig@informatik.uni-oldenburg.de __ // _ __ \
| http : //www.informatik.uni-oldenburg.de/~rhaug/ /\ / // | \ / |
| SMail: Haareneschstr.2, D-26121 Oldenburg |--| __ -/ |_/ __ |
\ Tel. : 0441-71590 / /

3786. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329c2b1c.5838887@news.airtime.co.uk>
Source record: 8379
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

On 27 Nov 1996 10:32:33 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:
>
>: 1) The TOS I got is in english. But I need the Umlautes "����" and so
>: on. Does anybody have access to a german TOS version?

Whoops, I missed a lot of this, but presume you are talking
emulators, and your keyboard works as English but you want German?

Well I had the opposite problem, when trying to type, I was getting
the German keyboard when I wanted English,

A small AUTO Folder program cured this, theres also a keyboard
manager cpx that lets you choose the keyboard language type thing and
set the keys,
I cant go into it too technically because I do not understand it, I
just know it works and offers a variety of languages,

CKBD is the name and found on most ftp sites,

HTH and if it doesent, then apologies for getting hold of the wrong
end of the stick..as they say :)
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3787. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329c2cfb.6318552@news.airtime.co.uk>
Source record: 8380

On Wed, 27 Nov 96 01:49:00 GMT, wongck@ti.com (William Wong) wrote:

Hi William:)

>>>SamllTalk is powerful and very confusing.

>> Never heard of it?

> A true OO language... real tough one.

"OO language" ?...seriously :) I am none the wiser?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI JOURNALIST : ST FORMAT: ATARI WORLD: ST HANDBOOK: PC MART
Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3788. Re: Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57hhum$bj9@m1.cs.man.ac.uk>
Source record: 8381

```
In article <yvvhgmb3gb8.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>
>> In article <57cbve$6vn@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
>> >Does anyone know if it is possible to wait for _both_ mouse buttons in one
>> >GEM event. And I _don't_ mean both buttons _together_, I mean the left
>> >button OR the right button... (binary OR in this case :-)
>>
>> Yes, it is possible. I cannot remember right now how, but I know that
>> this was asked (and answered :) in this group a little while ago...
>
>And you should know as we use it in GEM-DEU! :-)
>
>Just check in deu.c and the evnt_multi call.

hehehehe.... Yea, but I dont keep the GEM-DEU source here at uni. :-)

Actually, now I think about it, I do! In my WWW pages, of course! Doh!

right, here it is...

event = evnt_multi(MU_KEYBD | MU_BUTTON | MU_MESAG,
0x102,3,0,
0,0,0,0,0,
0,0,0,0,0,
msgbuf,0,0,
&PointerX,&PointerY,&mousebut,&kbstate,&key,&numclicks);

Its the 0x102 which does it I think - setting the 0x10? flag makes and the
value of 3 is the important bit. (we are also detecting doubclicks)

Doh! how did I forget that... :)

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
```

3789. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: wongck@ti.com
Message-ID: <57g6mc$140v6_002@news.ti.com>
Source record: 8382

In article <3299f565.3759926@news.airtime.co.uk>, stosser@airtime.co.uk wrote:

>
>>SamllTalk is powerful and very confusing.
>
> Never heard of it?
>

A true OO language... real tough one.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

3790. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: jelsterb@pen.k12.va.us
Message-ID: <E1JCJu.2x09@pen.k12.va.us>
Source record: 8383
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin (lars westin) writes:
> THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
> Hello!!
>
> Would you like to make thousands of dollars, quickly, legally, with NO
>
> CATCH? Then keep reading......please take five minutes to read this
>
> article- it will change your life, just like it did mine. It's true!
>

I know of a much more honest way to share the wealth... GET A
JOB!!! Sure you will end up paying some money to the
government, but look at all the wonderful services you get in
return!! And you will feel much better about yourself because
you won't be stuck behind a computer posting to 200 newsgroups!
You may even make a friend or 2!

As for an article changing your life... try giving a read to
the following -
http://www.gospelcom.net/rbc/salvation/index.html

It will take you a lot further and doesn't cost you $5.00

--
Joseph Elster, Senior Programmer/Analyst, County of Albemarle
"All opinions expressed are that of my own and not my employer."
jelsterb@pen.k12.va.us

http://www.geocities.com/CapitolHill/1555

Christians aren't perfect, just forgiven!

3791. Silly programming lan

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <c52_9611271239@conchbbs.com>
Source record: 8384

"There are three things a man must do, before his life is done;
Write two lines in APL and make the buggers run."

j > Hmm... CAB is written in Pascal!

Ah, that explains why it is so slow and buggy! ;-)

Where I used to work, the first (and last) time they tried to use
Pascal they had to go back and redo the whole project in another
language in order to get reasonable performance out of it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

3792. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329c3865.9240961@news.airtime.co.uk>
Source record: 8385

On Tue, 26 Nov 96 02:09:14 GMT, wongck@ti.com (William Wong) wrote:

>In article <57cleb$ejs@ornews.intel.com>,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>>infamy) are bickering about which programming language is "best." As

>Right...

>And that poor guy started off by giving out a FREE software for the ever
>decreasing pool of new software for the Atari. Why bother doing a program for
>a bunch of people who instead of giving you a pad on the back, criticize you
>and the program.

<smile> I probably brought a lot of it on myself for starting the
thread, making a statement (that as yet no one has proved wrong<G>),
but I have to admit I did not see the point in ripping my programs
apart, when the way to handle the debate would have been to show me
better?, I honestly was not trying to say my programs where the best,
but to find out if anyone thought there was a better BASIC for making
games,
The thread got on some peoples nerves, although I dont see why,
theres a long and boring thread about mutitasking in c.s.a.st but I
suppose thats alright :)
Anyway after trying unsuccesfully to do whatever they where trying,
they have all gone off in a sulk, we can now safely say the thread is
dead if thats what everyone wants, and we will all just have to agree
that STOS is the best BASIC for making games in 1996 hehehehe

>Worst, they are critcizing the tool which is being used.

And they realy should have known better hehehehe

>Just my 2 cents.

Appreciated :)

Released this weekend, DIAMOND-ICE, already quoted as being ten times
better than Heartland :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3793. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849207634_OASIS_@swampdog.demon.co.uk>
Source record: 8386

In article <3299f565.3759926@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD. Great
>>for teaching programming principles on paper, awful for actually
>>programming.
>
> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

hehe! It's not _that_ bad because they all come with extensions to the
standard. Pascal was my first compiled language and I think traces of
it can still be seen in my C today. I'm not a fan of incomprehensible
rubbish when comprehensible rubbish will do!

>>Ada is dangerous.
>
> She is ??

Oh most certainly she is, yes. My "two lift" problem got sorted in
assembler quicker than in ada. ;-) It's a language that incorporates
multitasking constructs btw.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3794. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849207160_OASIS_@swampdog.demon.co.uk>
Source record: 8387

>Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
>Great for teaching programming principles on paper, awful for actually
>programming.

Too true, especially "standard Pascal". I have heard good things about
oops pascal (delphi?), though not had the opportunity to try it.

>Ada is dangerous.

'cos the military use it!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3795. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849098527@p24.f101.n323.z205.mbh.org>
Source record: 8388

William Wong wrote:

> If this is the reception a game programmer gets for producing a FREE
> game for a dying platform... I would certainly think twice about
> producing any more for that platform!

No, it's the result of some saying his programming language is the best for
games and two very stubborn people discussing the subject.

> Lighten up you guys... at least he is trying to inject some life in the
> Atari.
> Just my 2 cents.

And we are generating a lot of attention to his games and programming language.
I am sure serveral people have downloaded the game to look what all that noise
is about.

Bye, Hans Wessels

3796. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849109308@p24.f101.n323.z205.mbh.org>
Source record: 8389

Uwe Haase wrote:

> - All three games are not full synchronised to the VBL,
> because they are unplayable with my T-28 speedup board.
> If I toggle back to 8 MHz, all is OK.

Hi, does the T-28 board switch back correctly to 8 MHz? My Turbo 20 board (very old product) doesn't swith back it's memory acces timing correctly. Memory acces is always like the shiffter is accessing video memory, even when it doesn't. This gives trouble with very tight timed programs like fullscreens demo's.

> The reason is simple: The sprite is wider than the raster of the
> playground!
> __
> ('')
> /( )\ <---- play character
> AA
> ########## <---- platform it is standing on
> I I I <---- raster width
>

Yes, this fix is also simple. Move the character about 6 pixels to the left and all is symetric again. The trouble is that the left hand of the character is algined with the raster and the character with is not a integer number times the raster width, causing a misalignment of the symetry axis of the character and (raster width)/2. However, moving the character about 6 pixels to the left will make the cahacter witdh 3 times the rasterwidth instead of two.

Bye, Hans Wessels

3797. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849094074@p24.f101.n323.z205.mbh.org>
Source record: 8390

Tony Greenwood wrote:

> The difference between permanant and temp is that if you save your
> basic listing, the banks will save with it if permanant,

Ok, that's the way dat can be included into programs, you answered a question of mine before I could ask it, thank you.

> Reserve as screen = temporary screen
> reserve as work = temporary work area
>
> Then I can also reserve as music, charactor set, 3d, sprite
> and stos will know exactly what to do with them, it will allways know
> there start address and size and whatever

What is the difference between al those reserve commands? IMHO memory is memory. I don't see the need telling to computer for what purpose memory is reserved. The special thing about screen memory is that is has to be aligned on 256 byte boundaries, but I was told all memory blocks are reserved on 256 byte boundaries. Why differentiating in all those types?

>> think so. Does STOS automaticly alaign memory banks to 256 bytes
>> offsets so
>
> yes....so there!

OK, that's clear.

>> Scr=memory(64256) ' Get some memory
>> scr+=256 ' anticipate round down
>> scr=scr and $ffff00 ' get 256 byte boundary
>>
>> and thats the same as reserve as work 7,64256 hmmmmmmm?
>>
>> No, only the first line is. The second and third line are to make sure
>> my screens adress will be aligned to a 256 byte boundary.
>
> then IT IS THE SAME as all I need to do is reserve the bank and STOS
> does the rest....why didnt you beleive me?

Because it's unusual behavior for a memory allocationg command. Normally they alaing to 2 or 4 byte boundaries.

>> repeat
>> scrp=(scr and $ff0000) + ((scr and $ff00) shr 8) ' calculate
>> videobase lpoke $ff8200,scrp ' poke directly into hardware
>> register wvbl ' wait for vbl

>> scr+=1280 ' change offset
>> until(0)
>>
>> Mine is faster. And speed is al you need to get good arcade games.
>
> really, how the heck do you know ?????????????

Because every screensetting command has to do something like this. Calling a subroutine that calls an xbios command will be slower.

> I reserve all my banks and the rest in a routine called SETUP , the
> main loop that uses speed will not have any memory being reseved etc,
> you dont need that extra kick of speed until the main loop

I am not talking about the speed of memory allocation. I was talking about the speed of switching screens. You can use the fast way too in STOS. You have to be in supervisor mode, that's is no problem because heartland is working in supervisor mode so you either switched to supervisor mode, or STOS is always in supervisor mode. Yes, some poking has to be done, but poke is also a regular basic command, and it is faster, so why not use it?

>> STOS will, but does the hardware know? Does STOS start to move around
>> banks in
>
> yawn...how many times?

Well, as you don't have trouble my guess is STOS doesn't move it's memory banks when surrounding memoryblocks are released. Can someone confirm this?

>> As you told me I don't no how to program STOS, so I don't know how
>> your memset command is called. (Probably it depends on which extension
>> you use).
>
> Extensions are upgrades to STOS programming launguage , just like any
> other language gets upgraded, waddaya mean it depends on which
> extension? stop being a baby,

I guess there are a lot of extensions you can use for a lot of different things. So it's resonable to think there is more than one extension that supplies you with a command to set a block of memory to a cetain value. Maybe there are commands that lets you set memoryblocks with a 2, 4, 8 or 16 byte value. You have to be able to differentiate between the commands in different extensions. So how is this done? How are new commands added to STOS? How do I make sure the command name is already in use by someone else?

> Well you got that right!...I had absoloutly no idea what your list of
> pokes where meant to do, we are using diferent BASICs, STOS the
> upgraded 1996 BASIC, and your old one that would seem to rely on
> being poked to death?

Please, I explained you why I was using pokes: I don't know the memset() command in STOS, so I used pokes because that command is supported in all basics.

> so your long list of peeks etc that resembled an old spectrum listing
> is just a round about and confusing way of :.....
>
> reserve as (whatever type or size bank i want)
> reserve as
> reserve as :rem 3 banks
> fill start(?) to length(?), 0...or f or whatever

Yes.

> Ok i will leave this thread with pleasure, you can stay in it and
> talk to yourself until you actually win a debate, probably take you
> ages hehehe

I am not trying to win a debate in this thread. I am just curious about a programming language that I don't know. I'd like to know how certain commands work. I like to know how things work.

What happends when you are tying te reserve memory when no memory is left? (C returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

Hans Wessels

3798. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849098122@p24.f101.n323.z205.mbh.org>
Source record: 8391

```
>> MagicPC (full version) : problems with fileselectboxes (*)
>> MagicPC (demo) : No use, due to disc only file access
>> Gemulator96 (demo, with MagicPC Magic_OS 1.0 96/6/26):
>> same problems as MagicPC full version
>> STonX : Is known not to run GfA3.x
>> Tos2Win : Did not run (Page fault under W95)
>>
>> Since the problem seems to be related to magic, why don't you try
>> using a TOS img with Gemulator (You can put a TOS image in place of
>> magic, it'll work)
>> STonX works fine with GFA2.0, I've never tried it with 3.x, but I
>> don't know why it wouldn't work.
> What image needs to be replaced, I have a few TOS images but am
> unsure what to replace. There are two files with the tos extension in
> the Gemsys folder. If I could use the TOS image I'd be able to use
> the emulator in English!!!!

Hi, I know that you can boot Magic PC with any OS image in the range TOS 1.00
to 2.06. There are even two different ways to do it:

Replace the file MagiC_PC.OS with the TOS image you want to boot from

or

Insert the TOS image you want to boot from as the file ROM.OS. When booting
Magic PC it first looks for the file ROM.OS and when found it will boot from it.
When ROM.OS is not available it will look for the file MagiC_PS.OS and use that
one to boot.

Bye, Hans Wessels
```

3799. re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849110848@p24.f101.n323.z205.mbh.org>
Source record: 8392

Tony Greenwood wrote:

>> - If I start the games not from ST low (I use usual ST high or better)
>> the screen is trashed and the system hangs.
>
> then in the words of Tommy Cooper...Don't do it ? :)

Maybe you can test the resolution in your next game and print a message saying
the game only works in ST LOW instead of locking up the system?

> dispute its there or question your comments, either of you, juts
> simply to say, cannot see it ?

Did you check the archive? It might be a broken file in the archive.

> anything about xbios,gemdos or any of the others,??? I dont really
> see your point? none of the words you mention have any relevance in
> STOS BASIC, they are not STOS BASIC commands and as far as I am ware
> are not mentioned in the STOS BASIC user manual?

No, but they are mentioned in every ST programers manual. You can use the bios
and xbios functions with STOS, so see them as etensions to the language.

>> Most of them have extended graphic hardware, the only access to
>> screen is VDI! STOS does not make use of VDI, it writes its drawings
>> direct into memory. This is fast, but will only work on original
>> ATARIs (ST/STe/TT/FALCON without extensions).
>
> without extensions? what on earth does that mean ?

He means extensions like videocards, turbocards, exotic memory cards and all
other thing you can add to a normal ST, so an Atari without
extensions is an Atari like you have, no modifications.

> the thread is best BASIC for games ??????? why do people have to
> start prattling on about applications and anything else they can
> think of because they are too scared to admit they cannot fault my
> original statement,

We said your original statement was false because STOS can't do GEM games. You
said no one wants GEM games because you think they are slow and nonresponsive
(just like we thought about STOS). We are proving there are lots of people
wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern
GEM game.

> Ok I never said my games where fanatastic, I said STOS is the best
> BASIC for making games on the ATARI in 1996,
IF you don't want to make GEM games and don't care about the fact the game

doesn't run on a TT and the game will only run on a Falcon using
backwards.

>> There is no choice between GEM games and none GEM games, because you
>> can only run GEM games on the new powerfull atari compatible
>> computers!
>
> really? I think you will find you are WRONG

Your game doesn't work...

Bye, Hans

3800. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57iod7$ch1@ornews.intel.com>
Source record: 8393

In article <57de81$s0ku_002@news.ti.com>,
wongck@ti.com (William Wong) wrote:
>
>In article <57cmvi$ejs@ornews.intel.com>,
>atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:
>>
>>Someplace around the house I have C source for a WAV player...
>
>Why don't you make the code accessible so that other people who is
>interested can take a look at it, even may implement something...

Do a Web search for WAVEPLAY - that's where I found it. John Curtis added a GEM front end to it and compiled it to WAVPLAY2 (look at my ftp site), but it doesn't do stereo. Otherwise, it seems to be just about he best WAV code there is. Ned's Player has a better interface, though, and many more file types.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

3801. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57iod1$ch1@ornews.intel.com>
Source record: 8394

In article <3299f565.3759926@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Mon, 25 Nov 96 14:33:47 GMT, in comp.sys.atari.programmer you
>wrote:
>
>>STOS is terrific for quick development of games running in ST Low
>>resolution.
>
>Ho no not another?. you suprise me Rich?
>
> BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?

If it's not "quick" (as compared to C, Assembler, Pascal, or whatever), then there's no reason to use BASIC in any flavor. AFAIAC, the whole point is writing a program in a language that actually makes sense to me days later., so that I can figure out without running a half-dozen debuggers/system monitors what's wrong, make the (hopefully minor) changes, recompile, and re-test it in a few minutes.

And it's still advocacy.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3802. Re: vro_cpyfm() (1/1)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849209584_OASIS_@swampdog.demon.co.uk>
Source record: 8395

In article <329b2aae.8198443@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Mon, 25 Nov 96 10:32:04 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>
>
>>>Binaries in a newsgroup ?????? swampy you suprise me :)
>>
>>They weren't as long as some articles :-)
>
> We would also have to wonder which made the most sense ? :)

The green ones. (?)

Followups to #atari I reckon ... <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3803. Re: The real Issue

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329c931f.32470121@news.airtime.co.uk>
Source record: 8396

On Wed, 27 Nov 1996 18:54:53 GMT, mprophet@airmail.net (Dave Randolph)
wrote:

>>The follow IS NOT intended to promote the computer platform mentioned.
>>Quite frankly and honestly, there is far to much dishonesty in regards to,
>>through and surrounding the mentioned platform.
>>
><snip>
>
>That must have been some good weed!!! Too bad I don't partake.

Dear me!!...I thought I could natter, but that guy has me beat hands
down,
The word AMIGA was used in double figures , at least, could not see a
mention of ATARI anywhere,
Is it just me ,or does anyone else think that if we follow him to his
web page, then somewhere along the linewe will be asked for x amount
of dollars..hmm or am I just synical? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3804. Re: Silly programming lan

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329c9458.32782928@news.airtime.co.uk>
Source record: 8397

On 27 Nov 96 09:30:02, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:

>"There are three things a man must do, before his life is done;
>Write two lines in APL and make the buggers run."
>
>j > Hmm... CAB is written in Pascal!
>
>Ah, that explains why it is so slow and buggy! ;-)

hmmm it would seem to be split down the middle, some say its good,
some says its bad, prrof surely that a lot of people have tried it?,
Personal Pascal...arrives this week :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3805. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: josk@stud.ntnu.no
Message-ID: <329d540c11e390@stud.ntnu.no>
Source record: 8398

Tony Greenwood (stosser@airtime.co.uk) wrote:

>>>SamllTalk is powerful and very confusing.
Should be "SmallTalk".
>>
>>I don't know about "powerful", but it sure is confusing!
>
> hmmm dont know that one?

Believe me, you don't want to either...

>>Agree, except for the BASIC-part. IMHO (Yeah right!) basic (I'm
>>talking about the "classic" basic here.) is totally useless. But if
>>people like it, let them use it...
>
> what do you mean "classic" BASIC? , and why do you say totally
>useless, are you telling me that in ALL the time you have used
>computers, from the very first day you set eyes on one, you have never
>used a program written in BASIC?, maybe you used plenty but just did
>not know it?,

I used BASIC in various incarnations from 1984 to 1992, including STOS.
I wrote some programs too (A diskzine-shell, a couple of demos and some
programming-utilities.) in STOS and at that time I liked it. The
reason I abandonded STOS was that it couldn't do what I wanted it to
without some serious hacking. And I'm not talking about sprites and
stuff here, I wrote those parts in assembler anyway (This was before
all those cool extensions.).

I'm a fan of clean and structured programming; no way you can accomplish
that with STOS. I mean, just look at those line-numbers! Show me a
10000-line *structured*, easy-to-read source in STOS! Let's face it,
the programming-language itself is crap. No procedures, no functions
and no dynamic datastructures (No datastructures at all except for
arrays.). (BTW. this is what I mean with "classic BASIC".) If STOS had
looked anything like AMOS on the Amiga (It was awesome!) we wouldn't
have this thread today.

> I would say that posting a message in a programming newsgroup saying
>BASIC is useless, when you have used software written in it, wether
>knowingly or unwittingly, is a very sad case of using your gob when
>your brain is dissengaged,

Perhaps you should try looking outside the (very) small world of BASIC
and see what else is out there. You're obviously a very skilled
programmer (I've seen a couple of your games and they were cool!),

if you spent some time learning a more powerful language you could write better games in the same or less amount of time you use now.

The time you save by being able to write one line of code instead of three to plot a sprite is quickly consumed by the additional time you use to maintain large sources with line numbers, goto's and gosub's.

Your original posting said something like "STOS is the best BASIC to write games with", and that's correct. But you included C too, which is more powerful than STOS no matter what you say. You claim that you write your games in ("Upgraded") STOS. OK, if I wrote a library like "Missing Link" for C, could I write a game with it and claim that I use nothing but "upgraded C"? I couldn't, 'cause I used C and an additional library, just like your extensions. They're not a part of the language, and no sane person would say that the language BASIC is more powerful than C??

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

3806. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849180192_OASIS_@pcc-uky.campus.mci.net>
Source record: 8399

In article <01bbdc09$459db380$949cdbcd@ns.campus.mci.net>
"Michael Davis" <md444@uky.campus.mci.net> said:-

>> > I still
>> > wonder what this black bar means which continues to get smaller during
>> > boot up of TOS 2.6.
>>
>> It's a memory test, you can hit the spacebar to quit it.

Well, actually, the first bar is a memory test. The second bar is a built
in delay to allow older hard drives to come up to speed before continuing
the boot-up process...In any case, he is right--just bash a key to carry
on... :)

--

```
_/_/_/
```

3807. re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GK3ABBAFUP@alkor.sax.de>
Source record: 8400

In <3298d2ae.22078270@mailhost.airtime.co.uk> you (Tony Greenwood) wrote:

>>- Multi Pakman & HERO doesn't run from HD.
>
> I will presume you have not followed this thread? I have been told
>its a lame excuse, but I do not own a HD, at the time of writing those
>games I had no contact with anyone who owns a HD and the STOS manual
>has no mention of hard drives?

Yes, I've read the hole thread, but I've downloaded and tested them earlier
this month.

>>- All three games are not full synchronised to the VBL,
>> because they are unplayable with my T-28 speedup board.
>> The sprites are jumping around very nervous, game control (especially
>> Multi Pakman) is impossible, because it's too fast.
>> If I toggle back to 8 MHz, all is OK.
>
> Thats because they are ATARI ST games made on an ATARI ST for ATARI
>STs? by that, I mean yer average ATARI ST set up,
> And before it is pointed out that I state STOS works on newer tos
>versions, the games in question are older pre whatsit :)

I own many games written in 1990 and earlier, and they run from HD and
makes no trouble with my T-28. On the contrary, they peform much better
with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power Monger,
Popolus, Ishar)
Of course there is another diference to yours, these are not free games.

>>- If I start the games not from ST low (I use usual ST high or better) the
>> screen is trashed and the system hangs.
>
> then in the words of Tommy Cooper...Don't do it ? :)

I translate it as:

"Don't start STOS games on new atari's because they will crash!"

Using your words: "The thread is best BASIC for games"

Can a Programming Language be the best of all, if the resulting program
won't run on new ataris? Hhmmm....

>>>>Ok, there is something wrong with the sprite data. When walking to the right
>>>>against a blue background a white pixel infront op the character is periodically
>>>
>>> eh?...this is all news to me ?

>>
>>I can confirm this bug.
>
> Well I rebooted the game (something I am not used to doing, playing
>my own games<G>) and still cannot see it?, I do not for one moment
>dispute its there or question your comments, either of you, juts
>simply to say, cannot see it ?

I just started Heartland 5 times, I can see the bugs every time!

MEGA ST 1 (4MB RAM), TOS 1.04, 8 MHz, ST low, blitter disabled, HD enabled,
all hardware extensions disabled.

>
>>I want to know what video hardware is present.
>>
>>I can use Getrez (XBIOS 4), which return 0, which means "something like ST low"
>
> I have commands to not only find the current resolution, hertz rate
>etc, but I can also switch resolutions as much as I want,
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
GOTCHA!!!

So tell me how do you would switch resolution from:

- ST low with AS OverScan (368x264x16) to ST low (320x200x16)
- ST mid with AS OverScan (704x264x4) to ST mid (640x200x4)
- using a graphic card: from 640x480x16777216 to 1152x832x256

(AS OverScan is a small hardware extension for all 260/520/1040 ST/Mega ST)

>>Do you see the diverence?
>
> NO!

Really not?

>
>
>>Your wonderfull STOS games are not running on this nice big ataris!
>
> hang about, whats all this "your wonderfull stos", if you are trying
>to be sarcastic then this is all a waste of time :(
>
>>Most of them have extended graphic hardware, the only access to screen
>>is VDI! STOS does not make use of VDI, it writes its drawings direct into
>>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>>without extensions).
>
> without extensions? what on earth does that mean ?

For example graphic extensions like AutoSwitch OverScan (for ST), VME bus
graphic cards (for Mega STe/TT), BlowUp (for FALCON).

I hope that I can install a 1 MB ISA graphic card next week into my Mega ST.
Then I'll be able to use 1280x1024 pixel in 16 colors or 1152x832 pixel
in 256 colors or 832x624 in 65536 or 640x480 in 16.7 mill colors.
That's nearly the same like your W95 PC graphic capabilities.

To be on topic:

The only way to display anything on these graphic extensions is VDI/GEM.
And STOS is not able to use VDI AVAIK.

Here are some quotations from the ATARI Compendium:

------ 1.6 Atari 'clone' Computers ------------
Atari 'clone' computers first became available in early 1994. These
computers, while mostly software compatible with Atari-produced
computers, contain hardware enhancements and modifications that may
cause incompatibilities in software that relies on hardware access rather
than the recommended method of using standardized OS calls.

The recent availability of these computers as well as enhanced graphics and
peripheral boards amphasizes the value of programming using the OS whenever
possible to allow software to be run on the widest variety of machine
configurations.

---------4.3 XBIOS - Overview --------------------
...
Some functions (notably video hardware and storage device related functions)
should only be used by device drivers and system level software as they
represent a non-portable method of hardware interaction which may be
unsupported in future Atari computers.

As a general rule, GEMDOS and VDI functions should be used, when possible,
rather than XBIOS calls. The GEMDOS and VDI provide a software abstraction
layer which will make software applications much more compatible across
new computer releases.

> Ok I never said my games where fanatastic, I said STOS is the best
>BASIC for making games on the ATARI in 1996,
>
> NO ONE has done anything to prove otherwise, you have all TALKED
>TALKED TALKED

Maybe STOS is indeed the best BASIC for making games for the atari _ST_,
but there are a lot of other ataris. (Which are not or not full supported.)
And that is the bad part of your STOS games.

> None of you can show me a game written in BASIC thats better than
>STOS ones, it is childish to start trying to find bad things in my
>games, show me something better, thats the whole point, or dont you
>all understand ?????

OK. I will write a game. It will support extended resolutions.
Can you beat this special feature with STOS?

>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>Hades 060 is more than 20 times faster than a 8 MHz ST.
>
> and your point is what ??? would it have anything to do with making
>games in BASIC, I think not :(

A faster CPU can compensate slow code. GEM code is mostly slow code.
To make good GEM games, you can compensate the slow but compatible
GEM code with a faster CPU.

>>There is no choice between GEM games and none GEM games, because you can
>>only run GEM games on the new powerfull atari compatible computers!
>
> really? I think you will find you are WRONG

OK. So tell me some STOS games that will run on my ST at its extended
resolutions or on the mentioned Perfoma 460 (832x624x256). I've tested
many GEM games successfully.

>>Tony: Why do you dislike GEM? Have you ever worked on a "big" atari?
>> (A simple falcon is not a big atari to me.)
>
> I have a STe...thats it, no falcon, no hard drive, i dont even have a
>drive B? i have the original atari mouse and a joystick and ONE box of
>disks, thats my total atari set up,

That's overhelming! You can code without any monitor! ;)

>I manage to make reasonably good
>software thats quite well recieved in the ATARI community, beleive me
>its not that easy with such a bare minimum set up,

Serious: Compliment to you.

> SO no i havent "worked" on a big atari, in my book this is big:)

Indeed, it is. I hope you can use some time a big atari, to make
very good games.

> why do all gem programmers think there is only red,green white and
>black, surely they can change the colours here and there,

Most of them have a monochrome monitor.

>I have made
>some serious software in medium rez, and they "look" quite nice, I
>made angled scroll bars with shape and depth, 3d boxes etc,
> Nagggh I definatly dont like GEM its boring IMHO:)

How look your colored software at a monochrome resolution like ST high?

You've asked for the best BASIC for making games in 1996, so please
refer to a GEM of 1996. The actual GEM offers you much more than
scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe
is from 1990!

>
>>BTW: Is there any (GEM) monopoly game around?
>> In case there's no one, I'm forced to write my own...
>
> in BASIC ? :)

In C. I have no BASIC which is 100% GEM compatible.

--
Email: haase@alkor.sax.de

3808. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ce987.54593644@news.airtime.co.uk>
Source record: 8401

On Thu, 28 Nov 1996 00:12:38 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>games I had no contact with anyone who owns a HD and the STOS manual
>>has no mention of hard drives?

>Yes, I've read the hole thread, but I've downloaded and tested them earlier
>this month.

Yes but the point was, as we have already coverd the games not
working from hd, why mention it again?

>with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power Monger,
>Popolus, Ishar)
>Of course there is another diference to yours, these are not free games.

That was a cheap shot :(

>>>- If I start the games not from ST low (I use usual ST high or better) the
>>> screen is trashed and the system hangs.
>>
>> then in the words of Tommy Cooper...Don't do it ? :)
>
>I translate it as:
>
>"Don't start STOS games on new atari's because they will crash!"

Something like that..If you have the ability to run the game by
booting some other way, then why boot in the way that makes it crash,
seems a bit silly to me?

>Using your words: "The thread is best BASIC for games"

>Can a Programming Language be the best of all, if the resulting program
>won't run on new ataris? Hhmmm....

YES, when there is nothing better about?, a game made in BASIC that
works on most ATARIs is better than a none existant game, how many
ATARIs will that work on, no game=no ATARI's...yes?

>>dispute its there or question your comments, either of you, juts
>>simply to say, cannot see it ?
>
>I just started Heartland 5 times, I can see the bugs every time!

As the program is pure code, and all the data is on disk, dare I
suggest the zip might have been damaged, or....maybe your display is
far superior to mine?

>> I have commands to not only find the current resolution, hertz rate
>>etc, but I can also switch resolutions as much as I want,
> ^^
>GOTCHA!!!
>
>So tell me how do you would switch resolution from:
>
>- ST low with AS OverScan (368x264x16) to ST low (320x200x16)

You see I am talking about the majority, are you seriously trying to
tell me you do not have access to ATARI ST low rez, if you have, then
whats the problem ?

>>>Your wonderfull STOS games are not running on this nice big ataris!
>>
>> hang about, whats all this "your wonderfull stos", if you are trying
>>to be sarcastic then this is all a waste of time :(
>>
>>>Most of them have extended graphic hardware, the only access to screen

But also have the ability to use ATARI ST low, so ????

>To be on topic:
>
>The only way to display anything on these graphic extensions is VDI/GEM.
>And STOS is not able to use VDI AVAIK.

But why would I want to use those resolutions, If you have access to
st low, and if you havent? then you show me a game made in basic that
is using them that was programmed in 1996, and will work in atari low
as well ?

>> NO ONE has done anything to prove otherwise, you have all TALKED
>>TALKED TALKED
>
>Maybe STOS is indeed the best BASIC for making games for the atari _ST_,
>but there are a lot of other ataris. (Which are not or not full supported.)
>And that is the bad part of your STOS games.

nooo you are missing the point and straying from the whole thread, it
is not good enough to tell me how bad stos is, it is pointless telling
me the flaws of which I am already aware, there is certainly nothing
to be gained from publicly attacking my software,
for my statement to be wrong, you have to show me better ? but you
cannot, so even though STOS does addmitedly have drawbacks, and STOS
may not be the best all round BASIC for the ATARI and my games may not
be the best in town, until you show me better, written in BASIC in
1996, then my statement is proven to be true?

>OK. I will write a game. It will support extended resolutions.
>Can you beat this special feature with STOS?

I am sorry, but I do not believe you will write a game that will work
on every single ATARI, including my humble setup and your highest

spec, and someone, anyone say, hey what a good game, and be in BASIC
only,
I am not saying you are not capable, I presume you are, you probably
have the ability and the software to make something spectacular, I am
saying that i doubt you will, and would go so far as to say I am
absoloutly sure you wont be able to make one that will prove my
original statement wrong :) hehehe, you may want to recap the original
statement before you start, a quick glance at the calander would
suggest you only have a matter of weeks to do it in, <smile>

>>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>>Hades 060 is more than 20 times faster than a 8 MHz ST.

>> and your point is what ??? would it have anything to do with making
>>games in BASIC, I think not :(

>A faster CPU can compensate slow code. GEM code is mostly slow code.
>To make good GEM games, you can compensate the slow but compatible
>GEM code with a faster CPU.

Since when has a powermac been an atari ?...and dont you draw the
line anywhere? how about a jaguar, thats atari,

>>>There is no choice between GEM games and none GEM games, because you can
>>>only run GEM games on the new powerfull atari compatible computers!

>> really? I think you will find you are WRONG

>OK. So tell me some STOS games that will run on my ST at its extended

I did not say STOS would do it, I said I think you are wrong?

>> I have a STe...thats it, no falcon, no hard drive, i dont even have a
>>drive B? i have the original atari mouse and a joystick and ONE box of
>>disks, thats my total atari set up,

>That's overhelming! You can code without any monitor! ;)

doh!...whoops :)

>> SO no i havent "worked" on a big atari, in my book this is big:)

>Indeed, it is. I hope you can use some time a big atari, to make
>very good games.

well I think you stated a falcon is not big in your eyes, but that is
something I would like to do, hopefully this does not sound big
head'd, but I really do believe I could make some really good software
on a falcon, most of the commands I have available now have already
been converted to work on the falcon, STOS on the falcon will access
most of what it has to offer, all that speed, true colur sprites d..
ho there i go again, drooling...it may never happpen though :(

>> why do all gem programmers think there is only red,green white and
>>black, surely they can change the colours here and there,

>Most of them have a monochrome monitor.

haaa, fair comment :)

>>made angled scroll bars with shape and depth, 3d boxes etc,
>> Nagggh I definatly dont like GEM its boring IMHO:)

>How look your colored software at a monochrome resolution like ST high?

Dunno, I have not got a high rez monitor, mine is an old atari colour
monitor that has no side borders, cant get it fixed:(, means the
first8 pixels of the screen and the last 8 are hidden :(, thats why
you wont see much happening at the edges of my software :), seriously
:)

>scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe
>is from 1990!

i dont see the relevance? my software still boots up and runs, and
until you show me a game made in 1996 in BASIC, then I am afraid STOS
and its old techonology are still the best in town :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3809. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ce926.54496672@news.airtime.co.uk>
Source record: 8402

On Wed, 27 Nov 96 16:41:36 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>(raster width)/2. However, moving the character about 6 pixels to the left will
>make the cahacter witdh 3 times the rasterwidth instead of two.

and make me have to add too much to the overlaying trick I am using
to be able to keep the game at the speed it is?,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3810. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ce836.54256570@news.airtime.co.uk>
Source record: 8403

On Wed, 27 Nov 96 11:31:54 +0100, in comp.sys.atari.programmer you
wrote:

> > Then I can also reserve as music, charactor set, 3d, sprite
> > and stos will know exactly what to do with them, it will allways know

>What is the difference between al those reserve commands? IMHO memory is
>memory. I don't see the need telling to computer for what purpose memory is
>reserved. The special thing about screen memory is that is has to be aligned on

Eeerm, for the follow up commands, the best way to explain...
Later on I may want to use a command like....MUSIC 3
STOS will automatically look in the bank I assigned as music, this
saves me having to add perameters to the music play command,
This is the same for fonts used in windows, sprites etc,

> > then IT IS THE SAME as all I need to do is reserve the bank and STOS
> > does the rest....why didnt you beleive me?

>Because it's unusual behavior for a memory allocationg command. Normally they
>alaing to 2 or 4 byte boundaries.

hmmm I can only presume its easier for STOS? Dunno realy, having
never used other programming languages to the extent of memory
allocation, then I never questioned the way STOS does it?,

> >> STOS will, but does the hardware know? Does STOS start to move around
> >> banks in
> >
> > yawn...how many times?
>
>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>when surrounding memoryblocks are released. Can someone confirm this?

It does, eeerm I think we may have lost track of each other here, but
let me give this a shot:)

If I assign a variable to = the start address of a memory bank, eg
S7=start(7)
Then at some point another bank is erased or made? then S7 will no
longer = start(7) and the variable must be reset by the programmer,

BUT!..if I use STOS commands, eg screencopy 7 to physic, well I can
use that in a loop all day and erase or make banks all I want, STOS
will keep track of bank 7,

As for screens.....we would not usualy use a bank, screen areas are
already set, PHYSIC,LOGIC and BACK, Logic being the screen your work

is allways performed on unless told otherwise, so print "Tony" will
allways go to the logic, a good programmer will allways set logic to =
back, so work is hidden, then a screenswap command will swap the
logic,physic, = instant graphics as no data is moved, only a pointer
changed, I cannot see anything being faster? logic can be set to
anywhere, back, physic a bank, anywhere......

> > Extensions are upgrades to STOS programming launguage , just like any

>I guess there are a lot of extensions you can use for a lot of different
>things. So it's resonable to think there is more than one extension that
>supplies you with a command to set a block of memory to a cetain value. Maybe

All the memory allocations are done with STOS original commands,
well in my work, I cant speak for all STOS programmers:), but I do not
recall any commands in any extension for allocating memory, unless the
termonolgy is confusing me:)

>there are commands that lets you set memoryblocks with a 2, 4, 8 or 16 byte

Unfortunatly the STOS memory banks not only round off 256, but have a
minimum size of 256? or is it??, ho dear, all this off the top of my
head?,

>value. You have to be able to differentiate between the commands in different
>extensions. So how is this done? How are new commands added to STOS? How do I
>make sure the command name is already in use by someone else?

extensions are obviously not made in STOS, so i cannot help you
there, I know a certain amount, but it could be the blind leading the
blind, making extensions is well out of my luegue i am afraid,

> > talk to yourself until you actually win a debate, probably take you
> > ages hehehe
>
>I am not trying to win a debate in this thread. I am just curious about a
>programming language that I don't know. I'd like to know how certain commands
>work. I like to know how things work.

My apologies, I found it difficult to seperate the two threads, ie
STOS and this one, SORRY :)

>What happends when you are tying te reserve memory when no memory is left? (C
>returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

STOS returns error 8, out of memory....
But STOS has amongst its nifty commands and preset variables, free,
so print free return the available memory, you can allocate a bank
with "reserve as data 7,free" although free-1280 or simmilar might be
a better idea:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3811. Re: Mouse Events

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybfmk190.fsf@emw.ericsson.se>
Source record: 8404

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>

> >> Yes, it is possible. I cannot remember right now how, but I know that
> >> this was asked (and answered :) in this group a little while ago...
> >
> >And you should know as we use it in GEM-DEU! :-)
> >
> >Just check in deu.c and the evnt_multi call.
>
> hehehehe.... Yea, but I dont keep the GEM-DEU source here at uni. :-)
>
> Actually, now I think about it, I do! In my WWW pages, of course! Doh!

;-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

3812. Re: Help: 2 bomb error

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-2811960927570001@144.173.2.235>
Source record: 8405

Well, I wasn't expecting so much response. Thanks for all the help. To tell you the truth the day after I posted the message I went home found the bug and fixed it. I was using GFA Basic. The problem involved the passing of information for XBIOS 32 format sound between procedures. It wan't noticed on the STE because this was not being used most of the time. Anyway thanks for your replies. Next time I have a problem I'll see if I can sort it out first, then if not I'll give more info in my message to this newsgroup. Cheers.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

3813. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57jrh5$3gp@m1.cs.man.ac.uk>
Source record: 8406

In article <849094074@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
> > Then I can also reserve as music, charactor set, 3d, sprite
> > and stos will know exactly what to do with them, it will allways know
> > there start address and size and whatever
>
>What is the difference between al those reserve commands? IMHO memory is
>memory. I don't see the need telling to computer for what purpose memory is
>reserved. The special thing about screen memory is that is has to be aligned on
>256 byte boundaries, but I was told all memory blocks are reserved on 256 byte
>boundaries. Why differentiating in all those types?

Ever heard of type checking? this is rather simular. Reserving as a character
set tells STOS what you are using it for, so it can tell you if you do something
silly.

What is the difference between these in C?

```
char *a;
float *c;
void *d;
```

They are all pointers to memory, but have a different 'type'.

>in supervisor mode, that's is no problem because heartland is working in
>supervisor mode so you either switched to supervisor mode, or STOS is always in
>supervisor mode.

STOS is always in supervisor mode.

>Yes, some poking has to be done, but poke is also a regular
>basic command, and it is faster, so why not use it?

Because it is less eligent? Yes, using OS calls is slightly slower, but it
is much neater, and easier to read (an important issue in programming large
progs...) Oh, and as you previously brought up Hades etc. you cannot
gaurentee that it will work...

>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>when surrounding memoryblocks are released. Can someone confirm this?

I dont know exactly what it does, but it doesn't seem to move the banks
around in my progs... I haven't examined its behaviour in too much detail
because I dont tend to do things like erase/reserve banks appart from in
the initialisation stages...

>value. You have to be able to differentiate between the commands in different
>extensions. So how is this done? How are new commands added to STOS? How do I
>make sure the command name is already in use by someone else?

You cannot - it is up to the extension programmer to come up with unique names.
(which is why I have all existing extensions installed so that I can recognise
clashes - there are none at the moment)

There is a symbol table at the beginning of each extension which gives the
command name, and a byte 'token' which is used to ID the command. STOS
internally has a second byte which identifies the extension.

>What happends when you are tying te reserve memory when no memory is left? (C
>returns a NULL pointer, Omikron basic generates an 'Out of memory error.)

STOS generates an error (suprisingly 'Out of Memory'). This can be caught
by your program using the 'on error goto' command, which may handle the
error in anyway it considers fit, and then if possible 'resume'.

Anthony
--

------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3814. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57js9b$3su@m1.cs.man.ac.uk>
Source record: 8407

In article <849110848@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>GEM game.
>
> > Ok I never said my games where fanatastic, I said STOS is the best
> > BASIC for making games on the ATARI in 1996,
>IF you don't want to make GEM games and don't care about the fact the game
>doesn't run on a TT and the game will only run on a Falcon using
>backwards.

I'm sorry, but I have to point out that this is wrong.

STOS games can work on the Falcon - I am writing games for/on it! (go to
http://www.cs.man.ac.uk/~jacquesa/tron2000/ for a sneak preview - but no
demo yet).

Also, the reason STOS does not work on TT's is because I have no DEF030x.DAT
files for the Generic Fixer (ie. it cannot fix for TOS 3.0x). This is due
to the fact that TT owners completely ignored my repeated requests (on this
and other newsgroups) for someone to spend 5 minutes creating these files
for me.

Obviously TT owners are not interested in playing games, as they would have
contacted me if they were!

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3815. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57jt4q$4cj@m1.cs.man.ac.uk>
Source record: 8408

In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>I translate it as:
>
>"Don't start STOS games on new atari's because they will crash!"

Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and it should default to ST-Low. (or at least, my Falcon does). Where is the problem with this? Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial games such as Zero-5/Robinsons Requiem [falcon] recommend this...)

>Can a Programming Language be the best of all, if the resulting program
>won't run on new ataris? Hhmmm....

I dont know where you got this from - All atari's should be able to access ST-low (unless you only have mono monitor, of course :)

>>>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>>>without extensions).
>>
>> without extensions? what on earth does that mean ?
>
>For example graphic extensions like AutoSwitch OverScan (for ST), VME bus
>graphic cards (for Mega STe/TT), BlowUp (for FALCON).

Yea, I agree that STOS probably wont work with these, but I can garantee that it does work with the BlowUP 1-hardware on the Falcon (as part of my FX card). And yes, you can even make use of it - I have written myself a .TGA viewer which uses 640x480xTCxVGA mode and hardware scrolling for big images...

>To be on topic:
>
>The only way to display anything on these graphic extensions is VDI/GEM.
>And STOS is not able to use VDI AVAIK.
>
>Here are some quotations from the ATARI Compendium:

I notice you didn't quote from the Style guide the bit that says that all software should come with (un)install software, etc. which I have not seen much evidence of...

>A faster CPU can compensate slow code. GEM code is mostly slow code.
>To make good GEM games, you can compensate the slow but compatible
>GEM code with a faster CPU.

That sounds like a Micro$oft approach to me...

>> why do all gem programmers think there is only red,green white and
>>black, surely they can change the colours here and there,
>
>Most of them have a monochrome monitor.

No, I would have said that it is they dont want to change the system
palette (this is 'bad form' ISTR the Atari Compendium saying not change
the bottom 16 colours as these are for the system...)

Anthony

--

------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3816. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329cf2f5.57007722@news.airtime.co.uk>
Source record: 8409

On Wed, 27 Nov 96 22:01:04 GMT,
atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) wrote:

>> BTW whats this "quick", you think H.E.R.O. was a quicky maybe ?
>
>If it's not "quick" (as compared to C, Assembler, Pascal, or whatever), then
>there's no reason to use BASIC in any flavor. AFAIAC, the whole point is

Theres one hell of a good reason, for me at least,

I enjoy writing in BASIC.......:)

>And it's still advocacy.

So what isn't advocacy, I express an opinion, someone contradicts, I
thought that was one of the functions of comp.sys.atari.programmer? a
place where programmers can hang out, chew the fat, discuss
programming?
Admmitedly there is a difference of opinion going on, but I don't see
how that can be avoided?

Now if we can get rid of all these GEM lovers we can get on with
things....hehehehehehehehehehe

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3817. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329d8bfc.13551596@news.airtime.co.uk>
Source record: 8410

On Wed, 27 Nov 96 17:07:02 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > dispute its there or question your comments, either of you, juts
> > simply to say, cannot see it ?

>Did you check the archive? It might be a broken file in the archive.

thats my next step :(

>No, but they are mentioned in every ST programers manual. You can use the bios
>and xbios functions with STOS, so see them as etensions to the language.

yes now I know, I just never knew, but then again i never knew about
hard drives and thats been classed as lame by yourself :(

> > without extensions? what on earth does that mean ?

>He means extensions like videocards, turbocards, exotic memory cards and all

haaaa, as most of the thread had been about programming extensions
then you can see where the confusion arose :)

>other thing you can add to a normal ST, so an Atari without
>extensions is an Atari like you have, no modifications.

aw go on say it :), you mean a sad setup like mine, dont be shy Hans,
it is a sad setup, maybe when I get some money....

Actually someone reading this thread has offered to send me a scsi
hard drive, for free :)...I need to get the odd lead , then i will
have a hard drive,
I doubt Rich would want me to tell the world that he is the kind
soul, so I wont mention his name ;-)
then hold on to your seat for a really kick arse graphic adventure
:))))))

> > think of because they are too scared to admit they cannot fault my
> > original statement,

>We said your original statement was false because STOS can't do GEM games. You

"we".....you have a twin maybe ? :-)
So you think the only good game is GEM game, hahahaha thats silly!

>said no one wants GEM games because you think they are slow and nonresponsive
>(just like we thought about STOS). We are proving there are lots of people
>wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern
>GEM game.

no I did not quite say that, a game does not have to be GEM
compatable to be good, as soon as you realise that, then we can move
on, all atari computers should have the ability to run in atari st
low, so........

> > Ok I never said my games where fanatastic, I said STOS is the best
> > BASIC for making games on the ATARI in 1996,
>IF you don't want to make GEM games and don't care about the fact the game
>doesn't run on a TT and the game will only run on a Falcon using
>backwards.

eerm your falcon statement is totally totally false, in fact its
total rubish, MY games need backwards, but we are talking about STOS
BASIC not my games, STOS can be used to make Fully Falcon compatable
games, STOS can be used as you will see in another posting in here for
a lot of nice falcon things, without backwards ?
I can and indeed have made software in STOS that runs on the falcon,
without backwards, just not games, I can support TOS 401, 402, 404 and
492

> >> There is no choice between GEM games and none GEM games, because you
> >> can only run GEM games on the new powerfull atari compatible
> >> computers!

> > really? I think you will find you are WRONG

>Your game doesn't work...

I Know, but we are not talking about MY games, and in this instance
we are not even talking about STOS, a statement was made that only GEM
made games will run on the new powerfull ATARI's, and I doubt that
very much,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3818. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <57kco9$57l@due.unit.no>
Source record: 8411

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: no I did not quite say that, a game does not have to be GEM
: compatable to be good, as soon as you realise that, then we can move
: on, all atari computers should have the ability to run in atari st
: low, so........

If you have a graphics-card or any of the new clones you can't use ST-low.
The main problem is that the ST use bitplanes whereas all graphics-card
use chunky mode. If you don't want to write routines specifically for each
type of graphics-card, the only solution is to use VDI. It's quite
acceptable on faster machines, but not on ST's. Forget it. GEM is OK for
games that doesn't require speed and complex graphics but not for
arcade-games.

However, if you don't fix STOS-games (That's designed to run on ST's.)
they won't work on Falcons even if they're running in ST-Low. Wouldn't it
be a solution to somehow include a generic STOS-fixer in the game itself
(It obviously has to run before the compiled STOS-code is executed.)
so that the user don't have to do this? This way the game should be able
to run on about every Atari out there that can use ST-Low.

Jo Even Skarstein

3819. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329d9bf1.17637465@news.airtime.co.uk>
Source record: 8412

On Wed, 27 Nov 1996 17:55:44 +0100, in comp.sys.atari.programmer you wrote:

>>>>SamllTalk is powerful and very confusing.
>Should be "SmallTalk".

K Inow ?

>>computers, from the very first day you set eyes on one, you have never
>>used a program written in BASIC?, maybe you used plenty but just did
>>not know it?,
>
>I used BASIC in various incarnations from 1984 to 1992, including STOS.

So definatly another input from someone who has opinions based on the "old" STOS....

>I wrote some programs too (A diskzine-shell, a couple of demos and some
>programming-utilities.) in STOS and at that time I liked it. The
>reason I abandonded STOS was that it couldn't do what I wanted it to

And that is a seriously excellent reason for abandoning it, and when it won't do what I want, then it is history :)

>I'm a fan of clean and structured programming; no way you can accomplish
>that with STOS. I mean, just look at those line-numbers! Show me a

Ho dear...Sorry but you really must look at this from the gameplayers point of view, he is after all the person who decides what is and what is not a good game, when making this decision, I doubt very much wether he cares how it was made?, not even someone who likes line numbers would be able to follow my code, it is said that STOS promotes speghetti code, well in my case it certainly does, but hopefully the end result justufies the means,

>10000-line *structured*, easy-to-read source in STOS! Let's face it,
>the programming-language itself is crap. No procedures, no functions

Thats a matter of opinion, there are a lot of people using it, surely that tells us something?

>and no dynamic datastructures (No datastructures at all except for
>arrays.). (BTW. this is what I mean with "classic BASIC".) If STOS had
>looked anything like AMOS on the Amiga (It was awesome!) we wouldn't
>have this thread today.

I tried AMOS, maybe it was the machine I didnt like working on, or maybe too long in STOS, but I definatly did not like AMOS ,

>> I would say that posting a message in a programming newsgroup saying
>>BASIC is useless, when you have used software written in it, wether

>Perhaps you should try looking outside the (very) small world of BASIC

For what ?, why would I want to when BASIC is doing everything I
personally ask of it ?

>and see what else is out there. You're obviously a very skilled
>programmer (I've seen a couple of your games and they were cool!),

<blush> ta :)

>if you spent some time learning a more powerful language you could
>write better games in the same or less amount of time you use now.

But would I enjot it? you see I have looked at C and tried a couple
of tutorials and I simply didnt like the look of it, assembler looks
even less enjoyable, I liked the little play around I had with Pascal
and indeed am awaiting a copy of Personal Pascal as we speak,
I have recently aquired hisoft2 basic and gfa 3.5, I am looking to
make a serious application that needs GEM you see <duck!>
But would not even contemplate making a game out of any of them,

>The time you save by being able to write one line of code instead of
>three to plot a sprite is quickly consumed by the additional time you
>use to maintain large sources with line numbers, goto's and gosub's.

eeerm sorry? I did not understand that last statement, serious ?

>Your original posting said something like "STOS is the best BASIC to
>write games with", and that's correct. But you included C too, which
>is more powerful than STOS no matter what you say. You claim that you

The point I was trying to make, was that if someone wants to make a
game now, then the best software, up to C that they could use is STOS
BASIC, it is something I believe and stand by,
The original statement was to, start a thread in an otherwise empty
and boring newsgroup :), have a healthy debate with other BASIC coders
and generally liven things up, it was not designed to upset people or
make enemies,
NOTHING has been said to make me even consider retracting my original
statement, maybe if someone shows me something instead of trying to
tell me ? :)...but of course that cannot be done, thus strenghning my
beliefs,
BTW this was never intended to be about MY software, but about STOS
BASIC, I merely used mine as examples as it would not be fair to use
other peopels un invited,

>write your games in ("Upgraded") STOS. OK, if I wrote a library like
>"Missing Link" for C, could I write a game with it and claim that I
>use nothing but "upgraded C"? I couldn't, 'cause I used C and an

haha you are joking?

>additional library, just like your extensions. They're not a part of
>the language, and no sane person would say that the language BASIC is
>more powerful than C??

You are making 2 points here, the last I agree, I never said or even hinted that BASIC is the most powerfull language, I already wrote that other languages are more powerfull and I think I even used the termanology you just did and said...only an idiot would... C is more powerfull, I know that.....but that still does not alter the fact, just because something is more powerfull then it doesent mean its the best tool for the job,

Your first point however falls flat on its face and you are falling into the same trap everyone else seems so intent on doing,

The original authors of STOS BASIC made it in such a way that when it would need upgrading, they could add the commands by way of extensions, you add these to your programming folder that holds the original commands, they are extra commands loaded into your language disk, they are not programming libraries, they are upgrades, STOS BASIC LANGUAGE UPGRADES,

This is the problem, some of you think of them as libraries and make comparisons with C libraries, thats rubbish, you have to realise that extensions are language upgrades, therefore if I use extensions, I am making my game in STOS BASIC, nothing more nothing less, but I do point out that it is a much upgraded STOS BASIC,
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3820. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57ki2s$f31@m1.cs.man.ac.uk>
Source record: 8413

In article <57kco9$57l@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>However, if you don't fix STOS-games (That's designed to run on ST's.)
>they won't work on Falcons even if they're running in ST-Low. Wouldn't it
>be a solution to somehow include a generic STOS-fixer in the game itself
>(It obviously has to run before the compiled STOS-code is executed.)
>so that the user don't have to do this? This way the game should be able
>to run on about every Atari out there that can use ST-Low.

Hehehehe.... or even, just pass it through my "Generic STOS Fixer v1.3"
(see my WWW pages... :) which will pre-fix a STOS program for multiple
OS versions (except TT versions as TT owners are too lazy/dis-interested
to contact me).

Tony knows about this, but as there are other problems with Heartland
and Dimond Ice, I dont think he bothered. As for before that... well,
it just wasn't released!

Anthony
--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3821. Please Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: trythis@money.com
Message-ID: <329dfe95.89585338@news.inet-direct.com>
Source record: 8414

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin sends his love. Her birthday is next month on the 27th and I'm hoping

I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

3822. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329e1385.19218330@news.airtime.co.uk>
Source record: 8415

On 28 Nov 1996 17:27:56 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>Hehehehe.... or even, just pass it through my "Generic STOS Fixer v1.3"
>(see my WWW pages... :) which will pre-fix a STOS program for multiple
>OS versions (except TT versions as TT owners are too lazy/dis-interested
>to contact me).
>
>Tony knows about this, but as there are other problems with Heartland
>and Dimond Ice, I dont think he bothered. As for before that... well,
>it just wasn't released!

The latter is true, it wasnt available,

But you are being a bit pre emptive with Diamond-Ice? it isn't even
released yet, and NEWS!!! I have fixed it and Flinny tried it on his
Falcon TOS 4.04 and it works, So Diamond-Ice will be released as
Falcon Compatable,
Anthony, theres also an improved Sample that will play on the Falcon,
and any Ste with more than one meg :), the only thing that will be
missing on the Falcon version is the very nifty intro routine :)

(Yes Backwards and ST Low will be needed<G>)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3823. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329de287.6674611@news.airtime.co.uk>
Source record: 8416

On 28 Nov 1996 15:56:57 GMT, josk@ifi.unit.no (Jo Even Skarstein)
wrote:

>However, if you don't fix STOS-games (That's designed to run on ST's.)
>they won't work on Falcons even if they're running in ST-Low. Wouldn't it
>be a solution to somehow include a generic STOS-fixer in the game itself

See, I am trying to convert you all, My programs are fixed
automatically during compilation, the compiler has been upgraded as
well you see.....whoops I forgot to mention that,
I am releasing a game this weekend, it will not need STOS fix to work
on the Falcon, it has already been tested and works on a Falcon tos
404 (Thanks Flinny) and will handle tos 401,402 and 492 as well,
and yes it will need backwards.........

>(It obviously has to run before the compiled STOS-code is executed.)
>so that the user don't have to do this? This way the game should be able
>to run on about every Atari out there that can use ST-Low.

Well thats what I have been trying to tell YOU!!!!!!!!!!!!!

At Last!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3824. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849213983@p24.f101.n323.z205.mbh.org>
Source record: 8417

Guy Harrison wrote:

>>> Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
>>> Great for teaching programming principles on paper, awful for
>>> actually programming.

Pascal was designed to teach programming, it was never ment as a
programming language to do real programming with. (Real programming is any
programming that solves problems exceeding the level of problems
encountered in the regular 'programming for beginers' courses.

>>
>> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

Hey, I thought you could already program?? Ah, now I remember, you never picked
up the use of funtions. Though I think it's a bit of over kill to buy pascal for
that purpose. ;-)

> hehe! It's not _that_ bad because they all come with extensions to
> the standard. Pascal was my first compiled language and I think traces
> of it can still be seen in my C today. I'm not a fan of
> incomprehensible rubbish when comprehensible rubbish will do!

That's exactly what makes pascal bad as a real programming language. ISO Pascal
(the official standard pascal), is a cripple language, not usable for real
programming. To make Pascal more usable people made extensions to the standard,
but the problem is that different pascal versions are extended in their own
particular way, so those versions are incompatible with each other.

If you are sure you are going to use that compiler the next couple of years
there is no problem with that, but if your program should be compiled on
different systems. The programming project I am working on compiles on multiple
platforms with different compilers (TOS: Pure C and GNU C; Linux (68k and ix86):
GNU C; DOS: Watcom C and Microsnot C). (Be warned, using C doesn't mean it's
portable, but it is possible to write portable code.)

Even the designer of pascal, Nicklaus Wirth, agrees with the fact that pascal
is not usable to do real programming that's why he designed
Modula 2. That language is able to handle real life problems. I don't like that
language though.

>>> Ada is dangerous.
>>
>> She is ??
>
> Oh most certainly she is, yes. My "two lift" problem got sorted in
> assembler quicker than in ada. ;-) It's a language that incorporates

> multitasking constructs btw.

The best mutitasking language I know of is Occam, the teacher told us horror strories about Ada and parallel C.

Hans Wessels

3825. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849220333@p24.f101.n323.z205.mbh.org>
Source record: 8418

Tony Greenwood wrote:

> Eeerm, for the follow up commands, the best way to explain...
> Later on I may want to use a command like....MUSIC 3
> STOS will automatically look in the bank I assigned as music, this
> saves me having to add perameters to the music play command,
> This is the same for fonts used in windows, sprites etc,

So memory banks are very thight coupled with the command set. How does this affect new or improved commands?
Example: I want to use a Digmax tune or a Countzero tune, these music types have to be initialized and played in a different way (if I remeber it correct, there are a lot of different chip music formats.)
Same thing for a sprite routine. How is a bank matched to the right sprite routine?

> hmmm I can only presume its easier for STOS? Dunno realy, having
> never used other programming languages to the extent of memory
> allocation, then I never questioned the way STOS does it?,

Seems so. Creating a lot of trouble to understand each other.

>> Well, as you don't have trouble my guess is STOS doesn't move it's
>> memory banks when surrounding memoryblocks are released. Can someone
>> confirm this?
>
> If I assign a variable to = the start address of a memory bank, eg
> S7=start(7)
> Then at some point another bank is erased or made? then S7 will no
> longer = start(7) and the variable must be reset by the programmer,

OK, how do you know when that moment arrived? Just by keeping track on which banks are used and when a bank get released?
And that was the point I tried to make. If the displayed screen is located in that bank you the shifter could display the wrong memory area but it looks like STOS can keep track of the memory adresses because you are telling STOS what adress should be used. (I wasn't so honest to Omikron).

> allways go to the logic, a good programmer will allways set logic to
> = back, so work is hidden, then a screenswap command will swap the

Hmnm, I am a bad programmer then. Most parts of my demo use only on screen. I simply make sure I update a part of the screen after is was displayed by the shifter.

> logic,physic, = instant graphics as no data is moved, only a pointer
> changed, I cannot see anything being faster? logic can be set to

> anywhere, back, physic a bank, anywhere......

You can't see anything being faster because you don't know what happens after you told STOS you want to switchthe pointer. The data displayed won't change until the shifter has been told the screen is at an other adres. And how do you tell the shifter which adress is the screen adres?

By:

```
poke $ff8201,(screenadres shr 16)
poke $ff8203,(screenadres shr 8)
```

All other commands will eventually write to those hardware registers.

>> I guess there are a lot of extensions you can use for a lot of
>> different things. So it's resonable to think there is more than one
>> extension that supplies you with a command to set a block of memory to
>> a cetain value. Maybe
>
> All the memory allocations are done with STOS original commands,
> well in my work, I cant speak for all STOS programmers:), but I do
> not recall any commands in any extension for allocating memory, unless
> the termonolgy is confusing me:)

Yes it is I think. By setting memory I mean setting the bytes (words etc.) in a memory block ro a certain value. So the question

>> there are commands that lets you set memoryblocks with a 2, 4, 8 or 16
>> byte

means: are there different commands that let you set the bytes in a given memory block to a given value? And are there other commands that allow you to set a block 2, 4, 8 or 16 bytes into a certain value?

> extensions are obviously not made in STOS, so i cannot help you
> there, I know a certain amount, but it could be the blind leading the
> blind, making extensions is well out of my luegue i am afraid,

Ok, but how do you use extensions? I think there is something like a library with a lot of functions. I asume you can use multiple libraries at the same time in a program (one for the sound, an other for sprites and maybe again an other for doing heavy duty memory moves). What happens if two functions in different libraries have the same name?

> My apologies, I found it difficult to seperate the two threads, ie
> STOS and this one, SORRY :)

I can understand that. I would kill someone who attacks me too! (First shoot, then ask 'Wa d'ya want?'. That's the safest way.)

> STOS returns error 8, out of memory....
> But STOS has amongst its nifty commands and preset variables, free,
> so print free return the available memory, you can allocate a bank

Just like all other basics I know of. It will give trouble on multi tasking systems. Because in the time you determine the amount of free memory and the moment you try to allocate it, an other application might grap a huge block of memory, leaving your program no other option than to generate a error. But lucky us, multitasking is of no importance here.

> with "reserve as data 7,free" although free-1280 or simmilar might be
> a better idea:)

Still wouldn't be a great way of programming. Can you determine the size of a reserved memory block after it has been reserved. Like in your example, can you determine the size of bank 7?

Bye, Hans Wessels

3826. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849221876@p24.f101.n323.z205.mbh.org>
Source record: 8419

Tony Greenwood wrote:

>> (raster width)/2. However, moving the character about 6 pixels to the
>> left will make the cahacter witdh 3 times the rasterwidth instead of
>> two.
>
> and make me have to add too much to the overlaying trick I am using
> to be able to keep the game at the speed it is?,

I don't know. On a plain 1040ST (1Mb) there are about eight scanlines left before the start of the VBL. Don't know how much time is needed on a STe nor the amount of time needed to display the sprite. You are the only one that can find out by placing rasters around the routine that displays the main character. If you say there is not enough time left I won't argue about that.

Bye, Hans Wessels

BTW: I can't get to the last eleven coins. Eight of them are located very high, left from the middle on the lower half of the map. The other three are located on the first level above ground level where the longest slide of the game ends (It's also on the upper half of the map.). Can you give me a hint how to get there? And will those eleven coins give me enhough points to break the 3k limit? (Now I have 2620 points, only the eleven coins and the ace card to go.)

3827. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849217270@p24.f101.n323.z205.mbh.org>
Source record: 8420

Tony Greenwood wrote:

>> with 28 MHz. (Civilization, Elite II Frontier, Transarctica, Power
>> Monger, Popolus, Ishar)
>> Of course there is another diference to yours, these are not free
>> games.
>
> That was a cheap shot :(

Most of them are simulation games and don't compare to the Arcade games Tony makes. The number of Arcade games running with speeder boards is less. Most DMA loaders won't work. Using the hacked version of the game solves that problem. Jeff Minter games work on speedy Atari's and that are real arcade games, but I guess Jeff doesn't use basic. :-)

>> Can a Programming Language be the best of all, if the resulting
>> program won't run on new ataris? Hhmmm....
>
> YES, when there is nothing better about?, a game made in BASIC that
> works on most ATARIs is better than a none existant game, how many
> ATARIs will that work on, no game=no ATARI's...yes?

Ok Tony, let me see... We have the following C games:
Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM games are written in C, but I haven't tested them so I can't prove it to you.)
GNU chess working character based.

All those games work on all Ataris, under all resolutions, maybe some of those games require you to have a harddisk (I usually don't test a game from floppy disk if I can run it from harddisk).

If you want to have more GEM games, maybe even written in Gfa (or another basic), just plunder a German Atari ftp site.

So either we can remove C from the challenge list, or we have to concentrate on arcade games running in ST LOW. The best way is to remove C from the challenge list, because then most of the original statement is still true. But the moment a basic GEM game is found your statement collapses again. So maybe it safer to concentrate on arcade games running in ST LOW.

So what's it gonna be? (Wow, dirty question, answering it means you agree you starting statement was false!)

>> So tell me how do you would switch resolution from:
>>
>> - ST low with AS OverScan (368x264x16) to ST low (320x200x16)

Hey Uwe, what AS Overscan driver are you using? Mine does only (400x240x16) in ST low. How do you get the 24 extra scanlines? (My settings are (400x240x16) in ST LOW, (816x240x4) in ST medium and (720x480x2) in ST HIGH (I have got a SM144 monitor for high res, they are faster with the horizontal retrace).

>
> You see I am talking about the majority, are you seriously trying to
> tell me you do not have access to ATARI ST low rez, if you have, then
> whats the problem ?

The Ultra very Mega big majority of Atari users can run GEM programs.

>
>>>> Your wonderfull STOS games are not running on this nice big
>>>> ataris!
>>>
>>> hang about, whats all this "your wonderfull stos", if you are
>>> trying to be sarcastic then this is all a waste of time :(
>>>
>>>> Most of them have extended graphic hardware, the only access to
>>>> screen
>
> But also have the ability to use ATARI ST low, so ????

Autoswitch Overscan has, but go to a VGA type card and you say good bye to the good old ST resolutions.

> may not be the best all round BASIC for the ATARI and my games may
> not be the best in town, until you show me better, written in BASIC
> in 1996, then my statement is proven to be true?

Are we allowing C or not? The original statement included C.

Bye, Hans Wessels

3828. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <57khdb$ain@dux.dundee.ac.uk>
Source record: 8421

: >10000-line *structured*, easy-to-read source in STOS! Let's face it,
: >the programming-language itself is crap. No procedures, no functions
Speaking as someone who is working on a project with 27 classes all in MSDev Studio I would say that there is not much diffence over structure Vs Basic style. What is important is you get to know the code, make sure it is neat and comment it. Your textbook folk will say procs etc are so wonderful but practically there is little difference! BTW gosubs can be given labels in STOS e.g. X=500:Gosub X

: Thats a matter of opinion, there are a lot of people using it, surely
: that tells us something?
Yep. We still see more STOS stuff than anything else.

: >and no dynamic datastructures (No datastructures at all except for
Not that useful in games programming but would be nice I suppose.
Always memory on disk so using files you could do what you like so not a total limitation.

: >Perhaps you should try looking outside the (very) small world of BASIC
Visual BASIC is very very popular on a platform that has something as structured and powerful as VC++??

: For what ?, why would I want to when BASIC is doing everything I
: personally ask of it ?
Exactly. Instead of time spent on learning GEM you can use what is already available to you. STOS wimp features are really easy to use and are amongst the best I have used including 32bit windows!!

: make a serious application that needs GEM you see <duck!>
Sigh and we were hoping for a decent GEM game... :-)

: >use to maintain large sources with line numbers, goto's and gosub's.
Nope this is rubbish. Get a printout, a notepad and a ballpoint pen and it is fine! You don't have to use goto at all. That is to do with good style - not the language itself.

: The original statement was to, start a thread in an otherwise empty
: and boring newsgroup :), have a healthy debate with other BASIC coders
Uk.comp.misc was more exciting than this place until a wee while ago! <wink>

: >additional library, just like your extensions. They're not a part of
: >the language, and no sane person would say that the language BASIC is
: >more powerful than C??
Visual Basic is more powerful than my C compiler! No easy database support.. No easy GUI...

agape,
Davy

Davy Mitchell - Computer Science, Dundee University dmitchel@mcs.dundee.ac.uk
Homepage: http://www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Compline - Christian Night Prayers. Short 10min service.
10pm on Wednesdays in the University Chaplaincy Centre. All welcome !!

3829. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-28 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GK3WCFAFUP@alkor.sax.de>
Source record: 8422

In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:

>Uwe Haase wrote:
>
> > - All three games are not full synchronised to the VBL,
> > because they are unplayable with my T-28 speedup board.
> > If I toggle back to 8 MHz, all is OK.
>
>Hi, does the T-28 board switch back correctly to 8 MHz?

It does.

>My Turbo 20 board (very
>old product) doesn't swith back it's memory acces timing correctly. Memory acces
>is always like the shiffter is accessing video memory, even when it doesn't.
>This gives trouble with very tight timed programs like fullscreens demo's.

No problems with fullscreen demos. Same to spectrum viewers (f.e. Photochrome)

--
Email: haase@alkor.sax.de

3830. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329eca7e.4092621@news.airtime.co.uk>
Source record: 8292

On Thu, 28 Nov 96 21:45:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> >> HO SHIT!!! I just ordered Personal Pascal :(.....I did!

>Hey, I thought you could already program?? Ah, now I remember, you never picked

Groan...A Comedian...;-)

I have an idea for a program it would need to run in GEM (So not a
game), I haven't seen it sone on the ATARI yet, Its a simple enoug
program and will be usefull to onliners :)
I tried personal Pascal from the ST Format cover disk, I was suprised
that I could actually follow the Routines given away with it (to a
certain extent) and even Compiled a bit of an ACC, albeit a hacked up
one from there source, but it wet my appetite enough:), when I say I
ordered it, I am simply getting a replacement copy of the coverdisk
version I have since lost, I am too poor to actually buy new software

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3831. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961129101357.6896A-100000@student.canberra.edu.au>
Source record: 8423

On Wed, 27 Nov 1996, Guy Harrison wrote:

> >Ada is dangerous.
> 'cos the military use it!

And because some of the poorer compilers (like the one the cheapskates at
my uni force students to use) give 50-something errors then crashes &
reboots the machine all because you left off a ';' on one of the lines!

and here's one nobody has mentioned...

Prolog is an elegant language, but don't even think about writing large
applications in it or your brain will melt :)

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

3832. Atari 2600 Question.

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: dnemeth@sprynet.com
Message-ID: <57la5o$etl@juliana.sprynet.com>
Source record: 8424

Can anyone point me to where I can find solutions to Atari 2600s "Earth World" & "Fire World? Any web pages dealing with Atari
2600 out there?

Please email me

Darren

dnemeth@sprynet.com

3833. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57menq$5q6@balaena.bio.vu.nl>
Source record: 8425

Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:

: >I'd just like to add that there is a tiny program available on my pages
: >called BackPlay. This can be used in conjunction with NED PLAYER and CAB
: >so that you can seamlessly play samples from within CAB without any windows
: >etc. being displayed in NED PLAYER.

: This is exactly the kind of idea I was talking about in my TOS extension
: thread. Good job!

What's it got to do with _TOS_ extentions then?
You don't need to patch the entire OS just to fix an ACC, do you?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3834. PPAS: Underlining characters in buttons?

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: erik@schunta.etc.tu-bs.de
Message-ID: <57meul$mkk@ra.ibr.cs.tu-bs.de>
Source record: 8426

Hello wizards out there,

I'm busy writing an app in Pure Pascal that features dialog boxes in AES windows. It works, but what I couldn't figure out yet is how to underline a char in, say, an exit button, radio button or such. This is, as you know, used to indicate which key to press with the Alternate key to select the button via keyboard.

Now, everyone does this. How's it done? Do I need to transform the buttons to G_USERDEF objects, or G_FBOXTEXT objects? Or do you just put the lines in there with appropriate VDI calls? With a week of trying, I might end up with something that works, and I'm not looking for ready source code here, just hints in the general direction would be appreciated -- I don't plan on writing something that sort of works, but in a different way than the way it should.

Please do reply via email, because I don't yet have access to Usenet on a regular basis. If there is sufficient interest, I'll post a HOWTO here when I've arrived at a solution. This goes for all problems with window dialogs... if anyone out there has a related question, feel free to mail me. Who knows? I might even be able to help you.

And please *don't* ask why I don't want to use anyone's library to do this... it's an altogether different and potentially lengthy discussion in there, as is in why do I use Pascal. :-)

Oh, BTW, what's this Personal Pascal thing about? Am I missing something dramatic here?

Thank you for your time.
Yours, Erik.

3835. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57mi8d$91@m1.cs.man.ac.uk>
Source record: 8427

In article <329e1385.19218330@news.airtime.co.uk>, stosser@airtime.co.uk (Tony Greenwood) writes:

> But you are being a bit pre emptive with Diamond-Ice? it isn't even

Well, with a week or two to go (? do I remember right?) and without you mentioning that it worked, I assumed that it would be the same. :-)

>released yet, and NEWS!!! I have fixed it and Flinny tried it on his
>Falcon TOS 4.04 and it works, So Diamond-Ice will be released as
>Falcon Compatable,

Aha! Cool. Why didn't you say so? :-)))

> Anthony, theres also an improved Sample that will play on the Falcon,
>and any Ste with more than one meg :), the only thing that will be
>missing on the Falcon version is the very nifty intro routine :)

Got a sample at the right frequency then. :-)

> (Yes Backwards and ST Low will be needed<G>)

I assume Backwards to slow it down to 8Mhz. I guess its not wise for me to run it at 36Mhz then. :-)

Anthony

--
```
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------
```

3836. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57mjg5$rk@m1.cs.man.ac.uk>
Source record: 8428

In article <849217270@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Jeff Minter games work on speedy Atari's and that are real arcade games, but I
>guess Jeff doesn't use basic. :-)

What are you talking about? Jeff's games DO NOT work on fast Atari's without
changing from the standard setup. The reason for this is that Jeff uses self
modifying code in his sample replay code. This causes a crash on any machine
with a data cache that is operational (ie. Falcon, TT, and probably Hades etc.)
Yes, disabling the cache improves compatability.

(note that his STE/TT versions dont play sound on Falcon's either - for the
same reason that Heartland doesn't - Atari redefined the lowest speed to be
sample off)

- all this is based on Llamatron, Revenge, Revenge STE and Hardcore demo.
Obviously Llamazap only works on Falcons, Trip-a-tron (not a game, but hey)
has problems on an STE - and doesn't do any better on a Falcon. 'Thingy'
(I believe an early version of colourspace ST) DOES work, although it doesn't
correctly change mode at the beginning, so you have to start in ST-Low.
I cannot remember what colourspace did (I think it worked from ST low)

>Ok Tony, let me see... We have the following C games:
>Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM

>All those games work on all Ataris, under all resolutions, maybe some of those
>games require you to have a harddisk (I usually don't test a game from floppy
>disk if I can run it from harddisk).

I would be prepared to bet that Tony cannot run Nethack (GEM version, that is)
as I believe this needs 640x400 minimum rez...

Anthony

--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3837. Re: TOS images and Gemulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57mej3$5q6@balaena.bio.vu.nl>
Source record: 8429
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:

: >Can't you just type the ASCII codes?
: OK, but I think that would overload the user a bit :) See that umlauts
: are very common in german.

Ah yes, I remember that from my German lessons... They're horrific if you're
not used to them :)

: Further tests gave a stunning result:
: When I use the "Ataris-ST" drive mode so that all files are put into a
: container, it works perfectly. Having a close look onto the files had
: no result. I tried adding some characters, but it look slike gemulator
: (or gfa basic) never ever recognizes the EOF of files which are among
: dos files.

Hmmm, weird... Maybe you should try if other programming langueages do
recognise EOF... Do you have a C compiler?

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3838. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57mkd8$175@m1.cs.man.ac.uk>
Source record: 8430

In article <849220333@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
> > STOS returns error 8, out of memory....
> > But STOS has amongst its nifty commands and preset variables, free,
> > so print free return the available memory, you can allocate a bank
>
>Just like all other basics I know of. It will give trouble on multi tasking
>systems. Because in the time you determine the amount of free memory and the
>moment you try to allocate it, an other application might grap a huge block of
>memory, leaving your program no other option than to generate a error. But lucky
>us, multitasking is of no importance here.

Well, nothing would happen anyway - as STOS allocates all the RAM it can at
the begining, and when a STOS program 'frees' memory it doesn't actually
free it back to the system - just the STOS memory manager.

Also, as already pointed out, STOS runs in supervisor mode, so there is no
chance that another task can grab some memory... :)

>reserved memory block after it has been reserved. Like in your example, can you
>determine the size of bank 7?

yep length(7) gives this.

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3839. AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <329ED362.41C67EA6@etlxdmx.ericsson.se>
Source record: 8431

Hi all

Anyone know where I can get programming info (preferably for C and in English) for implementing the AV Protocol in my programs?

Regards
Martyn

3840. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ee32f.10414799@news.airtime.co.uk>
Source record: 8432

On Thu, 28 Nov 96 21:50:20 +0100, in comp.sys.atari.programmer you wrote:

> >
> > YES, when there is nothing better about?, a game made in BASIC that
> > works on most ATARIs is better than a none existant game, how many
> > ATARIs will that work on, no game=no ATARI's...yes?
>
>Ok Tony, let me see... We have the following C games:
>Kubis '96, WinColTris and Nethack running under GEM. (I think the most GEM
>games are written in C, but I haven't tested them so I can't prove it to you.)

So you also cannot tell me wether they are any good? and until you can, then My statement stands, I am not for one moment suggesting they are not good, I have not seen them, but for them to have ANY relevence to this thread then they must be good games made in BASIC or C (with no added mc) and have been made in 1996

>All those games work on all Ataris, under all resolutions, maybe some of those
>games require you to have a harddisk (I usually don't test a game from floppy
>disk if I can run it from harddisk).

if they require a hd then they are definatly not a reccomended good game, MOST atarians do not own hard drives,

>If you want to have more GEM games, maybe even written in Gfa (or another
>basic), just plunder a German Atari ftp site.

But are they made in 1996 and how would we know if they are simple BASIC shells calling lots of m/c?

>So either we can remove C from the challenge list, or we have to

Certainly not!

>concentrate on arcade games running in ST LOW. The best way is to remove C from

No, you have said nothing to convince me, and more importantly you have shown me nothing to convince me,

>the challenge list, because then most of the original statement is still true.
>But the moment a basic GEM game is found your statement collapses again. So

No, then we decide which is best, but you havent even found a good game written in 1996 BASCIC or C yet!

>maybe it safer to concentrate on arcade games running in ST LOW.

NO, My statement stands until you or someone else shows me something
made in BASIC or C in 96 that is better than a STOS made game, you are
very good at talking, but no one can play that ?

>So what's it gonna be? (Wow, dirty question, answering it means you agree you
>starting statement was false!)

Yeagh?...see above, this is not Chess, I cannot be cornered or pushed
into a false move,
You see I will be quite happy to say ok, x language is better for
making games in this day and age, if you show me something, but with
the best will in the world i can not say that now just because you say
its possible, SHOW ME!

> > But also have the ability to use ATARI ST low, so ????
>
>Autoswitch Overscan has, but go to a VGA type card and you say good bye to the
>good old ST resolutions.

AW Give us a break, you have to draw the line somewhere,

Q when is an ATARI not an ATARI
A when it cannot even handle standard ATARI screen resolutions

Having these extra screen resolutions is great, I saw some in action
at the recent English ATARI shows and I was gobsmacked, with a mega
STe (owned by Harry Sideras A.A.U.G.) looking a lot better than any of
the falcons on show, it had far better screen display etc,
BUT If a machine does not even have the capabilities to run a
standard ATARI resolution then is it realy an ATARI in the true spirit
of the thread, if so, then where do you draw the line, or will we next
be told that STOS is sad because it wont work on an ATARI Jaguar, or
maybe an ATARI 800XL Computer,
All this talk of Hades and Madusa etc, it really is taking things a
little too far dont you think,

How many Hades Computers have been sold
How many of these people will want a game made on a ST

There aint going to be enough to even warrant booting STOS, get real
please :)

> > may not be the best all round BASIC for the ATARI and my games may
> > not be the best in town, until you show me better, written in BASIC
> > in 1996, then my statement is proven to be true?
>
>Are we allowing C or not? The original statement included C.

Yes we are allowing C, my original statement seems to gain strength
with every posting you make :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3841. Re: Need working(!) ST Emulator for GfA3.07D program

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: john@JCordes.Phys.Dal.Ca
Message-ID: <57mt6m$f5m@News.Dal.Ca>
Source record: 8433
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.emulators.misc

Ronald Hartwig (Ronald.Hartwig@Informatik.Uni-Oldenburg.DE) wrote:
: I am really desperatly searching an emulator for PCs which emulates
: my 1040STFM with TOS 1.4 (I thin) or 1.2.
: Up to now I tried several:

--- material deleted ---

: STonX : Is known not to run GfA3.x

I can't get GFA v3.5 running under STonX either. However, STonX *is*
able to run my compiled GFA programs, so if you can get what you want
compiled on an Atari then you can run on the PC under Linux/STonX.

John

3842. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ef4ed.14957246@news.airtime.co.uk>
Source record: 8434

On 28 Nov 1996 11:03:01 GMT, in comp.sys.atari.programmer you wrote:

>>Well, as you don't have trouble my guess is STOS doesn't move it's memory banks
>>when surrounding memoryblocks are released. Can someone confirm this?
>
>I dont know exactly what it does, but it doesn't seem to move the banks
>around in my progs... I haven't examined its behaviour in too much detail
>because I dont tend to do things like erase/reserve banks appart from in
>the initialisation stages...

This is what I am trying to get accross, I don't know if its simply
habit, but I usually set up all my banks, arrays etc, have everything
I am going to need later, all ready before the game starts, a little
like a Chef would lay out his ingrediants and utensils, I would not
want to trye erasing or allocating banks in the middle of a game loop,

However I have found it to be true that setting a variable as the
start of a bank then erasing reserving other banks can cause an
address error, I usually have my variable = bank commands right at the
end of the setup, best just before the main program loop starts, that
way you know they will all point to the correct place,

>STOS generates an error (suprisingly 'Out of Memory'). This can be caught
>by your program using the 'on error goto' command, which may handle the
>error in anyway it considers fit, and then if possible 'resume'.

If I know this is a possibility in the program then I first reserve a
small bank of memory, as soon as my program detects an error 8 (out of
memory) it erases the bank, thus freeing enough memory to draw
..maybe a nice alert box etc and an involved error routine, such as a
mini menu featuring, try again, go back to? , quit, cold boot, warm
boot etc,
This should only be neccasay in a program that allows user input of
some sort, ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3843. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ef922.16034621@news.airtime.co.uk>
Source record: 8435

On 29 Nov 1996 11:43:09 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>> But you are being a bit pre emptive with Diamond-Ice? it isn't even

>Well, with a week or two to go (? do I remember right?) and without
>you mentioning that it worked, I assumed that it would be the same. :-)

each release must progress, as I think you pointed out earlier in
this thread, you see I have learnt sice Heartland, and hopefully will
learn even more after Diamond Ice :)

>>released yet, and NEWS!!! I have fixed it and Flinny tried it on his
>>Falcon TOS 4.04 and it works, So Diamond-Ice will be released as
>>Falcon Compatable,

>Aha! Cool. Why didn't you say so? :-)))

Only got the final OK from Flinny that it worked littraly hours
before that posting, I had used the compiler fixer, but as I pointed
out, thats a bit limiting as you are set to certain tos versions, once
I fixed it with Generic it worked alright, well I presume it was that
as I also stopped it going to the intro if >TOS 2.06 detected, some
nasty chip music in intro you see ?,
BTW using Martins EXTRA...if val(os version$)>n.nn then ????

>> Anthony, theres also an improved Sample that will play on the Falcon,
>>and any Ste with more than one meg :), the only thing that will be

>Got a sample at the right frequency then. :-)

Yep enlisted the services of another bod', we have a nice jingle
bells tune playing the background on STe, and same tune but bigger and
better sample rate loaded if Falcon or may as well load it if STe has
more than one meg as well :)
BTW using Martins EXTRA...if mem config > 1040 then ????

>> (Yes Backwards and ST Low will be needed<G>)

>I assume Backwards to slow it down to 8Mhz. I guess its not wise for
>me to run it at 36Mhz then. :-)

Cant tie it to a vbl I now believe is the termanology:), if I make a
graphic adventure next, then shouldnt need backwatds, hmmmmm

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3844. Re: Release tips

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ef16c.14059806@news.airtime.co.uk>
Source record: 8436

On 23 Nov 1996 22:44:01 GMT, dmitchel@mcs.dundee.ac.uk (Davy Mitchell) wrote:

>Tony Greenwood (stosser@airtime.co.uk) wrote:
>: WHAT ELSE?: Suggestions?.................
>How 'bout a little add in shopper / Micromart etc??
>Or even in local press?? Doesn't cost much more than sending a disk.
>Anyone tried this ??

Hey what about PC MART...And everyone get PC MART, next issue I think?, they are printing an article about ATARI, by eeeeerrm ? and I don't mention STOS in it :))), its either next, or the one after crimbo:)

As to your suggestions, this is exactly what we are going to do with diamond-ice, no pdls, just available through me by email, or snail to my artist partner, each copy will have the name of the owner on the play screen,
This is to keep track of how many people are interested in our software?
We will advertiose the game through all known user groups, diskmagazines, free paper magazines and hopefully get soemthing reviewed in Atari Computing,
The game will be FREE, but we simply want to keep track to see wether its all worth while,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3845. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: Jean Robinson <rnbwridr@sierra.net>
Message-ID: <329F3340.6626@sierra.net>
Source record: 8437
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

I don't know. I have always heard that it is best to ignore stupidity.
Just my 2 cents.

Jean

Levien van Zon wrote:
>
> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
> >WEALTH OF THE WORLD
>
> Has this person ever heard of _working_?
>
> >WITHOUT COSTING US ANYTHING BUT OUR TIME
>
> Time is mony. Especially when you're on a 2400 baud link.
>
> >$5 AND FIVE POSTAGE STAMPS!
>
> God, I hate people who leave their Caps-Lock turned on...
>
> Sorry, but one just can't resist replying to such a message :)
>
> -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> "Wrong, wrong. Absolutely brimming over with wrongability."
> --Rimmer

3846. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849382778_OASIS_@swampdog.demon.co.uk>
Source record: 8438

In article <849213983@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:

oh no I didn't! :-)

> >>> Pascal is a rather bad joke perpetrated by Nicklaus Wirth and UCSD.
> >>> Great for teaching programming principles on paper, awful for
> >>> actually programming.
>
>Pascal was designed to teach programming, it was never ment as a
>programming language to do real programming with. (Real programming is
>any programming that solves problems exceeding the level of problems
>encountered in the regular 'programming for beginers' courses.
>
> >>
> >> HO SHIT!!! I just ordered Personal Pascal :(.....I did!
>
>Hey, I thought you could already program??

I can and I didn't say the above!

>Ah, now I remember, you
>never picked up the use of funtions. Though I think it's a bit of over
>kill to buy pascal for that purpose. ;-)
>
> > hehe! It's not _that_ bad because they all come with extensions to
> > the standard. Pascal was my first compiled language and I think traces
> > of it can still be seen in my C today. I'm not a fan of
> > incomprehensible rubbish when comprehensible rubbish will do!

Ah, I did say the above!

>That's exactly what makes pascal bad as a real programming language.
>ISO Pascal (the official standard pascal), is a cripple language, not
>usable for real programming. To make Pascal more usable people made
>extensions to the standard, but the problem is that different pascal
>versions are extended in their own particular way, so those versions
>are incompatible with each other.

No arguments from me on that. Totally agreed.

>If you are sure you are going to use that compiler the next couple of
>years there is no problem with that, but if your program should be
>compiled on different systems. The programming project I am working on
>compiles on multiple platforms with different compilers (TOS: Pure C

>and GNU C; Linux (68k and ix86): GNU C; DOS: Watcom C and Microsnot
>C). (Be warned, using C doesn't mean it's portable, but it is possible
>to write portable code.)

oo, I'm not sure we should get into a debate about what is portable
and what is not - that would be the never ending thread. :-) I do see
your point however.

>Even the designer of pascal, Nicklaus Wirth, agrees with the fact that
>pascal is not usable to do real programming that's why he designed
>Modula 2. That language is able to handle real life problems. I don't
>like that language though.

I purchased Pascal & C at the same time. I could already program
Pascal well and knew nothing whatsoever about C. Even with this bias,
it did not take me long to decide C was the better long term prospect.
Had modula 2 been available at the time, things might have been
different. Fortunately it wasn't - I would have regretted never
learning C.

> >>> Ada is dangerous.
> >>
> >> She is ??
> >
> > Oh most certainly she is, yes. My "two lift" problem got sorted in
> > assembler quicker than in ada. ;-) It's a language that incorporates
> > multitasking constructs btw.
>
>The best mutitasking language I know of is Occam, the teacher told us horror
>strories about Ada and parallel C.

Never tried that one. I don't even know what it looks like!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3847. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849383810_OASIS_@swampdog.demon.co.uk>
Source record: 8439

Better clarify libraries here as both sides are in danger of getting themselves into a corner :-)

A compiler library (this is not C specific) most usually consists of pre-compiled source code. When the main program makes reference to a particular command then it is noted. Once everything is compiled, the linker has the job of going through all these "unknown" commands and attempts to find those commands in the libraries you have told it to use. If it finds them all you get an executable program otherwise you get an error.

To add new STOS commands you need an extention. To add new compiler commands you need a library. In effect they are the same thing. STOS is to be praised for providing the facility at all, especially when you consider how long ago it was since it first came out.

The power of a library is you can choose what to put in it (or take out / replace) yourself. If I find I have written the same routine more than a few times, I tend to generalise it and add it into one of my libraries. I never have to write it (or compile it) again. Same thing with STOS - may be hard for the user to do but it is possible thus both are the same!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3848. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329ee47d.10748522@news.airtime.co.uk>
Source record: 8440

On Thu, 28 Nov 96 23:39:58 +0100, in comp.sys.atari.programmer you
wrote:

>BTW: I can't get to the last eleven coins. Eight of them are located very high,

Your playing it ?.....a compliment indeedy :)

>left from the middle on the lower half of the map. The other three are located

Have you used the "View Map" option from the main menu ?, that will
update every time you view it, so you cans ee where the coins are and
how to get to them, however you have to figure where you are, as a
"You are HERE" tag would have been to easy :)

>there? And will those eleven coins give me enhough points to break the 3k limit?

what 3k limit?

>(Now I have 2620 points, only the eleven coins and the ace card to go.)

are you sure it is the Ace, thats very easy, its the Jack that has
everyone else stuck, and thats near the two hard to get at coins near
the big slope :)

Use the MAP VIEW for the coins.....comments please ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3849. Re: STOS memory banks

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <329eebce.12621571@news.airtime.co.uk>
Source record: 8441

On Thu, 28 Nov 96 22:42:50 +0100, in comp.sys.atari.programmer you wrote:

> > saves me having to add perameters to the music play command,
> > This is the same for fonts used in windows, sprites etc,

>So memory banks are very thight coupled with the command set. How does this
>affect new or improved commands?

One of the reasons the new commands are faster is that a lot of the control is taken away from STOS, you have to use variables to keep track of the start of banks for just about all the new commands

>Example: I want to use a Digmax tune or a Countzero tune, these music types
>have to be initialized and played in a different way (if I remeber it correct,
>there are a lot of different chip music formats.)

hehehehe, variable=musauto(start(?),tune_number,length(?))
that command recognises most (about 20+ i think) formas of chip music

>Same thing for a sprite routine. How is a bank matched to the right sprite
>routine?

ok the new sprite commands=BOBS or one bitplane JOEYS
BOB DESTINATION_SCREEN,BOB_DATA,IMG,X,Y,etc

if i use start(7) as bob data then stos will always know the bobs are there, its a compltete replacement to stos sprites so stos doesent care whats in there, but as a variable is faster then I would use a variable and re assign if any memory is allocated while the routine is running, but that never happens,

>> > hmmm I can only presume its easier for STOS? Dunno realy, having
> > never used other programming languages to the extent of memory
> > allocation, then I never questioned the way STOS does it?,

>Seems so. Creating a lot of trouble to understand each other.

Thats due to the major differences in the programming languages, I have never heard of "memloc" before ? for instance :)

> > Then at some point another bank is erased or made? then S7 will no
> > longer = start(7) and the variable must be reset by the programmer,
>
>OK, how do you know when that moment arrived? Just by keeping track on which
>banks are used and when a bank get released?

Yep, but to be honest I never do any memory bank erasing allocating
while a program loop is running, all that is as I tried to explain,
done in the setup routines ?

>And that was the point I tried to make. If the displayed screen is located in
>that bank you the shifter could display the wrong memory area but it looks like

No because dont shift memory while the game is being played, ie
while the main loop is running,

> > allways go to the logic, a good programmer will allways set logic to
> > = back, so work is hidden, then a screenswap command will swap the

>Hmnm, I am a bad programmer then. Most parts of my demo use only on screen. I

Ho dont be silly, I meant a good STOS programmer, sheesh! :)) we have
a differnet screen set up, we dont use GEM, remember? so are not
restricted to the GEM way of doing things, whatever that is?,

>until the shifter has been told the screen is at an other adres. And how do you
>tell the shifter which adress is the screen adres?

STOS Allways knows where Physic, Logic and Back are, so a screenswap
command will swap the pointers between physic and Logic, physic,logic
and back are all preset variables, so PRINT PHYSIC will return the
adress of the physical screen, same with logic and back :) ?

>poke $ff8201,(screenadres shr 16)
>poke $ff8203,(screenadres shr 8)

>All other commands will eventually write to those hardware registers.

ho look! more pokes.....hmmmmmm

> > not recall any commands in any extension for allocating memory, unless
> > the termonolgy is confusing me:)

>means: are there different commands that let you set the bytes in a given
>memory block to a given value? And are there other commands that allow you to
>set a block 2, 4, 8 or 16 bytes into a certain value?

sorry, but you are still totally confusing me here? I have no idea
what you are talking about? honest!

> > blind, making extensions is well out of my luegue i am afraid,

>Ok, but how do you use extensions? I think there is something like a library
>with a lot of functions. I asume you can use multiple libraries at the same time

Yep but everything has a limit, extensions is 26, and each extension
will only allow x amount of commands, soory no idea what x is?

>in a program (one for the sound, an other for sprites and maybe again an other
>for doing heavy duty memory moves). What happens if two functions in different
>libraries have the same name?

then you have a crash!......however extension makers will find out
what other extensions are available and try to work around it, hence
some very funny sounding commands :)

> > so print free return the available memory, you can allocate a bank

>Just like all other basics I know of. It will give trouble on multi tasking

Well I havent tried all other BASIC so I would not know?

>memory, leaving your program no other option than to generate a error. But lucky
>us, multitasking is of no importance here.

Yawn.....ZZZZzzzzzzz.............

> > with "reserve as data 7,free" although free-1280 or simmilar might be
> > a better idea:)

>reserved memory block after it has been reserved. Like in your example, can you
>determine the size of bank 7?

You mean like
print length(7) or x=length(7)

So why would it not be a great way of programming?, so long as all
this is done outside of the game loop, then whats the problem, and why
do any memory setting from within the game loop, surely that IS bad
programming ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3850. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: LCollins@mettav.demon.co.uk
Message-ID: <23720_LCollins@mettav.demon.co.uk>
Source record: 8293

dhedberg@aristotle.algonet.se wrote:

d> : Anyone know exactly how much it costs now? I'm using the cover-
d> :disk release of Devpac 2 ATM, so I'm tempted to upgrade. Oh to have
d> :a proper manual, what luxury! :)
d> I think it was about 30-40 UKP last time I checked... it's well worth
d> the money, and the manual is just great!

That's still beyond my meagre finances, sadly. I'm mainly interested
in figuring out MonST, I thought it might be useful in tracking down bugs,
although I see one of the other contributors in here doesn't rate
debuggers.

/|\llTheBest ... */Liam/*

*Malcolm (Psycho Eyes) Rifkind, Isla St. Clair, Bay City Rollers, Jimmy
Krankie, Ian St. John, Mel Gibson...your boys took a hell of a beating!
--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

3851. Re: Bulletproof TRAP handler? (long)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b1e7cc$14ed.141@HERMES>
Source record: 8294

Hans Wessels (mr_ni@mbh.org) wrote:
> Gaven Miller wrote:

> > At present, my (very inelegant) implementation, after detecting it
> > has been called from supervisor mode, copies six longwords from the
> > supervisor stack onto the user stack and then points the SSP at the

> Please, leave the user stack intact, because you can't be sure it's in use as a
> stack by the user program. The user program may use the stack-pointer just like
> any other adres register. (I frequently do so.)

True. The code which I posted will fail when USP==SSP. (For example,
inside a Supexec()'d function, a Super() block within a function)

I found this out the hard way, when I started to re-implement some of my
extensions so that they could make Toolbox calls from supervisor mode.

I fixed it by copying the params from higher up the SSP onto the lower
SSP, and then pointing the USP at that.

> You can't use the user stack as stack anymore, because pushing things on the
> stack will distroy your stackframe making a rte a call to nirvana.

Thanks for mentioning that. (in my defence, I typed that code directly
into my newsreader (tin, running on my ISP), I didn't want to have to load
4-5000 lines of source and then eradicate all bar perhaps 20

I still feel uneasy about copying a fixed-size block of param data from
the stack, though.

(My API has all data on the stack - GEMDOS/BIOS/XBIOS-like).

Perhaps I should implement a new version 2 API which uses a pointer to a
parameter block? This would break the simple-to-implement and
fast-to-access-parameters ability of the code.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3852. Devpac 3.1 bug? (Multiple REPTs in a MACRO)

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b1e7cc$17a4.110@HERMES>
Source record: 8295

I've come across a bug in Devpac 3.1 whereby having more than one REPT loop in a MACRO will cause it to fail with a "can not nest REPT loops" error.

The code calling it is not within a REPT loop, either.

To create the macro, I simply lifted a working piece of code (used in three different places in the app), and block copied it to the start of the source file, and wrapped a macro definition around it.

(The code is used in three different parts of the prog, and for speed I would like to keep it as an inline piece of code, rather than a subroutine call - which I would normally do were it not for this). Also, making it a macro means that I can define it once in one place and not have to block copy it multiple times - possibly missing one.

The "offending" macro code looks something like this:

```
Foo MACRO

; some code goes here...

; copy text block as longwords
a set 0
REPT XSIZE/4
move.l xl_1+a(\1),le_1+a(\2)
a set a+4
ENDR

; more code goes here...

; copy info block by longwords
a set 0
REPT YSIZE/4
move.l xl_2+a(\1),le_2+a(\2)
a set a+4
ENDR

; and yet more code goes here...

ENDM
```

And then in the source, I call it with the line

```
Foo a3,a4
```

so that \1 will be replaced with a3, and \2 will be replaced with a4

But, instead, once it hits the second (un-nested) REPT it gives me that error message.

Neither the manual (for v3) or the v3.1 addendum mention this.

REPT loops on page 99 says nothing, and MACRO operations on pages 110-117 say less than that with regards to this problem.

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3853. C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a05469.17583080@news.airtime.co.uk>
Source record: 8296

On Fri, 29 Nov 96 19:56:50 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>Better clarify libraries here as both sides are in danger of getting >themselves into a corner :-)

Ho good, someone who knows all about STOS extensions and all about C libraries, good :)

>A compiler library (this is not C specific) most usually consists of

snippooooooooooooos

So a C library is a collection of subroutines that can be sort of "called" and compiled into your program, a selection of subroutines written by the C users , in C for a C program? the sole purpose of which is to act as a subroutine that you dont have to keep writing yourself,

And STOS Extensions are the same you say ?

hmmmmmmmmm thats spooky, because from where I am sat they are a million miles apart......how do you compute they are the same ?

A STOS BASIC programmer like myself, cannot write an extension?
A STOS extension is an upgrade to the programming language that either replaces existing BASIC commands with new faster ones, or adds new BASIC commands to the language,

From my point of view as a purely a BASIC programmer, Your C libraries are a collection of subroutines written for convenience so you dont have to keep writing them yourself, but STOS extensions are new commands that a STOS user could never write himself,

How do you conclude that they are both the same?

If I get together a whole bunch of my most used sub routines, place them in a folder called "Library" and then rewrite my compiler to include these subroutines when the code it is compiling points to one of them, then is that the same as a C library???, because it sure as hell aint the same as a STOS extension,????

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3854. gfa site

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a05a32.19064460@news.airtime.co.uk>
Source record: 8297

Is there a good GFA site on the net a WWW page with plenty of news,
and especialy source code?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3855. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: Toon Moene <toon@moene.indiv.nluug.nl>
Message-ID: <57q1qo$p8i@news.utrecht.NL.net>
Source record: 8298
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

```
>Levien van Zon wrote:
>>
>> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>> >WEALTH OF THE WORLD
>> Levien van Zon (lvzon@bio.vu.nl)
^^

And then those stupid French think that coffee shops are the worst problem in
my country :-( :-(

--
Toon Moene (toon@moene.indiv.nluug.nl)
Saturnushof 14, 3738 XG Maartensdijk, The Netherlands
Phone: +31 346 214290; Fax: +31 346 214286
URL: http://www.knmi.nl/hirlam
```

3856. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: dhedberg@sophocles.algonet.se
Message-ID: <57q92o$hhd@epimetheus.algonet.se>
Source record: 8299

Liam Collins (LCollins@mettav.demon.co.uk) wrote:

: That's still beyond my meagre finances, sadly. I'm mainly interested
: in figuring out MonST, I thought it might be useful in tracking down bugs,
: although I see one of the other contributors in here doesn't rate
: debuggers.

Oh, I don't think you'll find any assembler package for less than the
cost of Devpac. Anyway, MonST is very good, but if you're only looking
for a debugger, check out Bugaboo (TurboAssembler), it's shareware I
think.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

3857. Debugging with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1996-11-30 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1007_mike@bbsgate.interware.it>
Source record: 8300

What do you use to develp programs uner MagiC and then debug within the multitasking environment ? Ok, you can compile C programs with Lattice or Pure C as a task, but the debugging procedure is much more tricky.... can it still be done, or is it necessary to switch to monotask ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3858. Be a Beta Tester!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: btr@trenet.com
Message-ID: <32a0c122.15382049@nntp.cts.com>
Source record: 8301

```
Be a Beta Tester!

http://www.trenet.com/btr
```

3859. Decoding and viewing JPEG on falcon

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Kris <cbroky@imaginet.fr>
Message-ID: <01bbdf77$ca7e55c0$240844c3@CBROKY>
Source record: 8302

I need C sources to view and decode JPEG on Falcon.
If you know where I can find that, please send me Email

cbroky@imaginet.fr

3860. Re: Be a Beta Tester!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a16230.4275482@news.airtime.co.uk>
Source record: 8303

On Sun, 01 Dec 1996 00:07:59 GMT, btr@trenet.com wrote:

>Be a Beta Tester!

>http://www.trenet.com/btr

Yes I was daft enough to presume this was something to do with a new
ATARI program or something, so I went to have a look:(

>The Beta Test Registry has three membership levels. Each level is based on how long you would >like to be a Beta Tester.

>Bronze������2 year membership������$19.95
>Silver�������5 year membership������$39.95
>Gold�������Lifetime�������������������$49.95

>(Fees are payable in US$, if you are outside the US just add $10 to each level)

Why do I fall for it? <fx:forced smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3861. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: JRicha00@nest.demon.co.uk
Message-ID: <573_JRicha00@nest.demon.co.uk>
Source record: 8304

Brian,

> Can you not redirect the output to a file? Or even into nowhere if
> you wish? I know I've used Geneva to run ttp programs and pipe all of
> the input from a script file...and the output to another file...or
> the printer...or whatever. It's odd (althoe I'm no programmer) that
> you can't redirect the screen output to another device...being a file,
> a null device, etc...

You can with Fforce, however writing your own routine would be much more
powerful. Knowing that however it gets there almost all text output is going
to go via Cconws and Cconout - simply write a TSR to intercept these calls
and take it from there.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

3862. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: JRicha00@nest.demon.co.uk
Message-ID: <574_JRicha00@nest.demon.co.uk>
Source record: 8305

Tony,

> Is anyone willing to dispute my statement wihtout mentiong assembler,
> macs, and all manner of things that have nothing to do with the
> thread?

If you alter your statement to read: STOS is the *easiest* BASIC to produce a game in. Then I agree with you entirely but *best* no I'm sorry can't agree there bud, it simply doesn't give you enough system control.

The reason no-one can come up with a good game written in another basic this year is because there aren't any (probably!), doesn't mean to say that if someone had the desire to there couldn't be. Have you seen some of the pre-1996 games written in GFA?

Jr,

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3863. Atari stuff for sale!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: nedskee@isp.net
Message-ID: <32a8c75b.5645484@news.isp.net>
Source record: 8306

I have a few things I want to sell or trade for PC equipment. mail me
if interested or you want more information.

Falcon030 4 Meg
with Cubase Audio $1000.00 OBO

Mega STe 4 Meg
with 1435 monitor and SLM 605 Laser Printer $1000.00 OBO

Stacy 4 $500.00 OBO

I am looking for Pentuim grade PC in working order, Scanners, Hard
Drives 1 gig or larger,

Thanks!!
nedskee@isp.net

3864. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GLBSEGAFUP@alkor.sax.de>
Source record: 8307

In <329ce987.54593644@news.airtime.co.uk> you (Tony Greenwood) wrote:

>>>games I had no contact with anyone who owns a HD and the STOS manual
>>>has no mention of hard drives?
>
>>Yes, I've read the hole thread, but I've downloaded and tested them earlier
>>this month.
>
> Yes but the point was, as we have already coverd the games not
>working from hd, why mention it again?

Because the bug is still not fixed.
Or is there a Generic STOS fixer that is able to modify your games?

>>>>- If I start the games not from ST low (I use usual ST high or better) the
>>>> screen is trashed and the system hangs.
>>>
>>> then in the words of Tommy Cooper...Don't do it ? :)
>>
>>I translate it as:
>>
>>"Don't start STOS games on new atari's because they will crash!"
>
> Something like that..If you have the ability to run the game by
>booting some other way, then why boot in the way that makes it crash,
>seems a bit silly to me?

Because STOS games are nearly the only programs that makes my system
crash?

>>Using your words: "The thread is best BASIC for games"
>
>>Can a Programming Language be the best of all, if the resulting program
>>won't run on new ataris? Hhmmm....
>
> YES, when there is nothing better about?, a game made in BASIC that
>works on most ATARIs is better than a none existant game, how many
>ATARIs will that work on, no game=no ATARI's...yes?

You haven't excluded the newer ataris in your original statement, so
your games should work on them too?

>>>dispute its there or question your comments, either of you, juts
>>>simply to say, cannot see it ?
>>
>>I just started Heartland 5 times, I can see the bugs every time!

>
>
> As the program is pure code, and all the data is on disk, dare I
>suggest the zip might have been damaged, or....maybe your display is
>far superior to mine?

archive: 251 989 bytes netto,
254 225 bytes brutto.
No CRC warnings during extraction.
21 files, 468 594 bytes
heartlnd.prg 60 454 bytes, file date: 31.12.27 00:08:14

I use a simple color tv set with a scart input.

>
>>> I have commands to not only find the current resolution, hertz rate
>>>etc, but I can also switch resolutions as much as I want,
>> ^^
>>GOTCHA!!!
>>
>>So tell me how do you would switch resolution from:
>>
>>- ST low with AS OverScan (368x264x16) to ST low (320x200x16)
>
> You see I am talking about the majority, are you seriously trying to
>tell me you do not have access to ATARI ST low rez, if you have, then
>whats the problem ?

Please answer my question: Are you really able to switch resolutions as
much as you want?

>>>>Your wonderfull STOS games are not running on this nice big ataris!
>>>
>>> hang about, whats all this "your wonderfull stos", if you are trying
>>>to be sarcastic then this is all a waste of time :(
>>>
>>>>Most of them have extended graphic hardware, the only access to screen
>
> But also have the ability to use ATARI ST low, so ????

YOU HAVE NOT ALWAYS THE ABILITY TO USE ST LOW!!!

>>To be on topic:
>>
>>The only way to display anything on these graphic extensions is VDI/GEM.
>>And STOS is not able to use VDI AVAIK.
>
> But why would I want to use those resolutions, If you have access to
>st low, and if you havent? then you show me a game made in basic that
>is using them that was programmed in 1996, and will work in atari low
>as well ?

See below.

>
>>> NO ONE has done anything to prove otherwise, you have all TALKED
>>>TALKED TALKED
>>
>>Maybe STOS is indeed the best BASIC for making games for the atari _ST_,
>>but there are a lot of other ataris. (Which are not or not full supported.)
>>And that is the bad part of your STOS games.
>
> nooo you are missing the point and straying from the whole thread, it
>is not good enough to tell me how bad stos is, it is pointless telling
>me the flaws of which I am already aware, there is certainly nothing
>to be gained from publicly attacking my software,
> for my statement to be wrong, you have to show me better ? but you
>cannot, so even though STOS does addmitedly have drawbacks, and STOS
>may not be the best all round BASIC for the ATARI and my games may not
>be the best in town, until you show me better, written in BASIC in
>1996, then my statement is proven to be true?
>
>
>>OK. I will write a game. It will support extended resolutions.
>>Can you beat this special feature with STOS?
>
> I am sorry, but I do not believe you will write a game that will work
>on every single ATARI, including my humble setup and your highest
>spec, and someone, anyone say, hey what a good game, and be in BASIC
>only,
> I am not saying you are not capable, I presume you are, you probably
>have the ability and the software to make something spectacular, I am
>saying that i doubt you will, and would go so far as to say I am
>absoloutly sure you wont be able to make one that will prove my
>original statement wrong :) hehehe, you may want to recap the original
>statement before you start, a quick glance at the calander would
>suggest you only have a matter of weeks to do it in, <smile>

HA!

I just found a game that will match your race!

ftp.cs.tu-berlin.de/pub/atari/Games/Yukon/*

Yukon is a patience clone.
- last version from 16. Aug. 1996
- with sound (DMA sound if available),
- classic soundset
- startrek soundset
- [...]
- GEM GUI,
- 2/4/16/256 colors
- 640x200x4, 640x400x2, 800x600, ... [whatever you have]
if you have cards for 640x400x2 so they can also be used for any other
resolution with the same color depth and at least (in this case) 640x400
pixels.

(if you need cards for 320x200x16, just create your own, a tool is included)
- runs also with multitasking OS like MultiTOS, MagiC, MagiCMac.

Now it's your turn.

>I will put STOS games on a head to head with any others, and win...

Show me a STOS patience game that covers all this features.
31 days left...

>>>>Just seen yesterday. The only difference is speed. A PowerMac 8500 or a
>>>>Hades 060 is more than 20 times faster than a 8 MHz ST.
>
>>> and your point is what ??? would it have anything to do with making
>>>games in BASIC, I think not :(
>
>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>To make good GEM games, you can compensate the slow but compatible
>>GEM code with a faster CPU.
>
> Since when has a powermac been an atari ?

Since July 1995.
(The date of the first official release of MagiC for PowerMac.)

>...and dont you draw the
>line anywhere? how about a jaguar, thats atari,

If I speak about atari computers I mean ATARI TOS compatible computer
platforms and ATARI OS compatible OS. (Original atari hardware, clones,
emulators, MultiTOS, Geneva, MagiC, MagiC PC, MagiCMac, MagiCPowerMac...)

The ATARI 8-bit series, the Lynx, Jaguar, Portfolio and ATARI PCs are
excluded.

>>>>There is no choice between GEM games and none GEM games, because you can
>>>>only run GEM games on the new powerfull atari compatible computers!
>
>>> really? I think you will find you are WRONG
>
>>OK. So tell me some STOS games that will run on my ST at its extended
>
> I did not say STOS would do it, I said I think you are wrong?

So show me an example.

>>How look your colored software at a monochrome resolution like ST high?
>
> Dunno, I have not got a high rez monitor, mine is an old atari colour
>monitor that has no side borders, cant get it fixed:(, means the
>first8 pixels of the screen and the last 8 are hidden :(, thats why
>you wont see much happening at the edges of my software :), seriously
>:)

_IF_ you had programmed your software the GEM style way, you could move
the window to see what happens at the edges...

>
>
>>scroll bars with shape and depth or 3d boxes. The GEM of your 1040 STe
>>is from 1990!
>
> i dont see the relevance? my software still boots up and runs, and
>until you show me a game made in 1996 in BASIC, then I am afraid STOS
>and its old techonology are still the best in town :)

Your older STOS software will run at the technology of 1996 without
modifications?

--
Email: haase@alkor.sax.de

3865. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849463447@p24.f101.n323.z205.mbh.org>
Source record: 8308

Tony Greenwood wrote:

>> HO SHIT!!! I just ordered Personal Pascal :(.....I did!
>
> I have an idea for a program it would need to run in GEM (So not a
> game), I haven't seen it sone on the ATARI yet, Its a simple enoug
> program and will be usefull to onliners :)

When going for GEM applications I think you have to go for C. Most literature about the OS and GEM programming is also written with C in mind. Even the whole OS was originally written in C. Pascal can give problems on some points because C strings (as used in the OS) and Pascal strings are fundamentally different.

> ordered it, I am simply getting a replacement copy of the coverdisk
> version I have since lost, I am too poor to actually buy new software

There are two good PD C compilers available. The first is GNU C, the second is Sozobon C. The GNU C environment is quite hard for beginners I think and it does definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?) still works on floppy based systems.

Bye, Hans Wessels

3866. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849462816@p24.f101.n323.z205.mbh.org>
Source record: 8309

Tony Greenwood wrote:

> So a C library is a collection of subroutines that can be sort of
> "called" and compiled into your program, a selection of subroutines
> written by the C users , in C for a C program? the sole purpose of
> which is to act as a subroutine that you dont have to keep writing
> yourself,

No, C libraries are more. The command set of C is very limited. The C language it self has only 32 reserved words (that are words you can't use yourself as name of a variable or function):
(auto, break, case, char, const, continue, default, do, double, else, enum, extern, float, for, goto, if, int, long, register, return, short, signed, sizeof, static, struct, switch, typedef, union, unsigned, void, volatile, while)

So there are no print commands, no load or save commands, no memory allocation commands. All that cind of things are done with library functions (C has only functions, no procedures. What pascal calls a procedure is in C simple a function without a result).

There are sets of functions that come with every C compiler. That are the standard libraries. What should be available in the standard libraries is defined in the ANSI C standard. C libraries can be written in C, but also in an other language or assembly. As C programmer you have the possibility to create your own libraries with much used functions.

> And STOS Extensions are the same you say ?
>
> hmmmmmmmmmm thats spooky, because from where I am sat they are a
> million miles apart......how do you compute they are the same ?
>
> A STOS BASIC programmer like myself, cannot write an extension?
> A STOS extension is an upgrade to the programming language that
> either replaces existing BASIC commands with new faster ones, or adds
> new BASIC commands to the language,

So STOS is less powerfull as C because you can't write our own extensions. So a STOS programmer is in the same position of a C programmer that doesn't know how to compile a library. From their point of view an extension (library) is a new set of statements (functions) they can use.

> From my point of view as a purely a BASIC programmer, Your C
> libraries are a collection of subroutines written for convenience so
> you dont have to keep writing them yourself, but STOS extensions are
> new commands that a STOS user could never write himself,
>

> How do you conclude that they are both the same?

The whole concept of STOS extensions is covered by C libraries. Only C libraries are a bit more flexible.

> If I get together a whole bunch of my most used sub routines, place
> them in a folder called "Library" and then rewrite my compiler to
> include these subroutines when the code it is compiling points to one
> of them, then is that the same as a C library???, because it sure as
> hell aint the same as a STOS extension,????

No, a library is a set of already compiled code, just like an extension. You have to tell the compiler which libraries you want to use in your program. But yes, I think libraries are basicly the same as STOS extensions.

Bye, Hans Wessels

3867. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849459843@p24.f101.n323.z205.mbh.org>
Source record: 8310

Tony Greenwood wrote:

> they are not good, I have not seen them, but for them to have ANY
> relevence to this thread then they must be good games made in BASIC or
> C (with no added mc) and have been made in 1996

Why made in 1996? A game made in basic in 1987 is still posible to be done in 1996.

>> All those games work on all Ataris, under all resolutions, maybe some
>> of those games require you to have a harddisk (I usually don't test a
>> game from floppy disk if I can run it from harddisk).
>
> if they require a hd then they are definatly not a reccomended good
> game, MOST atarians do not own hard drives,

How do you know? Most Atarians I know do have harddisks.

> But are they made in 1996 and how would we know if they are simple
> BASIC shells calling lots of m/c?

We can't know that. :-(

> AW Give us a break, you have to draw the line somewhere,
>
> Q when is an ATARI not an ATARI
> A when it cannot even handle standard ATARI screen resolutions

What is an Atari? Any computer that runs TOS compatible OS.

> All this talk of Hades and Madusa etc, it really is taking things a
> little too far dont you think,
>
> How many Hades Computers have been sold
> How many of these people will want a game made on a ST
>
> There aint going to be enough to even warrant booting STOS, get real
> please :)

I am real (I think). You have to get real. If you say something about a best language to program games for the Atari you have to face its implications. That includes IMHO Hades and Medusa computers. I had problems on that point my self. Cache memory in 68040+ processors a a lot biger as in the 68030, giving trouble with slef modifying code.

>> Are we allowing C or not? The original statement included C.
>
> Yes we are allowing C, my original statement seems to gain strength

> with every posting you make :)

So Kubis '96 ends the trouble. It's written in C, is a game and runs on every Atari in any resolution.

Bye, Hans Wessels

3868. Re: Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849460464@p24.f101.n323.z205.mbh.org>
Source record: 8311

Liam Collins wrote:

d>> I think it was about 30-40 UKP last time I checked... it's well
d>> worth the money, and the manual is just great!
>
> That's still beyond my meagre finances, sadly. I'm mainly interested
> in figuring out MonST, I thought it might be useful in tracking down
> bugs, although I see one of the other contributors in here doesn't
> rate debuggers.

If you are looking for a debugger go for bugaboo, it comes with the Turbo assembler package. The current version in 1.77. It is shareware, but there are no limitations to the use of the programs. I have been told Sigma soft doesn't support it's products anymore (the two most improtant products of Sigma soft are Midimaze II and Turbo Assembler).

The great thing with bugaboo is you can run bugaboo in ST HIGH and the software you are debugging (games, demo's) in ST LOW. With a monitor switch box you can connect both monitors at the same time to you
computer.

Bye, Hans Wessels

3869. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849461143@p24.f101.n323.z205.mbh.org>
Source record: 8312

Tony Greenwood wrote:

>> BTW: I can't get to the last eleven coins. Eight of them are located
>> very high,
>
> Your playing it ?.....a compliment indeedy :)

How can I else evaluate a piece of software?

> Have you used the "View Map" option from the main menu ?, that will
> update every time you view it, so you cans ee where the coins are and
> how to get to them, however you have to figure where you are, as a
> "You are HERE" tag would have been to easy :)

Yes I did. (I have to be carefull with that function because leavin and
entering the game too much will lock up the game (all turns black). I can't
reproduce this on a plain 1040ST with 1 Mb.)
I don't see a possibility to get to those coins on the map. That's why I am
asking you for a hint.

>> there? And will those eleven coins give me enhough points to break the
>> 3k limit?
>
> what 3k limit?

The 3k points limit. The high score is 3000 points.

>> (Now I have 2620 points, only the eleven coins and the ace card to
>> go.)
>
> are you sure it is the Ace, thats very easy, its the Jack that has
> everyone else stuck, and thats near the two hard to get at coins near
> the big slope :)

Well it's definitly the ace (locate at the left side of the map). As soon as I
pick up that card the game ends.

> Use the MAP VIEW for the coins.....comments please ?

I did. The original question is still standing. I need help.

Cu, Hans Wessels

3870. STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a1d4f4.33659821@news.airtime.co.uk>
Source record: 8313

On Sun, 01 Dec 96 16:30:00, JRicha00@nest.demon.co.uk (John
Richardson) wrote:

>Tony,

Hi John :)

> > Is anyone willing to dispute my statement wihtout mentiong assembler,
> > macs, and all manner of things that have nothing to do with the
> > thread?
>
>If you alter your statement to read: STOS is the *easiest* BASIC to produce a
>game in. Then I agree with you entirely but *best* no I'm sorry can't agree

Hmmm I had a long think about this one, yes I agree with you, from
what I have seen of other BASICs then I would have to agree STOS does
seem to be the easiest, this does help my statement, ie: its the best
to use :)

>there bud, it simply doesn't give you enough system control.

Have you seen anything made recently in STOS ?, to be exact a game? I
can show you a dammned fine game that does not lack anything because
of lack of system control??, therefore your point although true in the
fact that STOS lacks greatly in that department :), would seem to hold
absoloutly no bearing in this debate ?, hehehehe

>The reason no-one can come up with a good game written in another basic this
>year is because there aren't any (probably!), doesn't mean to say that if
>someone had the desire to there couldn't be. Have you seen some of the
>pre-1996 games written in GFA?

hahahaha yeagh, and nothing GOOD?, but the thread is 1996, the thread
is not, lets all move the goalposts and add more bits to try and win
the debate, sorry but pre-1996 does not count, STOS was not as
upgraded in 1996 as it is now, so hardly fair to change the rules, one
of my points is that STOS has been upgraded you see ,

I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from
what I can see, if I or anyone else wants to make a game, then STOS
wins hands down, why would I want to use GFA to make a game when STOS
is there offering a hell of a lot more, and as you rightly say is
easier?, because it has GEM support? phoooey, thats what would cripple
a good game not be an advantage,
If I wanted to make ANYTHING other than a damm good game, then I
would probably opt for GFA BASIC, I am not saying STOS is the best
BASIC, merely the BEST for making games at this point in time ? :), I

am willing to put software forward to prove this point, and that is
exactly what no one else is doing, thus proving my point,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3871. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: James Troup <jjtroup@dcsun4.comp.brad.ac.uk>
Message-ID: <dmmk9r29idj.fsf@dcsun4.comp.brad.ac.uk>
Source record: 8314

Yiannis Paschalidis <u943409@student.canberra.edu.au> writes:

> > > Ada is dangerous.
> > 'cos the military use it!
>
> And because some of the poorer compilers (like the one the
> cheapskates at my uni force students to use) give 50-something
> errors then crashes & reboots the machine all because you left off a
> ';' on one of the lines!

Abusing a language on the strength of one compiler, which you yourself admit is poor, is not desperately sound reasoning IMO. Ada has it's faults, but your argument is no more valid than if I were to abuse C on the strength of the nasty experiences I've had with BorlandC++ (version 3 or so). Try GNAT under a real OS sometime.

--
James
++ http://g437.ub.gu.se/~james/ ++

3872. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a1f506.41870600@news.airtime.co.uk>
Source record: 8315

On Sun, 01 Dec 96 18:53:58 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>>When going for GEM applications I think you have to go for C. Most literature
>about the OS and GEM programming is also written with C in mind. Even the whole

ok advice noted thank you :)

>There are two good PD C compilers available. The first is GNU C, the second is
>Sozobon C. The GNU C environment is quite hard for beginners I think and it does
>definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?)
>still works on floppy based systems.

how about...eerrm tutorials or something, something for the complete
and utter beginner , i only just found out what a library actually is,
I had seen the expresion LINK etc??,
a bit much sitting here with C and no idea what to do next, so can
you reccomend some sort of tutorial?
I will look for sozobon C tonight ta:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3873. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a1dff0.36472032@news.airtime.co.uk>
Source record: 8316

>In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:
>
>>Uwe Haase wrote:

Hans!, and anyone else in this thread,

Are you getting private email telling you this thread is a pointless
waste of time?,
Personally for me, this is what c.s.a.p is for, I have learnt a lot
since my original statement, and hopefully that includes new friends
who understand that it is possible to have a debate, without falling
out,
Unfortunatly I seem to be upsetting more people than it is worth,
when it comes to the point where people feel the need to privatly
email me to complain, then ..well words fail me,:(

Perhaps all those people (well not that many!<g>) should forward
there knitting patterns to this newsgroup and we can discuss them :(
seeing as programming is now out of bounds :(
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3874. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a1f41d.41637518@news.airtime.co.uk>
Source record: 8317

On Sun, 01 Dec 96 18:26:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > So a C library is a collection of subroutines that can be sort of

>No, C libraries are more. The command set of C is very limited. The C language
>it self has only 32 reserved words (that are words you can't use yourself as

hmm I know C is good, I would never dispute that, just sounds
limiting?, from that description?

>So there are no print commands, no load or save commands, no memory allocation
>commands. All that cind of things are done with library functions (C has only

so <?> eeerm wheres the flair? wheres the programming, is it just a
shell calling all these libraries?, why does it sound so...simple? I
am not being insulting , I really do not know?,
BTW the only reason I have not got into C, is that i can find no
simple tutorials, most start by presuming you already know something
about C,

>There are sets of functions that come with every C compiler. That are the
>standard libraries. What should be available in the standard libraries is
>defined in the ANSI C standard. C libraries can be written in C, but also in an
>other language or assembly. As C programmer you have the
>possibility to create your own libraries with much used functions.

hmmm sounds good, dunno about good enough for games, but sounds
interesting :)

> > And STOS Extensions are the same you say ?

>So STOS is less powerfull as C because you can't write our own
>extensions. So a STOS programmer is in the same position of a C
>programmer that doesn't know how to compile a library. From their point of view
>an extension (library) is a new set of statements (functions) they can use.

hmmm I would seem to agree with this, but how many C programmers dont
know how to compile there own code?

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3875. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849544076_OASIS_@swampdog.demon.co.uk>
Source record: 8318

In article <32a05469.17583080@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Fri, 29 Nov 96 19:56:50 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
>
>>Better clarify libraries here as both sides are in danger of getting
>>themselves into a corner :-)
>
> Ho good, someone who knows all about STOS extensions and all about C
>libraries, good :)

Haven't a clue, I'm just the milkman. :-)

>>A compiler library (this is not C specific) most usually consists of
>
> snippooooooooooooos
>
> So a C library is a collection of subroutines that can be sort of
>"called" and compiled into your program, a selection of subroutines
>written by the C users , in C for a C program? the sole purpose of
>which is to act as a subroutine that you dont have to keep writing
>yourself,

Sort of. The important point here is that at the time a command from
the library is referenced in the program the command does not exist
and the compiler does nothing about it apart from recognising the fact
that the command exists. After the compiler has finished it executes
the linker whose job is to locate the command and add it into the
program. The command exists as object code _not_ source code. If I
knew all the details required (linker format and register usage), I
could add a command to your Pascal compiler written entirely in C and
the reverse is possible as well.

> And STOS Extensions are the same you say ?

I can't see any reason why STOS extentions could not be written in C,
pascal or any compiled language. It's simply an adaptation of the
above.

> hmmmmmmmmmm thats spooky, because from where I am sat they are a
>million miles apart......how do you compute they are the same ?

Same reason as above.

> A STOS BASIC programmer like myself, cannot write an extension?

Why not? All that's needed is the info on how to add a command and a command to add.

> A STOS extension is an upgrade to the programming language that
>either replaces existing BASIC commands with new faster ones, or adds
>new BASIC commands to the language,

Same with a library. Remove all your pascal libraries and try compiling something - it won't get far!

> From my point of view as a purely a BASIC programmer, Your C
>libraries are a collection of subroutines written for convenience so
>you dont have to keep writing them yourself, but STOS extensions are
>new commands that a STOS user could never write himself,

That's my point. You could add them yourself. Why not write a tool to do it?

> How do you conclude that they are both the same?
>
> If I get together a whole bunch of my most used sub routines, place
>them in a folder called "Library" and then rewrite my compiler to
>include these subroutines when the code it is compiling points to one
>of them, then is that the same as a C library???, because it sure as
>hell aint the same as a STOS extension,????

Does the STOS compiler insist on using the source for libraries?

The following bit of code would make a copy of the screen in memory it calculated and allocated automatically ...

```
main()
{VIMG v;
Rect rr;

appl_init();
v.vi_vwk = V_Opnvwk(true);
wind_get(WH_DESKTOP,WF_CURRXYWH,PRECT(rr));
Img_Grab(&v,rr);
V_Clsvwk(v.vi_vwk);
appl_exit();
exit(0);
}
```

appl_init(), wind_get(), appl_exit() exist in a library called libaes.a.

exit() exists in library. libc.a

V_Opnvwk() and Img_Grab() are written by me. They exist in a library I created called libg.a

The compiler can build an executable program without the source code for _any_ of the above functions. The only source code it needs is the above. So I still maintain that STOS extentions and object libaries

are identical in terms of use. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3876. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849645282_OASIS_@swampdog.demon.co.uk>
Source record: 8192

In article <32a1dff0.36472032@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>>In <849109308@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:
>>
>>>Uwe Haase wrote:
>
> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
>waste of time?,

Er, no I haven't - I was rather enjoying it actually!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3877. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849639314_OASIS_@swampdog.demon.co.uk>
Source record: 8193

In article <32a1f41d.41637518@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> hmmm I would seem to agree with this, but how many C programmers dont
>know how to compile there own code?

You'd be surprised. Even more surprising is you never have to if you
dont want to. To see why, you'll have to wade through the following
waffle ...

Most people will probably never make their own libaries but I know of
no C compiler that does not posess the tools to do it if you want.

When you first get into C, you tend to write one big program. This
soon expands into one big program which is divided up into functions.
Many people go no further than this because they don't know that you
can, don't need to, or think the next bit is too scary! ;-)

Of those that do, the next stage is to split up the program into
separate files. You tend to group functions together according to a
certain purpose which makes the management of large projects much
easier - and you write a special text file called a makefile. In this
you tell the compiler which files depend on which others. When you
compile, the "make" program only runs the compiler on those files
which _need_ compiling. On the first ever "make", everything has to be
compiled but thereafter only those files which have been altered, or
depend on ones which have been altered, are ever recompiled. Thus,
this drastically reduces the time taken to recompile (ie debug) large
programs.

When compilation is finished, the linker examines all these compiled
files (object files) and tries to put them all together into one file
which will be the program (executable). It does this using a symbol
table attached to each object file by the compiler. The symbol table
contains the names of all the functions and variables which are used
in that object file. It looks through them all and starts building the
executable file by merging the object files into the executable file,
one by one. There is enough information in the symbol table for the
linker to ensure that where a function in one file calls a function in
another file, that the function will indeed be called (no flames about
scope please - this is complex enough!).

Having done this it is well on the way to having an executable file.
There's just one more bit. If the symbol table contains any functions
or variables which are still undefined then this is where the
libraries we have been discussing come into play. It will scan the

ones you have told it to use, looking for the undefined stuff, adding it into the executable as it comes across them.

Anyway, most people writing large projects have no need to add their object files into a library (performed simply by using a tool to add the object files). All a C compiler does is go through the stages described above with the sole purpose of finding "undefined stuff". If anything is undefined at the end it comes up with an error (usually). It will come up with an error if it finds two different things with the same name (usually).

Hmm, that was hard to write. Even authors of only half decent C books have just gone up a few points in my estimation! :-|

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3878. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849650614_OASIS_@swampdog.demon.co.uk>
Source record: 8194

In article <32a2d657.12852540@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
>wrote:
>
>
>>: hmm I know C is good, I would never dispute that, just sounds
>>: limiting?, from that description?
>
>>No, that exactly what it's not! Because of the very limited amount of
>>reserved words and the standard libraries, C-programs can be compiled on
>>just about any platform ever made.
>
> I did not mean limiting in compatability, I meant limiting in, eeerm
>in the programmers eeerm, cant think of the words here?, his flair!,
>his ideas, his sense of adventure his his.....the less commands then
>the less options, BUT I was only going by the above, I really have no
>idea on the subject other than whats been said recently,

That small list enables you to do just about anything. You can do
loops and make decisions just like any other language. The powerful
bit is being able to make your own language up (within the syntax
rules of C).

A simple ...

typedef signed short Wibble;

.. at the beginning of each program allows you to spend the rest of
your C programming days declaring 16 bit values by the name "Wibble" -
it is now part of the language! ;-)

More powerfully ...

typedef struct {
char forename[20];
char surname[40];
Wibble age;
} BOD_INFO;

.. makes declaration which allows you to group your data together in
a nice logical way. C now knows another name, "BOD_INFO" and it also
understands that it is quite complex ...

main()
{BOD_INFO bo[2];

```
bo[1] = bo[0];
}
```

.. is something similar to (not done basic for years) <G> ...

```
main()
{/* BOD_INFO - sort of, cant do it exactly the same */
DIM forename$[2][20];
DIM surname$[2][40];
DIM age%[2];

/* bo[1] = bo[0] */
forename$[1] = forename$[0]
surname$[1] = surname$[0]
age%[1] = age%[0]
}
```

.. C can do a *lot* of work with very few statements.

> I would hate this to get into a debate, as I dont fancy getting even
>more private email telling me this thread is pointless.....

Shame. I'm rather enjoying it. I said that earlier but I seem to be
lagged behind everyone else so I'm saying it again!

>>: simple tutorials, most start by presuming you already know something
>>: about C,
>>
>>Try "C-Manship complete" from Kuma, it's a bit outdated but it's
>>entertaining and it's Atari/GEM oriented. You should also get "The C
>>Programming Language" by D. Ritchie, it's the very definition of C and
>
> Thanks for the tips, noted, and not wanting to sound like a cheapo
>here, but would there be anything on disk, in ascii format do you
>know, as books are not only difficult to come by, but expensive as
>well, I know not much in life is free :), but as I am dedicated to
>making FREE atari software then I try to keep my oulay down IYKWIM

You'll find oodles of teach yourself C books in the public library -
too many in fact! Just grab a few of the more general ones. :-))

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3879. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849652574_OASIS_@swampdog.demon.co.uk>
Source record: 8195

In article <57ubif$728@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <849462816@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>>No, a library is a set of already compiled code, just like an extension. You
>>have to tell the compiler which libraries you want to use in your program. But
>>yes, I think libraries are basicly the same as STOS
>>extensions.
>
>No, the point Tony is trying to make is that a STOS extension is NOT
>simply pre-compiled code.

But it is mainly machine code though isn't it? If not I've been
labouring under totally the wrong impression!

>It CANNOT be written in STOS, which is the key difference between this
>and a C library.

Assuming I'm not wrong above then we are simply looking at it from
different aspects. I'm calling it a library because it is possible to
add to the language. Granted, it's equally possible to say it isn't
because STOS can't produce one! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3880. Silly programming lan

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <75e_9612021151@conchbbs.com>
Source record: 8196

m > Pascal can give problems on some points because C strings (as
m > used in the OS) and Pascal strings are fundamentally different.

Interestingly, the command line in the base page is a Pascal string.

m > There are two good PD C compilers available.

I've always regarded "good PD C compiler" as a contradiction in
terms. Pure C is my third C compiler, and makes the others look
like ... PD software. (I especially like the hypertext help
feature.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

3881. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c27cc$d182.ab@HERMES>
Source record: 8319
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>Would you like to make thousands of dollars, quickly, legally, with NO
[snip - "Make Money Fast"]

No thanks.

I _like_ being a pauper.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

3882. Re: gfa site

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <57te18$na8@library.airnews.net>
Source record: 8320

>
>
> Is there a good GFA site on the net a WWW page with plenty of news,
>and especialy source code?
>
One is ...

http://www.mediarom.no/mediarom/vegard/gfa.html

And then there is mine, which doesn't really have much on it yet as
far as source code. But I will be glad to put up anything you need
upon request.

http://www.delphi.com/~innovator/gfa/gfa.htm

-Jared

3883. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <57u1e6$9kk@due.unit.no>
Source record: 8321

Tony Greenwood (stosser@airtime.co.uk) wrote:
:
: hahahaha yeagh, and nothing GOOD?, but the thread is 1996, the thread
: is not, lets all move the goalposts and add more bits to try and win
: the debate, sorry but pre-1996 does not count, STOS was not as
: upgraded in 1996 as it is now, so hardly fair to change the rules, one
: of my points is that STOS has been upgraded you see ,

This is silly! Are you saying that just because a game is written before 1996 it's unfair to compare it with "STOS 96"? If age is an issue here it should be the other way around! Or are you afraid that somebody wrote a better game in BASIC already in 1989... ;-)

: is there offering a hell of a lot more, and as you rightly say is
: easier?, because it has GEM support? phoooey, thats what would cripple
: a good game not be an advantage,

Agree. Most GEM-based games stinks. It isn't possible to write a good arcade-game that's 100% GEM-based. Why is GEM even mentioned in this thread at all? Yes, I know that STOS doesn't support GEM (And the BIOS/XBIOS-support stinks too.) but it really isn't relevant here. Compatibility is a lousy argument, GEM-based games are too slow to run on simple 68000 Ataris. And without a 3D AES and atleast 16 colours they are ugly as hell too.

Jo Even Skarstein

3884. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <57u2sp$9kk@due.unit.no>
Source record: 8322

Tony Greenwood (stosser@airtime.co.uk) wrote:
: >No, C libraries are more. The command set of C is very limited. The C language
: >it self has only 32 reserved words (that are words you can't use yourself as
:
: hmm I know C is good, I would never dispute that, just sounds
: limiting?, from that description?

No, that exactly what it's not! Because of the very limited amount of
reserved words and the standard libraries, C-programs can be compiled on
just about any platform ever made.

: so <?> eeerm wheres the flair? wheres the programming, is it just a
: shell calling all these libraries?, why does it sound so...simple? I
: am not being insulting , I really do not know?,

Those reserved words are the core of the language. All those functions and
structures that are added by the libraries are just an aid for the
programmer. It's the same thing with STOS; you have a lot of libraries (Or
extensions as you STOSsers call it.) but they don't modify or add anything
to the language. Are there any extensions that adds structural commands
like WHILE-DO, REPEAT-UNTIL or CASE, or that let's you define and
dynamically create/remove your own datastructures? Nope, only functions.

: BTW the only reason I have not got into C, is that i can find no
: simple tutorials, most start by presuming you already know something
: about C,

Try "C-Manship complete" from Kuma, it's a bit outdated but it's
entertaining and it's Atari/GEM oriented. You should also get "The C
Programming Language" by D. Ritchie, it's the very definition of C and
therefore doesn't assume any previous knowledge to the language.
:
: hmmm sounds good, dunno about good enough for games, but sounds
: interesting :)

I don't know of a good games-library for C either, but as it's very easy
to interface C and assembler it would actually have been much easier to
write "The Missing Link" (Or any other STOS extension) for C than for
STOS.
:
: hmmm I would seem to agree with this, but how many C programmers dont
: know how to compile there own code?

Well, I know how to compile (We're talking about C remember?), but I have
never tried to compile my own library so I don't know how to do that. The
actual compiling-process shouldn't be to hard, it's writing the library

that's difficult. That's why we have libraries...

Jo Even Skarstein

3885. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57ucj3$7gu@m1.cs.man.ac.uk>
Source record: 8323

In article <57u2sp$9kk@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>to the language. Are there any extensions that adds structural commands
>like WHILE-DO, REPEAT-UNTIL or CASE, or that let's you define and
>dynamically create/remove your own datastructures? Nope, only functions.

Well... actually the Control Extension (by Les Greenhalgh - shareware)
adds a CASE statement. :) Oh, and I'm mid way through writing an extension
which dynamically creates/removes data-structures. [TT-Ram only, as
STOS has control over all other memory] :)

You are correct though... (the above use loop-holes)

Anthony

--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3886. AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32A2A22A.41C67EA6@etlxdmx.ericsson.se>
Source record: 8324

Hi All

I'd just like to publicly thank the two people who e-mailed me info or offers of info about the AV Protocol. It's so nice to be in a community where this is the norm rather than the exception.

Regards
Martyn

3887. Re: AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: mbge4mdc@meehpf.ee.man.ac.uk
Message-ID: <57uhr0$4sl@yama.mcc.ac.uk>
Source record: 8325

In article <32A2A22A.41C67EA6@etlxdmx.ericsson.se>,
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:
> Hi All
>
> I'd just like to publicly thank the two people who e-mailed me info or
> offers of info about the AV Protocol. It's so nice to be in a community
> where this is the norm rather than the exception.
>
> Regards
> Martyn

--

Any chance of posting it for the rest of us? Or pointing us towards an ftp
site if it's too big.

Cheers,

Xav

--
Email: xav@compsoc.man.ac.uk
Web: http://www.compsoc.man.ac.uk/~xav/
"It's who I am, it's what I do - I can't change" - Sledge Hammer

3888. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <57ubif$728@m1.cs.man.ac.uk>
Source record: 8326

In article <849462816@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>No, a library is a set of already compiled code, just like an extension. You
>have to tell the compiler which libraries you want to use in your program. But
>yes, I think libraries are basicly the same as STOS
>extensions.

No, the point Tony is trying to make is that a STOS extension is NOT simply
pre-compiled code. It CANNOT be written in STOS, which is the key difference
between this and a C library.

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3889. Re: AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32A2D8AA.41C67EA6@etlxdmx.ericsson.se>
Source record: 8327
Body handling: Binary attachment payload not displayed: av.lzh

```
Farag Elburki user wrote:
>
> In article <32A2A22A.41C67EA6@etlxdmx.ericsson.se>,
> Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:
> > Hi All
> >
> > I'd just like to publicly thank the two people who e-mailed me info or
> > offers of info about the AV Protocol. It's so nice to be in a community
> > where this is the norm rather than the exception.
> >
> > Regards
> > Martyn
>
> --
>
> Any chance of posting it for the rest of us? Or pointing us towards an ftp
> site if it's too big.
>
> Cheers,
>
> Xav

Sure thing. Below is a heavily commented C header file from Mario
Becroft. Also attached is an Lharc file containing documentation from
Daniel Hedberg. I haven't looked at this yet since I don't have access
to Lharc at work.

Regards
Martyn

/*
* $Id$
* Stefan Eissing, 10/21/1993
* translated by Peter Seitz 08/06/1994
*
*
* Definition of the Venus <-> Accessory protocol and its messages
*
* 12/07/1993: new messages AV_PATH_UPDATE, AV_WHAT_IZIT,
AV_DRAG_ON_WINDOW
*/

#ifndef __vaproto__
#define __vaproto__
```

```
/* Message numbers for the XAcc protocol of Konrad Hinsen.
* Venus' ACC_ID name is "VENUS.APP", Gemini's "GEMINI.APP".
* Gemini supports the basic messages of the XAcc protocol.
*/
#define ACC_ID 0x400
#define ACC_OPEN 0x401
#define ACC_CLOSE 0x402
#define ACC_ACC 0x403

/* The following defines the message numbers for the communication of
* Venus and other accessories.
* All path- or filenames that occure in messages are supposed to be
* absolute pathnames (including the drive-letter) and drive letters
* have to be upper case.
* All paths end ALWAYS with a backslash!
*
* Messages from Venus start with the prefix 'VA_' (Venus -> Accessory).
* Messages to Venus start with 'AV_' (Accessory -> Venus).
*
* The message 'AV_PROTOKOLL' may be used by an accessory to ask which
* messages are supported. (This is different for Venus and GEMINI!)
* It would be nice, if other programs would support the VA Protocol,
* too!
* The AV_SENDKEY [and ACC_KEY] messages are the only way to send
* key-events to other applications - and these are easy to implement!
* The VA_START message should be supported by all accessories, as
* this is a simple method for applications to start accessories.
*
*
* If a single-tasking TOS/AES is running (ap_count == 1) the accessory
* should send a AV_PROTOKOLL message to application 0 when it is
* started and each time it receives a AC_CLOSE message.
*
* If a multi-tasking AES is present (ap_count != 1) the main
application
* is no longer guaranteed to have to id 0 and the AC_CLOSE messages are
* send quite rarely. On the other hand it is possible for applications,
* too, to communicate with GEMINI.
* Therefore each application/accessory should try to find GEMINI using
* the appl_find("GEMINI ") system call. If this fails, it should look
* for an application called "AVSERVER". Last it should check, if there
* is an environment variable called "AVSERVER" and if this exists, it
* should treat its contents as the name of the avserver-application.
* Especially the last method gives an easy method to configure the
* avserver.
*/

/* AV_PROTOKOLL: This message should be used to ask an application
* (including GEMINI/VENUS) which messages are supported. (see above)
*/
#define AV_PROTOKOLL 0x4700
/*
```

```
* word 6+7: a pointer to the name of the accessory/application for
* the use with appl_find (aligned to 8 characters and
terminated
* by a '\0' byte).
* The bits of words 3, 4 and 5 have the following meaning:
* word 3:
* bit 0: (VA_SETSTATUS)
* bit 1: (VA_START)
* All other bits are reserved for future use and should be set to
* zero (all bits of words 4 and 5 too).
*/

/* VA_PROTOSTATUS: Tell the sender of AV_PROTOKOLL, that the application
* knows s.th. about the VA-Protocol. The words 3-7 of the message
buffer
* contain informations which messages are understood. If a bit is set,
* the message(group) is supported).
*/
#define VA_PROTOSTATUS 0x4701
/*
* word 6+7: a pointer to the program's name (see AV_PROTOKOLL)
* The bits of words 3, 4 and 5 have the following meaning:
* word 3:
* bit 0: (AV_SENDKEY)
* bit 1: (AV_ASKFILEFONT)
* bit 2: (AV_ASKCONFONT, AV_OPENCONSOLE)
* bit 3: (AV_ASKOBJECT)
* bit 4: (AV_OPENWIND)
* bit 5: (AV_STARTPROG)
* bit 6: (AV_ACCWINDOPEN, AV_ACCWINDCLOSED)
* bit 7: (AV_STATUS, AV_GETSTATUS)
* bit 8: (AV_COPY_DRAGGED)
* bit 9: (AV_PATH_UPDATE, AV_WHAT_IZIT,
AV_DRAG_ON_WINDOW)
* bit 10: (AV_EXIT)
*
* All other bits are reserved for future use and should be set to
* zero (all bits of words 4 and 5 too).
*
* AV_SENDKEY is easy to implement in many programs.
* Receiving AV_OPENWIND an application could start its 'normal'
* routine for opening a document and use the given path (e.g. in the
* fileselector). This is together with tools like TreeView a quite
* simple method to open files in different folders.
*/

/* AV_GETSTATUS: An accessory asks Venus for the current state, that
* it has given to Venus via AV_STATUS.
*/
#define AV_GETSTATUS 0x4703
```

```
/* AV_STATUS: An accessory can give its current state to Venus, which
* will store it in the INF-file and can be restored using AV_GETSTATUS.
* Before sending AV_STAUS it MUST send AV_PROTOKOLL to Venus!
* words 3 + 4: A pointer to a string, which must not contain any
control
* characters and must not be longer than 256 characters.
* The pointer may be NULL.
*/
#define AV_STATUS 0x4704

/* VA_SETSTATUS: Venus tells an accessory about its stored state as a
* reply to AV_GETSTATUS. The state can be set by the
* accessory.
* words 3 + 4: a pointer to the string that was stored (by AV_STATUS).
* The pointer may be NULL, if no state was stored.
*/
#define VA_SETSTATUS 0x4705

/* AV_SENDKEY: An accessory sends Venus/Gemini a keyboard event, which
* it could not use itself. This could be used for Ctrl-W to cycle the
* windows.
* word 3: keyboard-state (ev_mmokstate)
* word 4: scancode of the key (ev_mkreturn)
*/
#define AV_SENDKEY 0x4710

/* VA_START: An accessory is activated. (Similar to AC_OPEN.)
* words 3 + 4: A pointer to the command line, which may be NULL.
* The command line contains paths or filenames.
*/
#define VA_START 0x4711

/* AV_ASKFILEFONT: Ask about the selected font for filenames.
*/
#define AV_ASKFILEFONT 0x4712

/* VA_FILEFONT: Gives the currently selected font for files.
* word 3: file font id
* word 4: file font size (in points)
*/
#define VA_FILEFONT 0x4713

/* AV_ASKCONFONT: (Gemini only) Ask about the selected font for
* the console window.
*/
#define AV_ASKCONFONT 0x4714

/* VA_CONFONT: Gives the currently selected font for the console window.
* word 3: console font id
* word 4: console font size (in points)
*/
#define VA_CONFONT 0x4715
```

```
/* AV_ASKOBJECT: Ask about the currently selected object(s).
* The name(s) of the selected object(s) is (are) returned.
* If no object is selected, the string is empty.
* If several objects are selected, their names are separated by
* spaces.
*/
#define AV_ASKOBJECT 0x4716

/* VA_OBJECT: Return the currently selected object(s).
* words 3 + 4: see VA_START
*/
#define VA_OBJECT 0x4717

/* AV_OPENCONSOLE: (Gemini only) Venus should open the console window.
* If it is already open, it will be topped. This action can be used, if
* a accessory is about to start a TOS-program using the system()
function.
* (NOTE: No GEM-programs should be started by an accessory via the
* system() function! see AV_STARTPROG)
* The message should only be used, if the user wants to, otherwise he
* will be confused.
*/
#define AV_OPENCONSOLE 0x4718

/* VA_CONSOLEOPEN: Returns the state of the console window:
* word 3: == 0: not topped/opened, != 0: is topped
*/
#define VA_CONSOLEOPEN 0x4719

/* AV_OPENWIND: Venus should open a file window. This should only happen
* if there's a obvious reason for the user.
* words 3 + 4: pointer to the path for the window
* words 5 + 6: pointer to a string containing the wildcards for the
* files which should be displayed
*/
#define AV_OPENWIND 0x4720

/* VA_WINDOPEN: Returns the state of the file window (see
VA_CONSOLEOPEN).
*/
#define VA_WINDOPEN 0x4721

/* word 7 in AV_STARTPROG and words 4 and 7 in VA_PROGSTART are used
since
* 03/29/1992.
*/

/* AV_STARTPROG: Venus should start a program. ####
* words 3 + 4: pointer to the program's name (with complete path!)
* words 5 + 6: pointer to the command line for the program (may be
NULL)
* word 7: any 16-bit-word, which will be returned by VA_PROSTART.
*/
```

```
#define AV_STARTPROG 0x4722

/* VA_PROGSTART: Tells, if Venus could start the program.
* word 3: == 0: not started, != 0: started
* Normaly the accessory will receive this reply at once if an error
* occures. If the program could be started, the accessory receives this
* message after the program is started, as the Pexec routine can't know
* that there's a message which has to be delivered.
* If the program is a GEM-program, the success could be seen, if a
* AC_CLOSE message is received (but not necessarily).
*
* word 4: return-code of the started program (if possible)
* word 7: the 16-bit-word given in AV_STARTPROG
*/
#define VA_PROGSTART 0x4723

/* The following three messages define a possibility to implement a
Drag & Drop protocol which works without MiNT and pipes and with
any TOS version!
*/

/* AV_ACCWINDOPEN: This message can be used by an accessory, to inform
* Venus about own (opened) window.
* word 3: the AES handle of the window
*/
#define AV_ACCWINDOPEN 0x4724

/* VA_DRAGACCWIND: Venus tell the accessory that objects have been
* dragged to a window Venus knows about (-> AV_ACCWINDOPEN).
* word 3: AES handle of the window
* word 4: x position of the mouse
* word 5: y position of the mouse
* words 6 + 7: pointer to a string containing the names of the objects
*/
#define VA_DRAGACCWIND 0x4725

/* AV_ACCWINDCLOSED: The accessory informs Venus that a window has been
* closed. This is only necessary, if it closed the window itself. If
* the window is closed due to an AC_CLOSE message, Venus knows the all
* windows are closed.
* word 3: AES handle of the window
*/
#define AV_ACCWINDCLOSED 0x4726

/* New messages since 04/11/1991!!!
*/

/* AV_COPY_DRAGGED: An accessory tells Venus, that the objects that have
* been dragged to its window should be copied.
* This may be the case, e.g. if objects are dragged to the TreeView-
* window. This message may only be used as reply to a VA_DRAGACCWIND.
* word 3: The keyboard state (alternate, control, shift) which
```

```
have
* been given in the VA_DRAGACCWIND message
* words 4 + 5: pointer to a string which must contain the name of the
* destination object. This HAS to be a *pathname*!
*/
#define AV_COPY_DRAGGED 0x4728

/* VA_COPY_COMPLETE: Reply to AV_COPY.
* word 3: state of the copying process (!= 0 means that s.th. has
really
* be copied of moved. This may be useful, if a window has to be
* redrawed.)
*/
#define VA_COPY_COMPLETE 0x4729

/* AV_PATH_UPDATE: A program/accessory tells Gemini that the contents of
a
* folder has been changed. Gemini redraws this folder if it is shown in
a
* window, even if subdirectories are shown.
* The update of "C:\" for example results in redisplaying everything on
* drive C:.
* words 3 + 4: pointer to the complete (!) pathname
*/
#define AV_PATH_UPDATE 0x4730

/* AV_WHAT_IZIT: A program/accessory asks Gemini about objects at
position
* x/y on the screen. The coordinates are the normal VDI coordinates
(the
* origin is the left upper corner of the screen).
* The reply is VA_THAT_IZIT.
* word 3: x position
* word 4: y position
*/
#define AV_WHAT_IZIT 0x4732

/* VA_THAT_IZIT:
* word 3: ID of the application handling the object
* word 4: type of the object (see below)
* words 5 + 6: pointer to the name of the object(s) or NULL if there
* was nothing.
*
* 'type' may be one of the following (all other values are reserved):
*/
#define VA_OB_UNKNOWN 0
#define VA_OB_TRASHCAN 1
#define VA_OB_SHREDDER 2
#define VA_OB_CLIPBOARD 3
#define VA_OB_FILE 4
#define VA_OB_FOLDER 5
```

```
#define VA_OB_DRIVE 6
#define VA_OB_WINDOW 7

#define VA_THAT_IZIT 0x4733

/* AV_DRAG_ON_WINDOW: A program/accessory tells Gemini that objects have
* been dragged to one of its windows (as result of a AV_WHAT_IZIT).
* The names are names of files, folders or drives, separated by a
* single space. Names of folders or drives must end with a backslash.
*
* word 3: AES handle of the window
* word 4: x position of the mouse
* word 5: y position of the mouse
* words 6 + 7: pointer to a string containing the names of the objects.
*
* (not implemented yet)
*
*/
#define AV_DRAG_ON_WINDOW 0x4734

/* AV_EXIT: A program/accessory tells Gemini that it doesn't join the
* protocol any longer (normally because it will terminate).
* word 3: AES id of the application/accessory
*/
#define AV_EXIT 0x4736

#endif
```

[One or more binary attachments are retained only in the source text.]

3890. ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: smartin@grincheux1.univ-lr.fr
Message-ID: <57uc36$i4t@hpuniv.univ-lr.fr>
Source record: 8328

Hi,

I work and program on Falcon 030, and I would like to have the Language (Assembler) documentation of the DSP56001. If anyone has it, please if you can, could you mail it to me , great thanks ! :=)))

bye and see you .... Olivier

--

- E-mail: obellon@srvetud.univ-lr.fr -------

3891. need info on CPX programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <57tbioklo1@cti01.citenet.net>
Source record: 8329

Is there a book, CD-ROM, or FTP document that has *detailed* info about programming a 100% compliant CPX, explaining what is needed to transform a small APP into a CPX that will work on every Atari from TOS 1.0 to 4.04, and specifying any un-documented calls that should be avoided?

The information source should be preferably in English, although, if all else fails, I understand French too.

Thanks to anyone who can provide me with any info about this ;-)

From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK Home: http://www.geocities.com/BourbonStreet/3281/ Comp: 4160STE

~I have tasted the maggots in the brains of the Universe. I was not offended, for I knew I had to rise above it all, or drown in my own shit.~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

3892. Re: STOS 96,

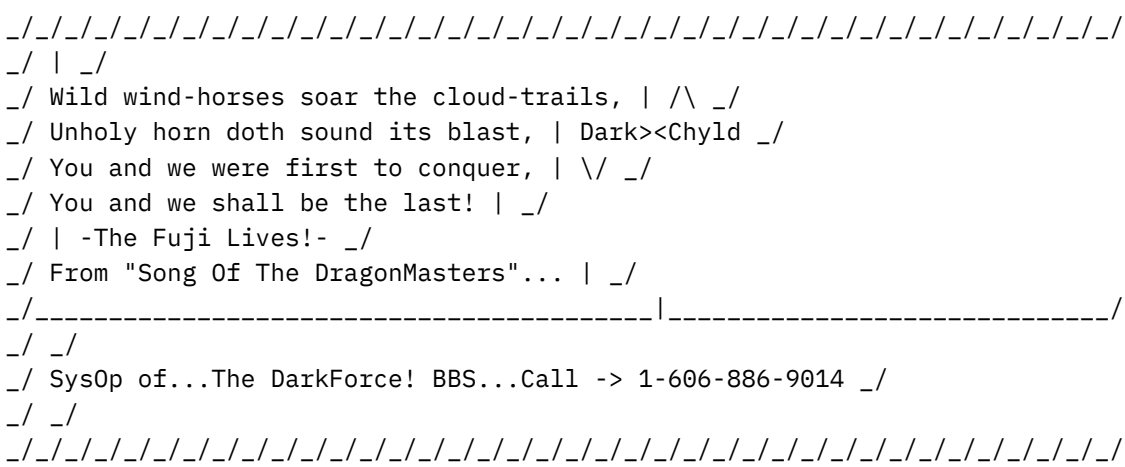
Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849616356_OASIS_@pcc-uky.campus.mci.net>
Source record: 8330

In article <32a1d4f4.33659821@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from
>what I can see, if I or anyone else wants to make a game, then STOS
>wins hands down, why would I want to use GFA to make a game when STOS
>is there offering a hell of a lot more, and as you rightly say is
>easier?, because it has GEM support? phoooey, thats what would cripple
>a good game not be an advantage,

Umm...I'm not arguing with you here, but I was just curious...didn't
Dave Munsie use GFA Basic (M.A.G.E.) to make some of his arcade games?
They were pretty cool...

--



3893. Re: AV Protocol

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849623286_OASIS_@swampdog.demon.co.uk>
Source record: 8331

In article <329ED362.41C67EA6@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Hi all
>
>Anyone know where I can get programming info (preferably for C and in
>English) for implementing the AV Protocol in my programs?

I've got some example code and docs. I dunno where I got it from but
if you want it email me. It's about 60k uncompressed.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3894. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <57v8gs$qle@scipio.cyberstore.ca>
Source record: 8332

> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
> waste of time?,
> Personally for me, this is what c.s.a.p is for, I have learnt a lot
> since my original statement, and hopefully that includes new friends
> who understand that it is possible to have a debate, without falling
> out,
> Unfortunatly I seem to be upsetting more people than it is worth,
> when it comes to the point where people feel the need to privatly
> email me to complain, then ..well words fail me,:(
>

Some people seem unable to grasp the concept of free and open debate. They cannot differentiate between criticizing an idea and a personal attack. The first would involve debating the validity of STOS as a game programming language, the second would involve personal attacks calling you a moron or worse! :-)

What I see here is an open, constructive debate on how and why various programming languages are good/bad for various applications. We can all benefit by finding out how others think, even if we don't agree with them.

Anyone not interested in this thread should merely skip it, not waste their time and yours emailing comments about public debates that they don't understand!

3895. Re: Silly programming language advocacy

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <57v8hc$qle@scipio.cyberstore.ca>
Source record: 8333

> how about...eerrm tutorials or something, something for the complete
>and utter beginner , i only just found out what a library actually is,
>I had seen the expresion LINK etc??,
> a bit much sitting here with C and no idea what to do next, so can
>you reccomend some sort of tutorial?
> I will look for sozobon C tonight ta:)
>
The basic concepts of C are universal, so why not get a book from your library or bookstore on C? Most are written for Dos, but I found that they get you started with basic C concepts and let you write TOS programs. You could then get the Progem series, which are free and at most Atari ftp sites. They are a series on gem programming that came out a few years ago, but still teach you the basics of windows, dialog boxes, etc.

3896. Re: gfa site

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a2d4f7.12501184@news.airtime.co.uk>
Source record: 8334

On 2 Dec 1996 02:14:00 GMT, jdaddin9@airmail.net (Jared Addington)
wrote:

>> Is there a good GFA site on the net a WWW page with plenty of news,
>>and especialy source code?

>http://www.mediarom.no/mediarom/vegard/gfa.html

>And then there is mine, which doesn't really have much on it yet as

>http://www.delphi.com/~innovator/gfa/gfa.htm

Thank you!
Added to bookmarks and will check them out at the weekend ta :)))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3897. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a2d657.12852540@news.airtime.co.uk>
Source record: 8335

On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
wrote:

>: hmm I know C is good, I would never dispute that, just sounds
>: limiting?, from that description?

>No, that exactly what it's not! Because of the very limited amount of
>reserved words and the standard libraries, C-programs can be compiled on
>just about any platform ever made.

I did not mean limiting in compatability, I meant limiting in, eeerm
in the programmers eeerm, cant think of the words here?, his flair!,
his ideas, his sense of adventure his his.....the less commands then
the less options, BUT I was only going by the above, I really have no
idea on the subject other than whats been said recently,

I would hate this to get into a debate, as I dont fancy getting even
more private email telling me this thread is pointless.....

>: simple tutorials, most start by presuming you already know something
>: about C,
>
>Try "C-Manship complete" from Kuma, it's a bit outdated but it's
>entertaining and it's Atari/GEM oriented. You should also get "The C
>Programming Language" by D. Ritchie, it's the very definition of C and

Thanks for the tips, noted, and not wanting to sound like a cheapo
here, but would there be anything on disk, in ascii format do you
know, as books are not only difficult to come by, but expensive as
well, I know not much in life is free :), but as I am dedicated to
making FREE atari software then I try to keep my oulay down IYKWIM

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3898. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a2d542.12575592@news.airtime.co.uk>
Source record: 8336

On 2 Dec 1996 07:45:10 GMT, josk@ifi.unit.no (Jo Even Skarstein)
wrote:

>This is silly! Are you saying that just because a game is written before
>1996 it's unfair to compare it with "STOS 96"? If age is an issue here it

No? I am saying pre 1996 STOS probably cannot compete,

>should be the other way around! Or are you afraid that somebody wrote a
>better game in BASIC already in 1989... ;-)

They probaly already did:), I did not want to confuse the issue, so
as thew whole idea was about what someone would want to program in
today, then I was trying to keep to that year,

>: is there offering a hell of a lot more, and as you rightly say is
>: easier?, because it has GEM support? phoooey, thats what would cripple
>: a good game not be an advantage,
>
>Agree. Most GEM-based games stinks. It isn't possible to write a good
>arcade-game that's 100% GEM-based. Why is GEM even mentioned in this
>thread at all? Yes, I know that STOS doesn't support GEM (And the

It was brought in by people who argued that a game language is only
good if it uses GEM as then Madusa and Hades owners could play them, a
silly argument IMHO but there ya go,

>BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
>Compatibility is a lousy argument, GEM-based games are too slow to run on
>simple 68000 Ataris. And without a 3D AES and atleast 16 colours they are
>ugly as hell too.

I could not agree more,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3899. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a2d79c.13177886@news.airtime.co.uk>
Source record: 8337

On 2 Dec 1996 10:38:07 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>>have to tell the compiler which libraries you want to use in your program. But
>>yes, I think libraries are basicly the same as STOS
>>extensions.

>No, the point Tony is trying to make is that a STOS extension is NOT simply
>pre-compiled code. It CANNOT be written in STOS, which is the key difference
>between this and a C library.

Yes thats a clear way of pointing out, thats exactly what I meant :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3900. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57vf9t$qlg@ornews.intel.com>
Source record: 8338

In article <57menq$5q6@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) wrote:
>
>Rich Tietjens (atari@teleport.com.REMOVE.THIS.TO.REPLY) wrote:
>
>: >I'd just like to add that there is a tiny program available on my pages
>: >called BackPlay. This can be used in conjunction with NED PLAYER and
>: >CAB so that you can seamlessly play samples from within CAB without any
>: >windows etc. being displayed in NED PLAYER.
>
>: This is exactly the kind of idea I was talking about in my TOS extension
>: thread. Good job!
>
>What's it got to do with _TOS_ extentions then?
>You don't need to patch the entire OS just to fix an ACC, do you?

No. You need to patch the entire OS to be able to do the same thing
/without/ using an ACC and without using a multitasker. Remember, there are
only 7 ACC slots available in SingleTOS; using an ACC for one file type (or
collection of types, in the case of N_PLAYER) means using resources that may
be desired for other things.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3901. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <57vfaa$qlg@ornews.intel.com>
Source record: 8339

In article <57eq2v$amg@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>
>However, from Desktop, this is not the case, as it doesn't understand the
>AV protocol. Thing on the other hand...

Teradesk does also, I believe.

>>clicking a WAV link leads to a complete redraw of the page after SWAV
>>plays the sound.
>
>This could be CAB's fault. There are definately some redundant redraws
>there...
>I have never tried running an AV_START wav/avr player from CAB, but there
>should be no reason why CAB needs to redraw the screen.

As it happens, N_PLAYER seems to to the job "properly" with CAB. I'd still
like to see an OS extension allowing this type of thing from the desktop,
though. Even just adding AV_START to singleTOS would be a big improvement.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

3902. Re: Debugging with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849644608_OASIS_@swampdog.demon.co.uk>
Source record: 8340

In article <1007_mike@bbsgate.interware.it>
mike@bbsgate.interware.it (Mike De.Petris) said:-

>What do you use to develp programs uner MagiC and then debug within
>the multitasking environment ? Ok, you can compile C programs with
>Lattice or Pure C as a task, but the debugging procedure is much more
>tricky.... can it still be done, or is it necessary to switch to
>monotask ?

I never really thought about it that much before. Maybe because I
don't use a debugger, just the good old print statement. Now that I am
thinking about it I guess the answer must be there isn't really a
problem as I use MWC single tasking to run the command shell full
screen or multitasking when I want it in a vt52 window, and both modes
seem to work (or crash) the same with a development program.

Is there any particular area you were thinking about?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3903. Re: need info on CPX programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849644512_OASIS_@swampdog.demon.co.uk>
Source record: 8341

In article <57tbioklo1@cti01.citenet.net>
q-funk@eclypse.net (Martin-Eric Racine) said:-

>
>Is there a book, CD-ROM, or FTP document that has *detailed* info
>about programming a 100ompliant CPX, explaining what is needed
>to transform a small APP into a CPX that will work on every Atari
>from TOS 1.0 to 4.04, and specifying any un-documented calls that
>should be avoided?
>
>
>The information source should be preferably in English, although,
>if all else fails, I understand French too.
>
>
>Thanks to anyone who can provide me with any info about this ;-)

The only book info I've seen is in the Compendium. I've seen CPX
folders on the usual ftp sites - they might be worth a search.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3904. Re: Silly programming language advocacy

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a385ae.18018087@news.airtime.co.uk>
Source record: 8197

On 2 Dec 1996 18:52:28 GMT, dougb@dsoe.com (Doug Byfield) wrote:

>>you reccomend some sort of tutorial?
>> I will look for sozobon C tonight ta:)

>The basic concepts of C are universal, so why not get a book from your
>library or bookstore on C? Most are written for Dos, but I found that

the library?, I have a card...what a stonkin good idea, and it is
free :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3905. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a386b3.18279284@news.airtime.co.uk>
Source record: 8198

On Sun, 1 Dec 96 16:27:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>>>Better clarify libraries here as both sides are in danger of getting
>>>themselves into a corner :-)

>> Ho good, someone who knows all about STOS extensions and all about C
>>libraries, good :)

>Haven't a clue, I'm just the milkman. :-)
OR...Dont't ask me, I'm only the driver! ;-)

>> So a C library is a collection of subroutines that can be sort of

>> And STOS Extensions are the same you say ?
>
>I can't see any reason why STOS extentions could not be written in C,
>pascal or any compiled language. It's simply an adaptation of the
>above.

ok I do not know enough on the subject to argue the point :)

>> A STOS BASIC programmer like myself, cannot write an extension?

>Why not? All that's needed is the info on how to add a command and a
>command to add.

why not?.....can't you see?
I program in BASIC, I am a BASIC programmer, If I could program in
the language needed to make extensions then I would not have much use
for BASIC?
You can NOT write extensions in STOS BASIC, and that is how I base my
argument that extensions and libraries are not the same? they are not
subroutines to be called when needed, they are addon commands to the
STOS BASIC Language package,

>> From my point of view as a purely a BASIC programmer, Your C
>>libraries are a collection of subroutines written for convenience so
>>you dont have to keep writing them yourself, but STOS extensions are
>>new commands that a STOS user could never write himself,
>
>That's my point. You could add them yourself. Why not write a tool to
>do it?

HOLLY to LISTER: I was going to make you a fully functional female
form today, that would look and feel just like a real female and would
do anyhting you requested,

LISTER to HOLLY: So why didn't you ?

HOLLY to LISTER: Because I don't know how?

** Please Note ** Holly and Lister are registered characters of Red Dwarf <smile>

>The following bit of code would make a copy of the screen in memory it
>calculated and allocated automatically ...
>
>main()
>{VIMG v;
> Rect rr;

Swampy!....I just snipped what i presume to be some sort of prigramming code, can you please tell me, what in your wildest dreams was this supposed to mean to a BASIC programmer, was I maybe supposed to understand ANY of it?, it is a different language,

and you entered this thread as the person to tell everyone what C libraries and STOS extensions have in common?, I would venture to suggest that your knowledge of C is beyond question and I bow to that fact, however I would equally suggest that your knowledge of STOS is guesswork ?

NEXT! :)

BTW Swampy, next ATARI shows are at the end of APRIL , get there earlier than closing time and we wil meet up, yeagh <giggle>, seriously :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3906. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a38604.18104596@news.airtime.co.uk>
Source record: 8199

On Mon, 2 Dec 96 20:34:42 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>> Hans!, and anyone else in this thread,

>> Are you getting private email telling you this thread is a pointless
>>waste of time?,

>Er, no I haven't - I was rather enjoying it actually!

same here Guy, which is probaly why you where not one of the soppy
gits that emailed me telling me it was a waste of space, i am not
crass enough to name names, hopefully my mentions of wimps, soppy and
knitting classes will force them to come forward and explain there
actions, or maybe ask a kniting problem :)))))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3907. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a31db3.31123580@news.airtime.co.uk>
Source record: 8200

On Mon, 2 Dec 96 12:32:36 GMT, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:

>> I have Hisoft BASIC, GFA BASIC 3.5, FirST BASIC and STOS BASIC, from >>what I can see, if I or anyone else wants to make a game, then STOS

> Umm...I'm not arguing with you here, but I was just curious...didn't

Thats alright, No one else is arguing either, just debating:)

> Dave Munsie use GFA Basic (M.A.G.E.) to make some of his arcade games?
> They were pretty cool...

Well done, gooooooood point, It rings a bell here, I am pretty sure the above is correct, and yes they WERE pretty cool <smile>, Personally I wouldnt fancy trying it as STOS offers as much and is easier, But I best not get into all that again, we dont want to upset the knitting classes present who would then be forced to email us and complain ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3908. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849575462@p24.f101.n323.z205.mbh.org>
Source record: 8201

Tony Greenwood wrote:

> Hans!, and anyone else in this thread,
>
> Are you getting private email telling you this thread is a pointless
> waste of time?,

No, I don't. Maybe those people are a bit shy and dare not to speak in the open? And this thread is no more waste of time then to write software to such an obselete system as the Atari. ;-)

> Personally for me, this is what c.s.a.p is for, I have learnt a lot
> since my original statement, and hopefully that includes new friends
> who understand that it is possible to have a debate, without falling
> out,

I think we are having a great debate with lots of nice spin-offs. Still hope to prove you wrong. :-)

> Unfortunatly I seem to be upsetting more people than it is worth,
> when it comes to the point where people feel the need to privatly
> email me to complain, then ..well words fail me,:(

Maybe they want you to spend all your time writing new games for them?

> Perhaps all those people (well not that many!<g>) should forward
> there knitting patterns to this newsgroup and we can discuss them :(

Sure, that would be the right place for their problems.

Bye, Hans Wessels

3909. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849577277@p24.f101.n323.z205.mbh.org>
Source record: 8202

Tony Greenwood wrote:
>> No, C libraries are more. The command set of C is very limited. The C
>> language it self has only 32 reserved words (that are words you can't
>> use yourself as
>
> hmm I know C is good, I would never dispute that, just sounds
> limiting?, from that description?

No, it isn't. The 68000 itself has only 54 different instructions. Never had a problem with that. The simplicity of C is regarded as one of it's strengths. One of the best books about C, 'The C programming language' second edition, by Kerningham and Ritchie, is in the english version only 260 pages and but covers the whole language. It's the only book about C I have and I didn't even read it to the full extend. The first 4 chapters (100 pages) are enhough to get started.

> so <?> eeerm wheres the flair? wheres the programming, is it just a
> shell calling all these libraries?, why does it sound so...simple? I
> am not being insulting , I really do not know?,

Depends on what you are doing. But most command you are using in basic are also implemented as function calls. You don't see it, but a command like print is translated into a call to the print function with a set of parameters. The advantage of C is that you can replace the print command (called printf()) with your own version, because it's defined in a library which you can replace.

> BTW the only reason I have not got into C, is that i can find no
> simple tutorials, most start by presuming you already know something
> about C,

Just get a copy of 'The C programming language' by K&R. Make sure you get the second edition, that covers ANSI C. It's available in most public libraries and in any bookstore with books about programming languages.

> hmmm I would seem to agree with this, but how many C programmers dont
> know how to compile there own code?

Compiling code is no problem. Compiling a library is somthing different. You have to tell the linker how to make the library. I think most C coders never build a library of their own. May be wrong though.

Bye, Hans Wessels

3910. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849578419@p24.f101.n323.z205.mbh.org>
Source record: 8203

James Troup wrote:

> Abusing a language on the strength of one compiler, which you
> yourself admit is poor, is not desperately sound reasoning IMO. Ada
> has it's faults, but your argument is no more valid than if I were to
> abuse C on the strength of the nasty experiences I've had with
> BorlandC++ (version 3 or so). Try GNAT under a real OS sometime.

I might be wrong, but even GNAT doesn't cover the whole ADA programming language, but only certain parts of it. And, doesn't GNAT convert ADA to C to compile it with the GNU C compiler?

Oh yes, borland C++ 3.x is a real nightmare, fully agree!

Bye, Hans Wessels

3911. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849578120@p24.f101.n323.z205.mbh.org>
Source record: 8204

Tony Greenwood wrote:

> wins hands down, why would I want to use GFA to make a game when STOS
> is there offering a hell of a lot more, and as you rightly say is
> easier?, because it has GEM support? phoooey, thats what would
> cripple a good game not be an advantage,

Depends on what type of game you want to make. Only for the Arcade type of game the blazing fast incopmatible screen output is needed. For boardgames, simulation games, adventures, any game not requireing realtime action, GEM is fast enhough, and, because it is working on any TOS compatible machine, GEM is the way to go for those types of games.
Bye, Hans

BTW: did you know there is a game library for Gfa basic? Neighter did I, but I saw one on the fair last Saturday.

3912. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32A3E577.167EB0E7@etlxdmx.ericsson.se>
Source record: 8205

Rich Tietjens wrote:
>
> /without/ using an ACC and without using a multitasker. Remember, there are
> only 7 ACC slots available in SingleTOS; using an ACC for one file type (or

This isn't fair. The rest of us only have 6 :-(

Regards
Martyn

3913. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5819e2$eev@m1.cs.man.ac.uk>
Source record: 8206

In article <849544076_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>> And STOS Extensions are the same you say ?
>
>I can't see any reason why STOS extentions could not be written in C,
>pascal or any compiled language. It's simply an adaptation of the
>above.

Hmm... maybe... from C etc if you compile only a single object with the relevent header info as static const etc. at the top. You would be limited in what you could do (no malloc()'s etc.) but it should work... maybe...

>> A STOS BASIC programmer like myself, cannot write an extension?
>
>Why not? All that's needed is the info on how to add a command and a
>command to add.

No. It would not be possible to use a STOS program as an extension to STOS because the compile always compiles complete executables, which include the initialisation routines which eg. install STOS's trap routines, and there would be no way to put the header at this point...

>That's my point. You could add them yourself. Why not write a tool to
>do it?

No, you couldn't. It would not work without resorting to another language.

>Does the STOS compiler insist on using the source for libraries?

No.

>The compiler can build an executable program without the source code
>for _any_ of the above functions. The only source code it needs is the
>above. So I still maintain that STOS extentions and object libaries
>are identical in terms of use. ;-)

I do not believe that it is possible to build a STOS extension from within STOS itself, which is possible under C. I am not even sure that it is possible to do it with other languages other than assembler.

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c

```
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-----------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-------------------------------------------------------------------
```

3914. Re: OS Extension concept

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <581avs$f5a@m1.cs.man.ac.uk>
Source record: 8207

In article <57vfaa$qlg@ornews.intel.com>, atari@teleport.com.REMOVE.THIS.TO.REPLY (Rich Tietjens) writes:
>In article <57eq2v$amg@m1.cs.man.ac.uk>,
> jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>
>>
>>However, from Desktop, this is not the case, as it doesn't understand the
>>AV protocol. Thing on the other hand...
>
>Teradesk does also, I believe.
>
>>>clicking a WAV link leads to a complete redraw of the page after SWAV
>>>plays the sound.
>>
>>This could be CAB's fault. There are definately some redundant redraws
>>there...
>>I have never tried running an AV_START wav/avr player from CAB, but there
>>should be no reason why CAB needs to redraw the screen.
>
>As it happens, N_PLAYER seems to to the job "properly" with CAB. I'd still
>like to see an OS extension allowing this type of thing from the desktop,
>though. Even just adding AV_START to singleTOS would be a big improvement.

Yes, but this is not possible without the source code to the desktop. This is why the replacement desktops (thing, teradesk, gemini etc.) support this but NewDesk and Desktop do not.

I think your best solution is to use a replacement desktop, which will support AV_START messages. This is even nicer under a multitasking OS, but you say this is not practical for you. ok - but it is still of benefit under SingleTOS.

Anthony
--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3915. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <581ntg$9nl@ornews.intel.com>
Source record: 8208

In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>Rich Tietjens wrote:
>>
>> Remember, there are
>> only 7 ACC slots available in SingleTOS;
>
>This isn't fair. The rest of us only have 6 :-(

Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

3916. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a46052.13731047@news.airtime.co.uk>
Source record: 8209

On Tue, 03 Dec 96 02:44:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > wins hands down, why would I want to use GFA to make a game when STOS
> > is there offering a hell of a lot more, and as you rightly say is
> > easier?, because it has GEM support? phoooey, thats what would
> > cripple a good game not be an advantage,

>Depends on what type of game you want to make. Only for the Arcade type of game
>the blazing fast incopmatible screen output is needed. For boardgames,

So you are saying STOS is good for "Arcade type Blazing fast" games
:)

>simulation games, adventures, any game not requireing realtime action, GEM is
>fast enhough, and, because it is working on any TOS compatible machine, GEM is

Yes true, any game that doesent need to move anything, still screens
and GFA etc can handle it, its a matter of opinion if its best,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3917. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GLDWBJALUP@alkor.sax.de>
Source record: 8210

In <849217270@p24.f101.n323.z205.mbh.org> Hans Wessels wrote:

> >> So tell me how do you would switch resolution from:
> >>
> >> - ST low with AS OverScan (368x264x16) to ST low (320x200x16)
>
>Hey Uwe, what AS Overscan driver are you using? Mine does only
>(400x240x16) in ST low. How do you get the 24 extra scanlines? (My settings are
>(400x240x16) in ST LOW, (816x240x4) in ST medium and (720x480x2) in ST HIGH (I
>have got a SM144 monitor for high res, they are faster with the horizontal
>retrace).

A typo... But you can virtually increase the resolution by using LaceScan.

--
Email: haase@alkor.sax.de

3918. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GLDWBJAIUP@alkor.sax.de>
Source record: 8211

In <329d8bfc.13551596@news.airtime.co.uk> Tony Greenwood wrote:

>>said no one wants GEM games because you think they are slow and nonresponsive
>>(just like we thought about STOS). We are proving there are lots of people
>>wating GEM games. Try to get a copy of Kubis '96 or WinColTris to see a mordern
>>GEM game.
>
> no I did not quite say that, a game does not have to be GEM
>compatable to be good, as soon as you realise that, then we can move
>on, all atari computers should have the ability to run in atari st
>low, so........

STacy and ST Book are not able to run st low.

Yes, I've played some games on them.

>> > Ok I never said my games where fanatastic, I said STOS is the best
>> > BASIC for making games on the ATARI in 1996,
>>IF you don't want to make GEM games and don't care about the fact the game
>>doesn't run on a TT and the game will only run on a Falcon using
>>backwards.
>
> eerm your falcon statement is totally totally false, in fact its
>total rubish, MY games need backwards, but we are talking about STOS
>BASIC not my games, STOS can be used to make Fully Falcon compatable
>games, STOS can be used as you will see in another posting in here for
>a lot of nice falcon things, without backwards ?
> I can and indeed have made software in STOS that runs on the falcon,
>without backwards, just not games, I can support TOS 401, 402, 404 and
>492

>> >> There is no choice between GEM games and none GEM games, because you
>> >> can only run GEM games on the new powerfull atari compatible
>> >> computers!
>
>> > really? I think you will find you are WRONG
>
>>Your game doesn't work...
>
> I Know, but we are not talking about MY games, and in this instance
>we are not even talking about STOS, a statement was made that only GEM
>made games will run on the new powerfull ATARI's, and I doubt that
>very much,

Either you include code for all known (and still unknown!) video hardware,
or you have to use GEM. I know at least 9 different video modi for known

video hardware... (st low/st mid/st high are ONE of them, 32 KB video ram
direct accessible via XBIOS pointers, color depth 1/2/4 bit, interleaved
bitplanes. ET 4000 compatible graphic cards are another one, there are
a wide variety of high and true color modi and so on...)

I've never seen a none GEM game that supports more than 2 resolutions.

If you really find a game for a new ATARI, I doubt that it will run
on the different hardware of another new ATARI. (Please pay attention
to the plural in my statement.)

--
Email: haase@alkor.sax.de

3919. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GLDWBJAOUP@alkor.sax.de>
Source record: 8212

In <329ee32f.10414799@news.airtime.co.uk> Tony Greenwood wrote:

>>All those games work on all Ataris, under all resolutions, maybe some of those
>>games require you to have a harddisk (I usually don't test a game from floppy
>>disk if I can run it from harddisk).
>
> if they require a hd then they are definatly not a reccomended good
>game, MOST atarians do not own hard drives,

ALL atarians I know own a HD.

> AW Give us a break, you have to draw the line somewhere,
>
> Q when is an ATARI not an ATARI
> A when it cannot even handle standard ATARI screen resolutions

Is an ATARI STacy and an ATARI ST Book not an ATARI?

> How many Hades Computers have been sold

More than 300 (August 1996). I suppose 500 until Christmas.

> How many of these people will want a game made on a ST

More than you can imagine ;)

--
Email: haase@alkor.sax.de

3920. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GLDWBJAFUP@alkor.sax.de>
Source record: 8213

In <57jt4q$4cj@m1.cs.man.ac.uk> Anthony Jacques wrote:

>In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
> >I translate it as:
>>
>>"Don't start STOS games on new atari's because they will crash!"
>
>Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and
>it should default to ST-Low. (or at least, my Falcon does). Where is the problem
>with this?

STacy and ST Book are not able to display st low.
Medusa & Hades (ISA/PCI graphic card) are limited to at least 640x480 pixels.

>Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's
>etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial
>games such as Zero-5/Robinsons Requiem [falcon] recommend this...)

Not always. You can fix some bugs in Civilization by loading the right
extensions...

>>Can a Programming Language be the best of all, if the resulting program
>>won't run on new ataris? Hhmmm....
>
>I dont know where you got this from - All atari's should be able to access ST-low

See above.

>(unless you only have mono monitor, of course :)

ATARI have sold more monochrome than color monitors.
This is not representative because you can use a tv set. But all atarians
I know own a SM 124/144/146/194.

>>>>memory. This is fast, but will only work on original ATARIs (ST/STe/TT/FALCON
>>>>without extensions).
>>>
>>> without extensions? what on earth does that mean ?
>>
>>For example graphic extensions like AutoSwitch OverScan (for ST), VME bus
>>graphic cards (for Mega STe/TT), BlowUp (for FALCON).
>
>Yea, I agree that STOS probably wont work with these, but I can garantee that
>it does work with the BlowUP 1-hardware on the Falcon (as part of my FX card).
>And yes, you can even make use of it - I have written myself a .TGA viewer
>which uses 640x480xTCxVGA mode and hardware scrolling for big images...

Can I use this on other hardware with the same resolution?
(What do you mean with TC, 16 bit high color or 24 bit true color?)

>>To be on topic:
>>
>>The only way to display anything on these graphic extensions is VDI/GEM.
>>And STOS is not able to use VDI AVAIK.
>>
>>Here are some quotations from the ATARI Compendium:
>
>I notice you didn't quote from the Style guide the bit that says that all
>software should come with (un)install software, etc. which I have not seen
>much evidence of...

Have you seen the install software of some german software?
Why do you want to uninstall atari software? ;-)

>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>To make good GEM games, you can compensate the slow but compatible
>>GEM code with a faster CPU.
>
>That sounds like a Micro$oft approach to me...

Is there anything false in my statement? So what...

--
Email: haase@alkor.sax.de

3921. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961203215755.8848A-100000@usr03.primenet.com>
Source record: 8214

On Sun, 1 Dec 1996, Hans Wessels wrote:

>Tony Greenwood wrote:
>
> >
> > if they require a hd then they are definatly not a reccomended good
> > game, MOST atarians do not own hard drives,
>
>How do you know? Most Atarians I know do have harddisks.
>
I have to say that from the survey i made, most of the atari users
have hard drive. It is true.
(Survey results available on my homepage BTW)
bye.

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

3922. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961203213010.29035B-100000@usr03.primenet.com>
Source record: 8215

Ohh too bad, a french guy was giving away for FREE his whole
documentation about the DSP for falcon.
You would just have to pay for the postage fees.
It was something like 2 or 3 months ago now..
I think it was frederic mora, I don't remeber his address, you might
ask in comp.atari.st.fr if he still has it..
Bye

On 2 Dec 1996, MARTIN Sonia wrote:

>
>
>Hi,
>
>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))
>
> bye and see you .... Olivier
>
>--
>---
>- E-mail: obellon@srvetud.univ-lr.fr -------
>---
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

3923. Buttons ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-03 00:00:00 UTC
From: FLORI@STINGBOX.STINGBOX.DE
Message-ID: <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
Source record: 8216

Hi ..

Today I had a chance to check out a SGI-machine. Not to mention that the whole thing was really impressing (speed/graphics etc) but what I liked most was a demo wich is called (I think) flying buttons.

Clicking on a button caused the button to grow, spin around in a 3D style until it's "backside" filled the whole screen, showing another screen.

Is it possible to implement something like that on the Falcon or under Magic on a faster machine (eg. a powerMac ?)

Florian

+++ Florian Wilcke +++ D-13507 Berlin (Tegel)
Fax: +49 30 3031 5369 (incl. my name on coverpage)

3924. Paul

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: JBaker@mettav.demon.co.uk
Message-ID: <24010_JBaker@mettav.demon.co.uk>
Source record: 8217

I hope I'm doing this right...

My name is Janet , Paul Bakers wife

In case you are wondering why you haven't seen much of Paul in the last 3 months or so , I have decided to tell people what's going on as he is still not able to talk about it much.

PLEASE don't reply to this message as he doesn't know I'm sending this , I will be deleting this message afterwards.

Pauls mother died from cancer about 3 months ago , since then he has been in a battle to get his mums items from the theiving bastard that she was living with at the time.

The guy has been constanty hastling his grandfather for money to pay for the funeral even though he was never paying for it in the first place.

This has caused his grandfather who had a weak heart to have several heart attacks , he is currently in hospital under observation.

There is currently a legal battle going on , the guy his mother was living with ordered the funeral (evan though he had not intention of paying for it) , the estate may end up footing the bill , the funeral directors won't release the ashes until the bill is payed.

So that's about it..

Like I said , PLEASE don't reply to this as I don't want Paul to see this , but that's why he's been missing a lot recently.

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

3925. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849750844_OASIS_@swampdog.demon.co.uk>
Source record: 8218

In article <32a38604.18104596@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

>On Mon, 2 Dec 96 20:34:42 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
>wrote:
>
>
>>> Hans!, and anyone else in this thread,
>
>>> Are you getting private email telling you this thread is a pointless
>>>waste of time?,
>
>>Er, no I haven't - I was rather enjoying it actually!
>
> same here Guy, which is probaly why you where not one of the soppy
>gits that emailed me telling me it was a waste of space, i am not
>crass enough to name names, hopefully my mentions of wimps, soppy and
>knitting classes will force them to come forward and explain there
>actions, or maybe ask a kniting problem :)))))

<G>

My mother once asked me do do just that when she bought one of those
knitting machines that takes punched cards. Would have been
instructive I guess but I just wasn't interested enough in the
problem!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3926. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849751086_OASIS_@swampdog.demon.co.uk>
Source record: 8219

In article <32a386b3.18279284@news.airtime.co.uk>
stosser@airtime.co.uk (Tony Greenwood) said:-

> I program in BASIC, I am a BASIC programmer, If I could program in
>the language needed to make extensions then I would not have much use
>for BASIC?
> You can NOT write extensions in STOS BASIC, and that is how I base my
>argument that extensions and libraries are not the same? they are not
>subroutines to be called when needed, they are addon commands to the
>STOS BASIC Language package,

Oh, I assumed the STOS compiler would be able to generate the code.
The tool would only have to patch this into the language. I guess its
a bit more dedicated than I thought!

> HOLLY to LISTER: I was going to make you a fully functional female
>form today, that would look and feel just like a real female and would
>do anyhting you requested,
>
> LISTER to HOLLY: So why didn't you ?
>
> HOLLY to LISTER: Because I don't know how?
>
> ** Please Note ** Holly and Lister are registered characters of Red
>Dwarf <smile>

<G>

> Swampy!....I just snipped what i presume to be some sort of
>prigramming code, can you please tell me, what in your wildest dreams
>was this supposed to mean to a BASIC programmer, was I maybe supposed
>to understand ANY of it?, it is a different language,

No need to understand any of it - just the fact that the only source
code required is what you saw. The rest was done previously.

> and you entered this thread as the person to tell everyone what C
>libraries and STOS extensions have in common?, I would venture to
>suggest that your knowledge of C is beyond question and I bow to that
>fact, however I would equally suggest that your knowledge of STOS is
>guesswork ?

Exactly! :-)) I got the STOS interpreter off a cover disk once and
even went so far as to order the compiler but the disk was duff and
after some altercations with unsaid mail order company I just sent it
back. Does that make me an expert? hehe ;-))

>NEXT! :)
>
> BTW Swampy, next ATARI shows are at the end of APRIL , get there
>earlier than closing time and we wil meet up, yeagh <giggle>,
>seriously :)

We got there before closing time - in fact I distinctly remember
having to leave before the pub closed ... oh, you mean before the show
closes? Might be worth trying! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3927. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <849751912_OASIS_@swampdog.demon.co.uk>
Source record: 8220

In article <5819e2$eev@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <849544076_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>> And STOS Extensions are the same you say ?
>>
>>I can't see any reason why STOS extentions could not be written in C,
>>pascal or any compiled language. It's simply an adaptation of the
>>above.
>
>Hmm... maybe... from C etc if you compile only a single object with
>the relevent header info as static const etc. at the top. You would
>be limited in what you could do (no malloc()'s etc.) but it should
>work... maybe...

I'm certain it's possible. It being practical is another matter. It may indeed be worth the effort if (say) complex math were required as the C math library could be used, but if someone's math is up to the job and so is their assembler then still no point in bothering.

>No. It would not be possible to use a STOS program as an extension
>to STOS because the compile always compiles complete executables, which
>include the initialisation routines which eg. install STOS's trap
>routines, and there would be no way to put the header at this point...

I'm beginning to get the picture. The "tool" would have to locate all such initialisation, rip it back out and then produce a correctly formatted extention - almost definately an impossible job.

>>Does the STOS compiler insist on using the source for libraries?
>
>No.

Then might it be possible to produce precompiled "functions"? Erm, hang on - how do these libraries work? STOS hasn't any named functions or procedures has it?

>I do not believe that it is possible to build a STOS extension from
>within STOS itself, which is possible under C. I am not even sure
>that it is possible to do it with other languages other than assembler.

It should be possible but intimate knowledge of STOS and the compiler would be needed. A compiler which allows inline assembler might be capable but reguardless how I word it an assembler interface of some kind would be required between the two, if only to preserve registers, stack etc.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

3928. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32A5350A.41C6@in.tu-clausthal.de>
Source record: 8221

Tony Greenwood wrote:

> I have recently aquired hisoft2 basic and gfa 3.5, I am looking to
> make a serious application that needs GEM you see <duck!>

Well, look at The change from Papyrus 3.x to 4.0. the 3.x was written in GFA Basic. the 4.0 was written in C. everybody I hered talking about it said that the newer version did not only provide much more features, but also was very noticably faster than the old version. I don't know anything about game programming, but for serious apps Basic does not seem to be the best language.

Christof

3929. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32A53A36.167E@in.tu-clausthal.de>
Source record: 8222

Davy Mitchell wrote:

> Yep. We still see more STOS stuff than anything else.

Actually I see more C-Stuff than anything else - well I'm a UNIX Fan...

> : >Perhaps you should try looking outside the (very) small world of BASIC
> Visual BASIC is very very popular on a platform that has something as
> structured and powerful as VC++??

I did not try Visual C++. Visual Basic was a serious pain in the ass for me. The Compiled Program was so slow, that even a ST could beat a Pentium with similar Code written in C.

This is definately not because I'm not a good Basic Programmer. I wrote lots of Basic Programs on My old C64, and when I got My fist ST Omicron Basic came with it and so this was the first language I used on it. I never touched Omicron Basic again since I got PureC on my machine.

Another point is that I can use many parts of my code more often. I know, Basic can also use code as modules, but the concept I found with C was miles better than the one I found with Omicron Basic (and that one is said to be good for a Basic). So I don't spend so much time coding everything twice and again.

> : make a serious application that needs GEM you see <duck!>
> Sigh and we were hoping for a decent GEM game... :-)

He said "serious"...

> Visual Basic is more powerful than my C compiler! No easy database support..
> No easy GUI...

Visual Basic is not more powerful than My C Compiler. No Data structures.. No tricks for saving time (Comparisons e.g. can be tuned a lot in C - On a Pentium (to speak about Visual Basic) this is very useful, because it wastes a lot of time for each comparison).

For easy GUI I can use a cool Libary, or tools like ACS. For Database support.. have you ever seen the msql API for C Programmers? Or have you seen embedded SQL for C? Don't tell me that there is a better Interface to relational Databases (Acess - whitch is uesd with Visual Basic - is also a relational Database).

Christof

3930. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32A53F99.2781@in.tu-clausthal.de>
Source record: 8223

Tony Greenwood wrote:

> >definitly need an harddisk. You have a chance Sozobon C (or is it Sosobon C?)
> >still works on floppy based systems.

Well, Sozobon I think does not compile the Standard. It lacks in some
Libaries, and the OS libaries are not in all aespects combatible to
other C-Compilers like GCC, PureC, etc. (they say...)

> how about...eerrm tutorials or something, something for the complete
> and utter beginner , i only just found out what a library actually is,
> I had seen the expresion LINK etc??,
> a bit much sitting here with C and no idea what to do next, so can
> you reccomend some sort of tutorial?
> I will look for sozobon C tonight ta:)

Try the book by Kernighan & Ritchie. Those two invented C and developed
UNIX in the old days. This is the (IMHO)best book for learning C.

3931. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32A550E5.41C67EA6@etlxdmx.ericsson.se>
Source record: 8224

Rich Tietjens wrote:
>
> In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
> Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
> >Rich Tietjens wrote:
> >>
> >> Remember, there are
> >> only 7 ACC slots available in SingleTOS;
> >>
> >This isn't fair. The rest of us only have 6 :-(
>
> Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!

Don't need to. I use Geneva most of the time which gives me unlimited
slots. Still only use four or five though!

Regards
Martyn

3932. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a4cc43.41368353@news.airtime.co.uk>
Source record: 8225

On Tue, 03 Dec 1996 23:17:06 +0100, haase@alkor.sax.de (Uwe Haase) wrote:

(To the Knitting class (thats the "we hate this thread people") I apologise for contributing again, but I could not resist<G>)

>> if they require a hd then they are definatly not a reccomended good
>>game, MOST atarians do not own hard drives,

>ALL atarians I know own a HD.

Both of them?
90 percent of ATARIans I come into contact with, do not own hard drives, and before I got a modem and went on line, NONE of the ATARIans I knew owned a hard drive,
How many?, well a couple of hundred readers of the STOSSER diskmag who filled in questionaires, only the odd one owned a Hard drive,

ST Format ran polls every year, Hard drive owners where in the minority every year,

Now I am on line, just about everyone you meet has a hard drive (yes I am jealous), but again according to polls in mags, the ATARI on line community only account for ten percent of the whole ATARI community, I think ST Format was a world? wide publication?, so on liners fall into a false sense of ??? eeerm, we on line are in the monority:)

At the recent uk shows, 500 questionaires where handed in, only 7 percent where on line?

>> AW Give us a break, you have to draw the line somewhere,

>> Q when is an ATARI not an ATARI
>> A when it cannot even handle standard ATARI screen resolutions

>Is an ATARI STacy and an ATARI ST Book not an ATARI?

I am going to have to agree with some members of the knitting class here, this is getting silly, Who the hell is using BASIC to make games for the STacy ???

>> How many Hades Computers have been sold

>More than 300 (August 1996). I suppose 500 until Christmas.

>> How many of these people will want a game made on a ST

>More than you can imagine ;)

that, without being sarcastic, = One!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3933. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a4d0d2.42535875@news.airtime.co.uk>
Source record: 8226

On Tue, 03 Dec 1996 23:04:26 +0100, in comp.sys.atari.programmer you wrote:

>>on, all atari computers should have the ability to run in atari st
>>low, so........

>STacy and ST Book are not able to run st low.

Ho right, One nil to you...yawn.....thats silly!

>Yes, I've played some games on them.

I really dare not ask....Hangman perhaps :))))

>I've never seen a none GEM game that supports more than 2 resolutions.

It would take me less than a day to knock something up for you that supports three ATARI resolutions <hehehe>, nothing grand, but it would be a game, and it would support more than 2,?

>If you really find a game for a new ATARI, I doubt that it will run
>on the different hardware of another new ATARI. (Please pay attention
>to the plural in my statement.)

ooooer!...and a plural is what ?.......Havent you noticed I am a bit eeerm whats that word that means your not a very good writer ?

I did not say anything definate and I certainly did not say I knew of something, I said I doubted ONLY gem written games would work on the latest ATARIs, its just a doubt, dont get all excited <SMILE>
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3934. Re: gfa site

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Vegard Hofsoy <vegard@origo.no>
Message-ID: <32A57920.26E9@origo.no>
Source record: 8227

Tony Greenwood wrote:
>
> On 2 Dec 1996 02:14:00 GMT, jdaddin9@airmail.net (Jared Addington)
> wrote:
>
> >> Is there a good GFA site on the net a WWW page with plenty of news,
> >>and especialy source code?
>
> >http://www.mediarom.no/mediarom/vegard/gfa.html

Actually, it was http://www.mediadrom.no/mediadrom/vegard/gfa.html, but
this page has been moved to "http://ansatte.origo.no/~vegard/"...

Vegard Hofsoy

3935. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a54d39.2117518@news.airtime.co.uk>
Source record: 8228

On 3 Dec 1996 20:01:11 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>> > if they require a hd then they are definatly not a reccomended good
>> > game, MOST atarians do not own hard drives,
>>
>>How do you know? Most Atarians I know do have harddisks.
>>
>I have to say that from the survey i made, most of the atari users
>have hard drive. It is true.

Please! you cannot say "It is true". you surveyed the online
community that IS a very small part of the actual ATARI community, and
admmitidly the on line community for the most part do own Hard Drives
(mutter mutter<G>)
What about the other 90 percent of ATARIans,

Sorry I in no way mean to belittle your survey,and indeed I was
probably one of the first round to see it:), but it should be pointed
out that it was the on line community, a small minority of ATARI users
:)

I base those comments on the fact that I am involved or read just
about every ATARI publication in the UK, none of which carried your
survey :)

So IMHO it is not true, MOST do not own Hardrives :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3936. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a551f1.3325375@news.airtime.co.uk>
Source record: 8229

On Wed, 04 Dec 1996 09:23:38 +0100, Christof Donat
<cdonat@in.tu-clausthal.de> wrote:

>> I have recently aquired hisoft2 basic and gfa 3.5, I am looking to
>> make a serious application that needs GEM you see <duck!>

>Well, look at The change from Papyrus 3.x to 4.0. the 3.x was written in
>GFA Basic. the 4.0 was written in C. everybody I hered talking about it
>said that the newer version did not only provide much more features, but
>also was very noticably faster than the old version. I don't know

But the old version was nevertheless good yes?

>anything about game programming, but for serious apps Basic does not
>seem to be the best language.

I would agree wholeheartedly, But I already know BASIC and am a
little worried as to how long it would take me to learn C, as I have a
reasonable BASIC head start the GFA should be alright (although I am
finding it harder than anticipated)
I know nothing about C other than some knowledge re: libraries as
discussed in here, it is hard to try and learn a completely new
language, while still using BASIC to make games (of which I am doing)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3937. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a5538e.3738696@news.airtime.co.uk>
Source record: 8230

On 2 Dec 1996 18:52:12 GMT, dougb@dsoe.com (Doug Byfield) wrote:

>> Unfortunatly I seem to be upsetting more people than it is worth,
>> when it comes to the point where people feel the need to privatly
>> email me to complain, then ..well words fail me,:(

>Some people seem unable to grasp the concept of free and open debate. They
>cannot differentiate between criticizing an idea and a personal attack.
>The first would involve debating the validity of STOS as a game programming
>language, the second would involve personal attacks calling you a moron
>or worse! :-)

I could have wrote the above, sounds exactly like I feel on the
subject :)
I was serious, I have recieved private emails asking about the sense
of the thread? and telling me how stupid it is,
But since I mentioned that, I have had lots of people tell me they
are either enjoying it , or more importantly they have learnt
something from it :)
So I suggest the knitting class get back to there knitting, <G>

>Anyone not interested in this thread should merely skip it, not waste their
>time and yours emailing comments about public debates that they don't
>understand!

hear hear!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3938. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a54f40.2636189@news.airtime.co.uk>
Source record: 8231

On Wed, 4 Dec 96 01:58:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>>was this supposed to mean to a BASIC programmer, was I maybe supposed
>>to understand ANY of it?, it is a different language,

>No need to understand any of it - just the fact that the only source
>code required is what you saw. The rest was done previously.

Sorry but it was still/is difficult to folow?

any code listed in here that isnt BASIC would be difficult for me
personally to follow,:)

>Exactly! :-)) I got the STOS interpreter off a cover disk once and

Thats how I got it mate :)

>even went so far as to order the compiler but the disk was duff and

One of the few programs I went out and paid for as well, just before
this was also on a cover disk, hmmmm

>after some altercations with unsaid mail order company I just sent it

yeagh been there done that, havn't we all ?

>back. Does that make me an expert? hehe ;-))

eeerm sorry, but you did introduce yourself to the thread as someone
who knew enough about both, to be able to tell us all ?

hey stick around, I have a C question or two for you mate :)

>> BTW Swampy, next ATARI shows are at the end of APRIL , get there

>having to leave before the pub closed ... oh, you mean before the show
just a novel idea:)
>closes? Might be worth trying! <G>

we should all get better organised next time, birmingham, and i
wouldnt mind scotland if it goes ahead :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3939. GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a55455.3937900@news.airtime.co.uk>
Source record: 8232

OK apologies for what are probably really lame questions, but I am
using this forum as a way to get quick and easy answers :)

Why does GFA return 2 bombs when I try to load in a file with the
extension *.LST

I have these as source files? well thats how they where given to me,
and they certainly look like source in a text editor, but GFA 3.5
returns bombs,
This is under Gemulator and tos 206,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3940. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <583qkc$qh2@balaena.bio.vu.nl>
Source record: 8233

Engage off-topic-mode...

Tony Greenwood (stosser@airtime.co.uk) wrote:

: HOLLY to LISTER: I was going to make you a fully functional female
: form today, that would look and feel just like a real female and would
: do anyhting you requested,
:
: LISTER to HOLLY: So why didn't you ?

: HOLLY to LISTER: Because I don't know how?

: ** Please Note ** Holly and Lister are registered characters of Red
: Dwarf <smile>

Red Dwarf <TM> to be precise :-)
Judging from the cover of "Backwards" the Red Dwarf logo is now a trademark.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3941. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <583r1l$qh2@balaena.bio.vu.nl>
Source record: 8234

MARTIN Sonia (smartin@grincheux1.univ-lr.fr) wrote:

: I work and program on Falcon 030, and I would like to have the Language
: (Assembler) documentation of the DSP56001. If anyone has it, please if you
: can, could you mail it to me , great thanks ! :=)))

Hey, I asked the same question two months ago...
I've put the links I got on:

http://huizen.dds.nl/~levjenno/atari/

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3942. Pexec() error

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5849bn$er0@m1.cs.man.ac.uk>
Source record: 8235

Hi

I am trying to start a program using Pexec mode 4 (just go)
and I believe that everything (ie program, basepage etc.)
is set up correctly but it isn't working. Instead of executing
the program, Pexec is just returning an error code of 'EIMBA'
- invalid memory block address.

What exactly does this mean? I assume it means I am doing
something wrong, but what?

Cheers

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3943. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <584crd$g6g@m1.cs.man.ac.uk>
Source record: 8236

In article <GLDWBJAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>In <57jt4q$4cj@m1.cs.man.ac.uk> Anthony Jacques wrote:
>
>>In article <GK3ABBAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) writes:
>> >I translate it as:
>>>
>>>"Don't start STOS games on new atari's because they will crash!"
>>
>>Why? All 'new' atari's support ST-low. Just hold down CTRL when booting and
>>it should default to ST-Low. (or at least, my Falcon does). Where is the problem
>>with this?
>
>STacy and ST Book are not able to display st low.
>Medusa & Hades (ISA/PCI graphic card) are limited to at least 640x480 pixels.

Well, in my book, anyone who can afford a Medusa or Hades can afford to go
out and by a second hand STE. I think including these machines in a debate
about (primarily) arcade games is pointless. 99% of arcade games go
wrong when played at the wrong speed. This is simply because they are
highly dependent on timings... even the difference between 50 and 60Hz
makes a difference...

>>Games shouldn't really be run ontop of NVDI, MultiTOS, loads of DA's
>>etc. - you SHOULD clean boot anyway. (this isn't just STOS games btw. Comercial
>>games such as Zero-5/Robinsons Requiem [falcon] recommend this...)
>
>Not always. You can fix some bugs in Civilization by loading the right
>extensions...

One example... but in general, most game software prefers clean systems,
even if it is only for the extra memory!
(but both Robinsons Requiem [Falcon] and Zero-5 do not work correctly
if run from 256x640x480 on my Falcon.

>ATARI have sold more monochrome than color monitors.
>This is not representative because you can use a tv set. But all atarians
>I know own a SM 124/144/146/194.

Well, I know 3 atarians with mono monitors, and all 3 of them also have
colour monitors as well. I know significantly more that only have colour
monitors/TV's.

>>And yes, you can even make use of it - I have written myself a .TGA viewer
>>which uses 640x480xTCxVGA mode and hardware scrolling for big images...
>
>Can I use this on other hardware with the same resolution?

nope. written for my own use, with my own hardware. I jst used it of an
example showing that STOS *can* make use of extended hardware, *if programmed*
to. This is the same as other non-GEM software. [Bad Mood v2.15 can now make
use of a NOVA graphics card, *now that it has been written to support it*.]

>(What do you mean with TC, 16 bit high color or 24 bit true color?)

I mean Falcon True-colour mode. 16-bit.

>>I notice you didn't quote from the Style guide the bit that says that all
>>software should come with (un)install software, etc. which I have not seen
>>much evidence of...
>
>Have you seen the install software of some german software?

nope, because most of it doesn't make it to this country... ;/

>Why do you want to uninstall atari software? ;-)

hehehe... well, maybe if it is to big/slow?

>>>A faster CPU can compensate slow code. GEM code is mostly slow code.
>>>To make good GEM games, you can compensate the slow but compatible
>>>GEM code with a faster CPU.
>>
>>That sounds like a Micro$oft approach to me...
>
>Is there anything false in my statement? So what...

No, there is nothing false in the above. However, it makes slower machines
redundant. There are FAR more ST's out there than Falcons, TT's and Medusas
all put together, so why make games that the majority of users cannot use?

Yes, fine, write games for powerful machines (I am doing this), but please
do not expect ALL games to be for powerful machines. This is what you are
doing, if you are advocating the use of GEM for games programming.

Anthony
--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3944. Re: gfa site

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <584ln7$t3h@library.airnews.net>
Source record: 8237

Vegard Hofsoy wrote:

>Actually, it was http://www.mediadrom.no/mediadrom/vegard/gfa.html, but
>this page has been moved to "http://ansatte.origo.no/~vegard/"...
>
Oops.. I must have copied down off my bookmarks incorrectly. Thanks
for the URL update though.

-Jared

3945. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <584lue$t3h@library.airnews.net>
Source record: 8238

Tony Greenwood wrote:

> Why does GFA return 2 bombs when I try to load in a file with the
>extension *.LST
>
> I have these as source files? well thats how they where given to me,
>and they certainly look like source in a text editor, but GFA 3.5
>returns bombs,
> This is under Gemulator and tos 206,
>

I've been using v3.5e for many years on Atari systems and have never
experienced a bomb while merging in a .LST file. Does it still load
in .GFA files with no problem?

-Jared

3946. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <583s34$55g@nyheter.chalmers.se>
Source record: 8239

In article <57uc36$i4t@hpuniv.univ-lr.fr>,
MARTIN Sonia <smartin@grincheux1.univ-lr.fr> wrote:
...
>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))

Take a look at Motorola's WWW site. It seems they have all their manuals
available there in PDF format nowadays.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3947. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a5ebeb.42749022@news.airtime.co.uk>
Source record: 8240

On 4 Dec 1996 20:11:58 GMT, jdaddin9@airmail.net (Jared Addington)
wrote:

>> Why does GFA return 2 bombs when I try to load in a file with the
>>extension *.LST

>> I have these as source files? well thats how they where given to me,

>I've been using v3.5e for many years on Atari systems and have never
>experienced a bomb while merging in a .LST file. Does it still load
>in .GFA files with no problem?

You gave me the answer in the above paragraph, If I load them in,
BOMBS, but if I MERGE them in, then they load alright?
I never thought GFA would find a difference, i presumed load would
work for both
So to load a LST file, I NEW, then MERGE and its there :)

This is the problem when trying to get to grips with another
programming language, you presume some tasks to be normal :)

Thanks

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3948. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-04 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849727296@p24.f101.n323.z205.mbh.org>
Source record: 8241

Tony Greenwood wrote:

>> Depends on what type of game you want to make. Only for the Arcade
>> type of game the blazing fast incopmatible screen output is needed.
>> For boardgames,
>
> So you are saying STOS is good for "Arcade type Blazing fast" games
> :)

It's good, won't say best yet, but sure, it is good.

>> simulation games, adventures, any game not requireing realtime action,
>> GEM is fast enhough, and, because it is working on any TOS compatible
>> machine, GEM is
>
> Yes true, any game that doesent need to move anything, still screens
> and GFA etc can handle it, its a matter of opinion if its best,

So, I talked, talked and talked, and finally you agree your statement was a bit
too general?

:-)

Bye, Hans Wessels

3949. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849751990@p24.f101.n323.z205.mbh.org>
Source record: 8242

Tony Greenwood wrote:

> How many?, well a couple of hundred readers of the STOSSER diskmag
> who filled in questionaires, only the odd one owned a Hard drive,
>
> ST Format ran polls every year, Hard drive owners where in the
> minority every year,
>
> Now I am on line, just about everyone you meet has a hard drive (yes
> I am jealous), but again according to polls in mags, the ATARI on
> line community only account for ten percent of the whole ATARI
> community, I think ST Format was a world? wide publication?, so on
> liners fall into a false sense of ??? eeerm, we on line are in the
> monority:)

Yes, and you are forgetting the mighty Atari user base in germany. They don't fill in ST Format polls. In my view ST Format was a game oriented magazine (maybe I got spoiled by german magazines) and I expect a lower harddisk user base among the game adicts.

Bye, Hans Wessels

3950. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849752677@p24.f101.n323.z205.mbh.org>
Source record: 8243

Uwe Haase wrote:

> I've never seen a none GEM game that supports more than 2
> resolutions.

I did, Stonage works on ST LOW, ST HIGH and TT HIGH. It will work on Amiga's too. It's a great game! Good music, digisound, even on a standard 1040 ST.

Bye, Hans Wessels

3951. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <849754050@p24.f101.n323.z205.mbh.org>
Source record: 8244

Tony Greenwood wrote:
> I can and indeed have made software in STOS that runs on the falcon,
> without backwards, just not games, I can support TOS 401, 402, 404 > and 492

Does this impressive list of TOS versions mean STOS is still calling routines at fixed adresses in ROM? I thought these practices were something of the stoneage of Atari ST computing. Something of the pre TOS 1.02 age. If that is true STOS will be in a lot of trouble on ST emulators using magic. Because that OS is software is's much easier to update and you won't be able to keep track of all the different versions of that OS.

The game I am working on now doesn't care about the TOS version. The only point of interest is the hardware it's running on. The OS is only needed for memory allocation and some disk acces at the start and end of the game. Oh yes, also for switching to ST LOW on a falcon and, ofcourse, going to supervisor mode. It will work on ST, STe, TT and Falcon (both RGB and VGA).

Bye, Hans Wessels

3952. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <585vgg$ovl@library.airnews.net>
Source record: 8245

Tony Greenwood wrote:

> You gave me the answer in the above paragraph, If I load them in,
>BOMBS, but if I MERGE them in, then they load alright?
> I never thought GFA would find a difference, i presumed load would
>work for both
> So to load a LST file, I NEW, then MERGE and its there :)
>
> This is the problem when trying to get to grips with another
>programming language, you presume some tasks to be normal :)
>
> Thanks

No problem.. Usually if you try to load a file that is not a GFA
file, an alert box will pop up telling you so. Either that was a very
odd .LST file or GEMulator has a problem with it.

-Jared

3953. test

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: DGibson@cameo.co.uk
Message-ID: <1660_DGibson@cameo.co.uk>
Source record: 8246

sorry folks - just a test

in c.s.a.p. group using NM setup

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

3954. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32A68D99.2781@in.tu-clausthal.de>
Source record: 8247

Tony Greenwood wrote:

> But the old version was nevertheless good yes?

Shure. I did not say that it is impossible to write serious Programs in Basic. The question is just if there is a better solution.

> I would agree wholeheartedly,

<habby and glad> ;-)

> But I already know BASIC and am a
> little worried as to how long it would take me to learn C, as I have a
> reasonable BASIC head start the GFA should be alright (although I am
> finding it harder than anticipated)

It did not take me too long. When I started with Omicron Basic I found out rather quick, that structuring programs in procedures and functions is a good idear. I then was impressed by the - definately better - way C deals this. It gives me the possibility to really modularize most of my code.

> I know nothing about C other than some knowledge re: libraries as
> discussed in here, it is hard to try and learn a completely new
> language, while still using BASIC to make games (of which I am doing)

That is exactly where I started. One of the advantages of C is that the structuring of the Programs is very consistent. So there are no special Key words for end while, or end if. Such statements like while or if just handle a block, and a Block is either a single statement, or is some statements written in curly braces.

In short terms C is rather easy to learn (compared to other languages). It took me just a few days to get my first real Program with Grafic Output etc. running. As I said I never started Omicron again since I gon PureC.

Christof

3955. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Romuald.Jouffrey@imag.fr
Message-ID: <5865es$bvo@imag.imag.fr>
Source record: 8248

smartin@grincheux1.univ-lr.fr (MARTIN Sonia) wrote:

Does nobody can program and developp the so much waited for modem
using DSP ! Somebody told a few month ago in this thread that the DSP
in the falcon could do 140,000 Bds modulation/demodulation. And the
hard interface shouldn't be to expensive, would it ?

I know, you will answer that the difficulty is to know how to do it !

No clue about this, Gaston (I saw that a while ago) does use the DSP
to handle voice on a phone line !

Best regards ... hope that could give idea to any DSP developper ...
I just ask a free modem for the idea (I'm kidding ...)

Sorry for my poor english, I'm french

****
* Romuald JOUFFREY - TIMC IMAG Email : Romuald.Jouffrey@imag.fr *
* Faculte de medecine de Grenoble http://www-cami.imag.fr/~jouffrey/ *
* 38706 LA TRONCHE CEDEX FRANCE Tel (33)76637139 FAX (33)76518667 *
* Numero de Kobby 0669151214 Par Minitel 0836097070/609090 operatrice *
****

3956. Re: Pexec() error

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <586aht$kee@cndns.combitech.se>
Source record: 8249

```
>I am trying to start a program using Pexec mode 4 (just go)
>and I believe that everything (ie program, basepage etc.)
>is set up correctly but it isn't working. Instead of executing
>the program, Pexec is just returning an error code of 'EIMBA'
>- invalid memory block address.

Pexec can be a bit tricky.
It is essential that you do the memory handling the right way.
TOS must have a free block of memory that is big enough for
the program. What happens if you call GEMDOS Malloc?
Is there any memory free?

/
/ Daniel
```

3957. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <586cl7$9t2@m1.cs.man.ac.uk>
Source record: 8250

In article <849751912_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
>I'm certain it's possible. It being practical is another matter. It

Yea, I guess so, although I suspect it might require inlined assembler though...

>may indeed be worth the effort if (say) complex math were required as
>the C math library could be used, but if someone's math is up to the
>job and so is their assembler then still no point in bothering.

Yea. the maths rout's could be useful, but apart from that...

>I'm beginning to get the picture. The "tool" would have to locate all
>such initialisation, rip it back out and then produce a correctly
>formatted extention - almost definately an impossible job.

yep...

>Then might it be possible to produce precompiled "functions"? Erm,
>hang on - how do these libraries work? STOS hasn't any named functions
>or procedures has it?

no, it doesn't have named functions/procedures. The extensions are implemented by adding extra tokens to the actual language itself. All instructions are represented as a 2 byte code, the first of these identifies which extension (or internal) and the second identifies which instruction. The header of the extension gives the tokens which are understood, followed by the offsets to the code for the instructions.

(btw. extensions are only aware of the instruction token - the extension token is allocated when the extensions are loaded)

The exact syntax of the compiler libraries are different from interpreter libraries. Also, compiler libraries have to be in PC relative code.

>It should be possible but intimate knowledge of STOS and the compiler
>would be needed. A compiler which allows inline assembler might be
>capable but reguardless how I word it an assembler interface of some
>kind would be required between the two, if only to preserve registers,
>stack etc.

Yes, I think you are right about that... Maybe it would be worth me looking at this sometime...

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3958. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32A6CBBD.41C67EA6@etlxdmx.ericsson.se>
Source record: 8251

Hans Wessels wrote:
>
> Yes, and you are forgetting the mighty Atari user base in germany. They don't
> fill in ST Format polls. In my view ST Format was a game oriented magazine
> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
> base among the game adicts.

This isn't just the German viewpoint. In the days when the UK had a choice of magazines, ST Format was always the most trivial by far, although it did improve toward the end. I seem to remember an Atari World survey that showed a much higher hard-disk ownership ratio than Tony is implying. It'll be interesting to see the results of the Atari Computing survey from issue 1. Certainly everybody I know personally with an Atari has a hard disk and I live in the UK (the Swedish tag on my e-mail address is just there to confuse ;-)).

Regards
Martyn

3959. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a6cf05.11081503@news.airtime.co.uk>
Source record: 8252

On Thu, 05 Dec 96 03:02:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > who filled in questionaires, only the odd one owned a Hard drive,

> > ST Format ran polls every year, Hard drive owners where in the
> > minority every year,

> > Now I am on line, just about everyone you meet has a hard drive (yes
> > I am jealous), but again according to polls in mags, the ATARI on
> > line community only account for ten percent of the whole ATARI

>Yes, and you are forgetting the mighty Atari user base in germany. They don't

Yes I do keep falling into the trap of talking about the English
ATARI peeps, can't think why that keeps happening! :)

>fill in ST Format polls. In my view ST Format was a game oriented magazine

yeagh!, strange?, did you read it or just listen to the gossip and
not bother,
I had a few programs on stf cover disks, not all games, and I had a
small series of programming arrticles published
Never got a bloody penny for them though? :)

>(maybe I got spoiled by german magazines) and I expect a lower harddisk user
>base among the game adicts.

ooooer, I am glad I didnt say that :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3960. Re: Make money!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: msiy@unixg.ubc.ca
Message-ID: <32a6fa1c.26583103@news.ucs.ubc.ca>
Source record: 8253
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

```
MAN ... I really hate this stuff !!

Mark

On Fri, 29 Nov 1996 11:02:24 -0800, Jean Robinson
<rnbwridr@sierra.net> wrote:

[-->I don't know. I have always heard that it is best to ignore
stupidity.
[-->Just my 2 cents.
[-->
[-->Jean
[-->
[-->Levien van Zon wrote:
[-->>
[-->> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO
SHARE THE
[-->> >WEALTH OF THE WORLD
[-->>
[-->> Has this person ever heard of _working_?
[-->>
[-->> >WITHOUT COSTING US ANYTHING BUT OUR TIME
[-->>
[-->> Time is mony. Especially when you're on a 2400 baud link.
[-->>
[-->> >$5 AND FIVE POSTAGE STAMPS!
[-->>
[-->> God, I hate people who leave their Caps-Lock turned on...
[-->>
[-->> Sorry, but one just can't resist replying to such a message :)
[-->>
[-->> -=Levjenno
[-->>
[-->> ------
[-->> Levien van Zon (lvzon@bio.vu.nl)
[-->> MALEB Homepage: http://huizen.dds.nl/~levjenno/
[-->> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
[-->> ------
[-->>
[-->> "Wrong, wrong. Absolutely brimming over with wrongability."
[-->> --Rimmer
```

3961. Re: Pexec() error

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <586v3j$i8j@m1.cs.man.ac.uk>
Source record: 8254

In article <586aht$kee@cndns.combitech.se>, daniel.hagg@marine.combitech.se (Daniel H&#65533;gg) writes:
> >I am trying to start a program using Pexec mode 4 (just go)
> >and I believe that everything (ie program, basepage etc.)
> >is set up correctly but it isn't working. Instead of executing
> >the program, Pexec is just returning an error code of 'EIMBA'
> >- invalid memory block address.
>
>Pexec can be a bit tricky.

yea, bummer... ;/

>It is essential that you do the memory handling the right way.
>TOS must have a free block of memory that is big enough for
>the program. What happens if you call GEMDOS Malloc?
>Is there any memory free?

Its ok - I managed to sort the problem - I wasn't setting up
the basepage correctly - a couple of entries were invalid.

Its sorted now, but cheers anyway. :-)

Anthony

--
```
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```

3962. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <58729c$9ub@scipio.cyberstore.ca>
Source record: 8255

>Take a look at Motorola's WWW site. It seems they have all their manuals
>available there in PDF format nowadays.
>
Thanks for the tip. Now does anyone know if there is an Atari program that
can read Adobe Acrobat format (PDF) files?

3963. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a6e0bf.15620420@news.airtime.co.uk>
Source record: 8256

On Thu, 05 Dec 1996 13:18:53 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
>> base among the game adicts.

>This isn't just the German viewpoint. In the days when the UK had a
>choice of magazines, ST Format was always the most trivial by far,

Was it?, you write that as if it is fact, that is surely your
opinion, and granted the opinion of many others<G>,

>although it did improve toward the end. I seem to remember an Atari
>World survey that showed a much higher hard-disk ownership ratio than
>Tony is implying. It'll be interesting to see the results of the Atari

But still I think you will admit, the minority?

>Computing survey from issue 1. Certainly everybody I know personally
>with an Atari has a hard disk and I live in the UK (the Swedish tag on
>my e-mail address is just there to confuse ;-)).

aw really, and who where the only people who knew about (the
excellent!) ATARI computing issue 1?, ok maybe not only, but people on
line knew about ATARI computing, not many others did, so any survey
carried out in issue one will be mostly by on liners that we allready
agree are mostly hard drive owners?

Also if you do a survey, and give the option of sending in your
answers via email or by snail mail, then a bigger majority of on
liners will respond, again making the survey a little one sided?

IMHO :)

ST Format IMHO was by far the best magazine ever produced in the UK,
it had everything, yes including mistakes,
The only real gripe I ever had was the page count, but although thin,
they had a lot more pages than anyone else at the end?

At no point in this statement am I saying the others where bad (so
back to your knitting the moaners!) because theye where good, I bought
every one of them, just that IMHO STformat was always the best of the
bunch :)

The problem with ST Format was that thousands read it and liked it,
but it was allways something not many would admit to :)
A bit like the present English goverment, they get enough votes to be
elected, but try finding someone who would admit to voting for them :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3964. Pexec() error

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-05 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <5fa_9612071804@conchbbs.com>
Source record: 8257

```
j > I am trying to start a program using Pexec mode 4 (just go)
j > and I believe that everything (ie program, basepage etc.) is
j > set up correctly but it isn't working. Instead of executing
j > the program, Pexec is just returning an error code of 'EIMBA'
j > - invalid memory block address.

Did you also load the program/basepage using Pexec mode 3?
If not, did you convert the memory references using the fixup table?
Did you pass the basepage address returned by the previous call?

base = (BASPAG *) Pexec( 3, prgm, cmd, envp );
if(base) ret = Pexec( 4, 0L, base, 0L );

Note: if you try to run the program more than once, all initialized
variables (and the command line) will be modified.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

3965. Re: Silly programming language advocacy issues

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <588r8r$rbo@balaena.bio.vu.nl>
Source record: 8258

Christof Donat (cdonat@in.tu-clausthal.de) wrote:

: Well, Sozobon I think does not compile the Standard. It lacks in some
: Libaries, and the OS libaries are not in all aespects combatible to
: other C-Compilers like GCC, PureC, etc. (they say...)

Yep, you're right.
Porting stuff using Sozobon is not a good idea, believe me, I've
tried... The libs are not entirely standard and the GEM libs are't either.
But it's a nice compiler anyway :-)
I would advise Sozobon users to get the MiNTlibs for Sozobon,
it will improve compatibility a bit.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

3966. Transfer files ST to PC

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: M<unk>rten Holmberg <marten.n.holmberg@telia.se>
Message-ID: <32A8157A.66BF@telia.se>
Source record: 8259

Hi,

I'm looking for a program that can transfer files from ST to PC.

Like GhostLink but with the Atari as the slave and the PC as master.

Tack pï¿½ fï¿½rhand
(the above meens: Thank you in advance, in swedish)

/Mï¿½rten

3967. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5895r0$6i0@m1.cs.man.ac.uk>
Source record: 8260

In article <32A6CBBD.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
>Hans Wessels wrote:
>>
>> Yes, and you are forgetting the mighty Atari user base in germany. They don't
>> fill in ST Format polls. In my view ST Format was a game oriented magazine
>> (maybe I got spoiled by german magazines) and I expect a lower harddisk user
>> base among the game adicts.

Eh? We are talking about gamers!!!!

>This isn't just the German viewpoint. In the days when the UK had a
>choice of magazines, ST Format was always the most trivial by far,
>although it did improve toward the end. I seem to remember an Atari

Woha! hold on there! STF was really good, and not as game orientated
in the early days as well. STF went through a bad patch, but was beginning
to improve again when it went...

>World survey that showed a much higher hard-disk ownership ratio than
>Tony is implying. It'll be interesting to see the results of the Atari
>Computing survey from issue 1. Certainly everybody I know personally

Again, I think this will be biased, as the people who learnt about Atari
Computing are online, or regularly contacting di-hard companies (sys.sol,
goodmans pdl etc.) I was away from uni, and I only found out about it
via the limited email access that I had from home. If I had not had this,
I would not have known about AC until getting back here...

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

3968. need info on CPX programming

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <589d9rhho1@cti01.citenet.net>
Source record: 8261

Is there a book, CD-ROM, or FTP document that has *detailed* info about programming a 100% compliant CPX, explaining what is needed to transform a small APP into a CPX that will work on every Atari from TOS 1.0 to 4.04, and specifying the un-documented calls that should be avoided (ie: CONFIG.CPX and others used some calls only known to Atari-commissioned programmers that cause conflicts when running under certain TOS/AES versions, but were reported through various newsgroups)?
The information source should be preferably in English or French, although if all else fails, I almost remember having learned some German in hi-school...
Thanks to anyone who can provide me with any info about this ;-)

From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281/ Atari: 4160STE

~I have tasted the maggots in the brains of the Universe. I was not offended, for I knew I had to rise above it all, or drown in my own shit!~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

3969. Metados developer doc.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: morfan@etu.info.unicaen.fr
Message-ID: <589th6$qrh@bijude.unicaen.fr>
Source record: 8262
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hi,
Does anyone know where I could find a Metados developer doc ?
Regards, Eddy.

--
+-------------------------------------------------------------------+
| Eddy MORFAN ( Email : morfan@etu.info.unicaen.fr ) |
+-------------------------------------------------------------------+
| Atari STf 2.5Mo |
| Atari Falcon 030/14Mo/340Mo |
+-------------------------------------------------------------------+
```

3970. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-06 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <589h0k$bi4@ccshst05.cs.uoguelph.ca>
Source record: 8263

Doug Byfield (dougb@dsoe.com) wrote:

: Thanks for the tip. Now does anyone know if there is an Atari program that
: can read Adobe Acrobat format (PDF) files?

Recent versions of Ghostscript are supposed to do so. I haven't verified it
myself, though.

THeo

3971. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-07 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GLHHEFWGUp@tos.ak.planet.gen.nz>
Source record: 8264

In <58729c$9ub@scipio.cyberstore.ca> Doug Byfield wrote :

>>Take a look at Motorola's WWW site. It seems they have all their manuals
>>available there in PDF format nowadays.
>>
>Thanks for the tip. Now does anyone know if there is an Atari program that
>can read Adobe Acrobat format (PDF) files?

I believe the most recent GhostScript version can do this.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

3972. DIAMOND-ICE

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32a8c182.53113292@news.airtime.co.uk>
Source record: 8265

```
DIAMOND-ICE
http://www.airtime.co.uk/users/stosser
STOSSER Software
Quality FREE software for the ATARI ST

Released NOW
Features Include:
[] Smooth 8 way scrolling
[] Brilliant Graphics
[] Massive play area
[] Enhanced sound on STe
[] Enhanced sound ++ on STe/Falcons with more than one meg
[] Puzzle element includes
{} Objects to find and maybe use
{} Characters to meet and interact with
{} Puzzles to figure out
{} Arcade Style game play and traps!

[] Game tested and working on STFM,STe,MEGA STFM and MEGA STe and
. FALCON, Tos versions supported,1.0 to 1.62, 2.05, 2.06, and
. 401,402,404,492
[] Minimum setup required is a one meg STFM and a joystick, FALCON
. owners must use Backwards and ATARI ST Low at 8mhz
[] DIAMOND-ICE Production team
{} Programmer..................: Tony Greenwood
{} Graphics.....................: Dean Chadwick
{} Extended Sound..............: Andy MacCallum
{} Machine and play testing By : Tom Lamparty
() Major play testing By.......: Andrew Robertson
() Falcon tested By............: Flinny

After Receiving Major Feedback and Encouragement re: HEARTLAND we
decided to go with the flow, although Heartland was intended as a
simple platformer that was fast and easy to use, plenty of you asked
where the Puzzle was, so here it is, enjoy, but most of all COMMENT as
that is the only thing that keeps us going,

*** IMPORTANT *** It is strongly advised that Floppy disk users read
the on disk documentation in order to set up their disk for the
Save/Load features,

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
```

3973. Atari 800 & 1040ST stuff FOR SALE

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-07 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bbe457$51009160$67c5b8cd@p5-133>
Source record: 8266

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs)
Will sell components separately.

HARDWARE: Original boxes and documentation.

ATARI 1040 ST and ATARI SC-1224 COLOR MONITOR
ATARI SH-204 HARD DRIVE
ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
WIRELESS REMOTE CONTROL JOYSTICKS - (2 on 1 base)
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS
* All hardware purchased in 1990. (except for 2 original style
joysticks)
* Original cost new in 1990 was $2,000+-

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

BOOT DISK ST LANGUAGE DISK
LANGUAGE DISK 1st - WORD
PROCOPY COPY II ST - Disk backup utility
PC/InterComm
SUPERCHARGER (images) ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE
ADDITIONAL PROGRAMS LOADED ON HARD DRIVE, HOWEVER NOT CATALOGED.

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ARKNOID (instructions, no box)
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of
maps and story)
MISSILE COMMAND (instructions, no box)
OBLITERATOR (instructions, no box)
(2 disks)
SUPER CYCLE (instructions, no box)

TIME AND MAGIK (instructions, no box)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
WARLOCK (instructions, no box)
PRINCES IN AMBER (box, no instructions)
TIME BANDIT (box, no instructions)
XEVIOUS (no box, no instructions)
TEMPLE OF APSHAI TRILOGY (no box, no instructions)
ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)
(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
BARBARIAN S.D.I | The BLACK CALDRON (2 disks)
BLOOD MONEY | CHRONO QUEST (4 disks)
CRYSTAL CASTLES | DEATH BRINGER (3 disks)
DRAGON LORD | FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks) | GAUNTLET (2 disks)
GHOSTBUSTERS 2 | The GUILD OF THIEVES
IRON LORD (3 disks) | JINXTER
KNIGHT ORC (2 disks) | The KRISTAL
OOZE (2 disks) | OUT RUN
QUESTRON II (2 disks) | NINE RINGS OF ZILFIN (3 disks)
ROAD RAIDER (2 disks) | ROBO COP
ROGUE | SPACE HARRIER (2 disks)
WANDERER ROAD | WILLOW (2 disks)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
M.U.L.E.
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE
60 5.25" FLOPPY DISKS WITH ASSORTED BACKUP COPIES OF VARIOUS SOFTWARE.

ZAXXON TAPE PLAYER CASSETTE TAPE

SOFTWARE: MEDIA:CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

If interested:
Contact - Kevin at kb-1@ix.netcom.com

3974. Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-07 00:00:00 UTC
From: Chris Cholette <cholette@pilot.msu.edu>
Message-ID: <32AA3350.2D89@pilot.msu.edu>
Source record: 8267

Hi everyone,

Is it possible to get Linux running on a 520ST? I know the Linux docs
say you need at least a 68020, but is there any way around this? I'd
also like to upgrade the RAM and such, any advice?

Chris

3975. FS: XE, STE, Falcon030 And Lots 'o' Stuff

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-08 00:00:00 UTC
From: Daniel Lee <dlee@pop.interport.net>
Message-ID: <58etj5$j12@park.interport.net>
Source record: 8268

```
Atari 130XE
CSS Black Box SCSI HD, Parallel, & RS232 Interface
Rana Systems DD FDD

Atari 1040STe
VGA Sync Box
ICD Link SCSI Disk Interface
TOS 2.06
4 MEG RAM
Mouse

Atari Falcon030
VGA Adapter
Internal 2.5" 30 MEG HD
16 MEG RAM
Mouse
Docs

Works on all 3!!!
Parallel Printer
28.8 Modem
External SyQuest 270 SCSI

Software Original Media And Docs
STE, Falcon, Lattice C 5.6
STE, Flacon, Stalker
STE, Falcon, Speedo GDOS 5
STE, Flacon, AtariWorks
STE, Flacon, Crawly Crypt CDROM
STE, Falcon, All Things Falcon CDROM
XE, many games and programs

Software Shareware (Mostly XE): Hundreds of floppies, over 100MB on
SyQuest.
```

3976. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzafrn5387.fsf@issan.informatik.uni-dortmund.de>
Source record: 8269

Chris Cholette <cholette@pilot.msu.edu> writes:

|> Hi everyone,
|> Is it possible to get Linux running on a 520ST? I know the Linux docs
|> say you need at least a 68020, but is there any way around this?

No, anything without an MMU is out of luck.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3977. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <58gs40$jsi@infa.central.susx.ac.uk>
Source record: 8270

Chris Cholette (cholette@pilot.msu.edu) wrote:

: Is it possible to get Linux running on a 520ST? I know the Linux docs
: say you need at least a 68020, but is there any way around this?

As far as I can tell, you need at least a 68030 with a PMMU chip. This appears to be just the way Linux was written, and would appear to be very difficult to change.

Cheers,

James Cox
<jamesco@cogs.susx.ac.uk>
--

3978. Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
Source record: 8271

```
Hi , WHat is the best way to manage memory in ACC?
I've read that Malloc is no good in ACC. True or not?
If true what would be the solution?
and could you show me an example, do I have to use reserve? inline? or
what?
HELP!!!
Thanks.:)

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------
```

3979. multi-lingual form_alert

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <12a_9612091525@conchbbs.com>
Source record: 8272

I may have missed a few responses on comp.sys.atari.st due to my 200 msg/day limit (now 400). Also, I'm going to be out of town for a while. Could someone keep track of any additions for me?

The current list is:

English "[3][Cannot load RSC file!][Abort|Search]"
Deutsch "[3][RSC Datei nicht geladen!][Abbrechen|Suchen]"
Nederlnd "[3][Geen RSC-file!][Afbeken|Zoeken]"
Svenska "[3][Kan ej ladda RSC fil!][Avbryt|Leta]"
Francais "[3][Je ne peux trouver |le fichier RSC!][Quitter|Chercher]"

I have several different French translations (all different), all using "trouver" which I believe means "find" rather than "load." rsrc_load() can fail for other reasons than not finding the RSC file. This might be confusing if one has used the "Search" button, which brings up the file selector, in which case you would KNOW whether the RSC file has been found or not.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

3980. ANNOUNCE: New MPEG Audio Layer II DSP player for Falcon.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961209223148.12675C-100000@tintin.lysator.liu.se>
Source record: 8273
Cross-posted to: alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

New version of NoCrew's MPEG Audio Layer II realtime DSP player for Falcon
is out now!!

Latest version is 0.95 with lots of new features from the last one. (0.7)

* Dynamic buffer allocation
* Config file
* Drag & Drop protocol supported
* VA_START message supported
* Keyboard control
* Automatically find the next song
* New buttons:
* Skip to next
* Skip to previous
* Fast Forward
* Count direction

Read more about this product on http://noring.org/mp2 where you also can
get the latest version. It can also be found on ftp site:
ftp://ftp.nocrew.pp.se/pub/nocrew/tos

Download, unpack and blast away with your mp2 songs playing in the
background, taking no CPU time!

Mpeg songs can be found at http://www.iuma.com or ftp://ftp.iuma.com

!!!!!!!!!!!! NOTE !!!!!!!!!!!!
ONLY STEREO SONGS ARE SUPPORTED

Let's hear now what the public has to say about this.

Anders Eriksson, aka Evl of DHS: "BLOODY WELL DONE!!"

I'm not sure if he was talking about the player or his dinner though.

This is a dream coming true for every Falcon user, try it now!!
Send donations afterwards! :)

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe

3981. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.961209220900.12675B-100000@tintin.lysator.liu.se>
Source record: 8274

```
On 9 Dec 1996, Katherine L Ellis wrote:

> Hi , WHat is the best way to manage memory in ACC?
> I've read that Malloc is no good in ACC. True or not?
> If true what would be the solution?
> and could you show me an example, do I have to use reserve? inline? or
> what?
> HELP!!!
> Thanks.:)

Hi!

Inline isn't very good, cause it can only handle 32767 bytes max.

One thing you can do is declare an array of value like this:
To reserve 102400 long words - 409600 bytes.

DIM a%(102400)
ap=V:a%(0)

ap would then be a pointer to the reserved space.

Hope it helps!

Tomas

--
NoBrain/NoCrew
nobrain@nocrew.pp.se
http://www.lysator.liu.se/~tobe
```

3982. Launching a program under MagiC5

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <81648551_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 8275

I'm very confused and I've looked at the MagiC5 documents.

How can I launch a program (say CAB) from another program, AND leave the original program running?

Magic5 doesn't support Pexec (load,go,don't wait).

Magic5 doesn't 'seem' to support mode 0 of shel_write.
Mode1 is no good because it doesn't launch the program until the calling program has exited. :(

Help!!! Does anyone have any idea how I can do this?

I'm not interested in sharing memory or any of that stuff. Just a straightforward start another program.

Thanks for any advice,

Gary.

--

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris

3983. psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-09 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <32ACE58A.63D7@ames.net>
Source record: 8276

I'm having trouble making sense of the docs on the basic ST sound chip. What exactly is its relationship to the floppy drive? When talking to the sound chip directly from within an interrupt {not using xbios}, I get the right sounds, but then can't access A: until after rebooting. I masked interrupts while writing to the psg, thinking it might prevent conflicts, but it doesn't seem to matter. Any ideas? I can post some assembly source here if the solution isn't obvious from this description. -- Mark

3984. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850259288@p24.f101.n323.z205.mbh.org>
Source record: 8142

Anthony Jacques wrote:
> Well, in my book, anyone who can afford a Medusa or Hades can afford to
> go out and by a second hand STE. I think including these machines in a
> debate about (primarily) arcade games is pointless. 99% of arcade games
> go wrong when played at the wrong speed. This is simply because they
> are highly dependent on timings... even the difference between 50 and
> 60Hz makes a difference...

So the debate went the wrong way. We were trying to talk about the best game language and not the best arcade language for ST/Ste. And in a debate about a good game lamguage all types of Atari machines are allowed. Making games for all types of machines is a hard job, requireing a powerfull language. It seems to me STOS isn't powerfull enhough to do this. It's very nice Tony makes cool games with STOS for ST's, but that is not enhough to prove STOS is the best language for games. I had to emphasize the GEM part because that's STOS' the week point making it not the best language for games.

>> Why do you want to uninstall atari software? ;-)
>
> hehehe... well, maybe if it is to big/slow?

I think we are quite lucky here on the Atari platform. Most software can be un installed by simply trowing away the folder it's in. Windhoos software is totally different on this point...

> No, there is nothing false in the above. However, it makes slower
> machines redundant. There are FAR more ST's out there than Falcons,
> TT's and Medusas all put together, so why make games that the majority
> of users cannot use?
> Yes, fine, write games for powerful machines (I am doing this), but
> please do not expect ALL games to be for powerful machines. This is
> what you are doing, if you are advocating the use of GEM for games
> programming.

I am not advocating that all games should be GEM games, but merely that a language has to be able to generate GEM games if it wants the label "the best language for games".

Bye, Hans Wessels

3985. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850257987@p24.f101.n323.z205.mbh.org>
Source record: 8143

Tony Greenwood wrote
> On 2 Dec 1996 08:10:01 GMT, josk@ifi.unit.no (Jo Even Skarstein)
> wrote:
>
>
>> : hmm I know C is good, I would never dispute that, just sounds
>> : limiting?, from that description?
>
>> No, that exactly what it's not! Because of the very limited amount
>> of reserved words and the standard libraries, C-programs can be
>> compiled on just about any platform ever made.
>
> I did not mean limiting in compatability, I meant limiting in, eeerm
> in the programmers eeerm, cant think of the words here?, his flair!,
> his ideas, his sense of adventure his his.....the less commands then
> the less options, BUT I was only going by the above, I really have no
> idea on the subject other than whats been said recently,

Yes, I see your point. It's not limiting. Most things you call commands in basic are funtions in C. The small standard command set is enhough to do all programming with. I can't give a better explanation. Maybe you can compare it to someone fron China asking if only 26 different characters are very limiting for the english language.

Bye, Hans Wessels

3986. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32ad7f0e.1022984@news.airtime.co.uk>
Source record: 8144

On Tue, 10 Dec 1996 11:27:51 GMT, D.E.Jones@ex.ac.uk (D.E.Jones)
wrote:

>> Why does GFA return 2 bombs when I try to load in a file with the
>> extension *.LST

>Hi Tony,
> GFA will only allow you to 'merge' *.LST files (as far as I know). If
>you try to 'load' it assumes you are trying to load a *.GFA file!

Thanks, sussed it :)

I would have thought an error message at least, plus you cannot start
from scratch with an lst file then?, well you can if you NEW then
merge into an empty file :)

Anyway have it sorted now, THX :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

3987. Environment Strings and AES <4.00

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 8277

Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS 1.02?

All AES's have shel_envrn for reading them, so it seems a bit odd that you can't set 'em!!

Thanks for any advice,

Gary

--

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris

3988. Re: Launching a program under MagiC5

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32AD2F8A.41C67EA6@etlxdmx.ericsson.se>
Source record: 8278

Gary Priest wrote:
>
> How can I launch a program (say CAB) from another program, AND leave the
> original program running?

Hmm, this seems familiar ;-)

I've recently been through the same problem in this very newsgroup. The answer is to use shel_write() mode 1 for MagiC with a shell parameter of 100. Note, with mode 1 you will also need to test if the program to be launched is TOS or GEM (if you don't know this at compile time). Also, if you want your program to run under other multitasking systems as well as MagiC you will need to test for which is in use and use shel_write() mode 0 for MultiTOS and Geneva.

Hope this helps

Regards
Martyn

3989. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-1012961127520001@144.173.2.234>
Source record: 8279

In article <32a55455.3937900@news.airtime.co.uk>, stosser@airtime.co.uk wrote:

> OK apologies for what are probably really lame questions, but I am
> using this forum as a way to get quick and easy answers :)
>
> Why does GFA return 2 bombs when I try to load in a file with the
> extension *.LST

Hi Tony,
GFA will only allow you to 'merge' *.LST files (as far as I know). If
you try to 'load' it assumes you are trying to load a *.GFA file!

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

3990. Re: Environment Strings and AES <4.00

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1012961141400001@47.85.0.99>
Source record: 8280

In article <11102312_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

> Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP
> in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses
> Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS
> 1.02?
>
> All AES's have shel_envrn for reading them, so it seems a bit odd that you
> can't set 'em!!
>

Hmm, this is the second post about environmental varaibles, must be that
time of year :)

You can set environmental variables with several programs, such as
SETENV.PRG or the CPX version. These are available from umich.

Basically, you set up a file with all of the environmental variable
strings, & this is read by the setter program & the variables are set.
This works for TOS,MiNT & probably anything else.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

3991. Re: Environment Strings and AES <4.00

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: "R. Mellish" <rm03@ic.ac.uk>
Message-ID: <58jqud$bp9@oban.cc.ic.ac.uk>
Source record: 8281

Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone know how to set environment strings such as BROWSER=C:\CAB.APP
>in versions of the AES prior to 4.00 (4.00 uses shel_write). Magic uses
>Magic.Inf similarly so does MiNT. But how do you do it with say, good old TOS
>1.02?

You can set enviroment variables for the GEM desktop and all programs
launched from it with the GEMENV program:

http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/gemenv.lzh

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk All the bees are dead.

3992. Re: Environment Strings and AES <4.00

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <58jsk3$hs7@dux.dundee.ac.uk>
Source record: 8282

```
: >But how do you do it with say, good old TOS
: >1.02?
Gulaam does I think ? :-)

Davy

--
<>< Davy Mitchell ><>
Happiness - It's Tempting But So Is Sin
dmitchel@mcs.dundee.ac.uk www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
```

3993. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961210151938.2354A-100000@pallas.amp.uni-hannover.de>
Source record: 8283

On Sat, 7 Dec 1996, Chris Cholette wrote:

> Is it possible to get Linux running on a 520ST? I know the Linux docs
> say you need at least a 68020, but is there any way around this? I'd
> also like to upgrade the RAM and such, any advice?

Get a PAK 68/3, that replaces the 68000 by a card with a 68030. You'll need at least 4 MB, 8 MB is not wasted at all. I assume you got a large enough harddisk.

If you lack memory as well as the PAK, it's probably cheeper to lay hands on a used Macintosh, the ones with 68030 are really cheap nowadays. If you wanna stay with Atari, look for a used TT.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3994. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961210152337.2354B-100000@pallas.amp.uni-hannover.de>
Source record: 8284

On 9 Dec 1996, James Cox wrote:

> Chris Cholette (cholette@pilot.msu.edu) wrote:
>
> : Is it possible to get Linux running on a 520ST? I know the Linux docs
> : say you need at least a 68020, but is there any way around this?
>
> As far as I can tell, you need at least a 68030 with a PMMU chip. This
> appears to be just the way Linux was written, and would appear to be very
> difficult to change.

There are ways to do so. The 68030 integrates the PMMU on the same chip.
Linux is a real Unix derivative, as such memory protection and mapping is
an inherent part of the kernel.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3995. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961210152813.2354D-100000@pallas.amp.uni-hannover.de>
Source record: 8285

On Mon, 9 Dec 1996, Mark Slagell wrote:

> I'm having trouble making sense of the docs on the basic ST sound chip.
> What exactly is its relationship to the floppy drive? When talking to
> the sound chip directly from within an interrupt {not using xbios}, I
> get the right sounds, but then can't access A: until after rebooting. I
> masked interrupts while writing to the psg, thinking it might prevent
> conflicts, but it doesn't seem to matter. Any ideas? I can post some
> assembly source here if the solution isn't obvious from this
> description. -- Mark

You haven't locked floppy access. Use the flock system variable to
synchronize your access to the sound chip with the OS. The problem arises
from the soundchip having multiplexed registers. The OS relies on a
certain register being selected, while your interupt fires and selects
a different one.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3996. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>
Source record: 8286

On 9 Dec 1996, Katherine L Ellis wrote:

> Hi , WHat is the best way to manage memory in ACC?
> I've read that Malloc is no good in ACC. True or not?
> If true what would be the solution?
> and could you show me an example, do I have to use reserve? inline? or

There is one point you are allowed to Malloc memory in an accessory, that is *before* you do the first AES call. That is normally appl_init(), so you cannot have any user interaction before the Malloc. However, files can be read, for instance, as you don't need AES for that, but you cannot use the fileselector to locate it.

With GFA be careful, which command might contain hidden AES calls.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

3997. Environment Strings and

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <583_9612101510@conchbbs.com>
Source record: 8287

System variable the_env at $4BE points to the default environment string.

The problem is that the normal environment string cannot be expanded. You need to replace the string with a larger buffer using a TSR. Then just add on the the end as needed.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

3998. Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <584_9612101510@conchbbs.com>
Source record: 8288

k > I've read that Malloc is no good in ACC. True or not?

It depends on whether the current application is hogging all of RAM.
Otherwise, it works fine.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

3999. psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <585_9612101510@conchbbs.com>
Source record: 8289

Port A of the PSG is used to control certain floppy functions (among other things).
Port B of the PSG is used to drive the centronix printer port.

Bit 6 of register 7 (Noise/Tone Mixer) controls whether Port A is used as input or output, and bit 7 controls Port B.

These bits should always remain set!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4000. Improving TCP/IP performane (was Re: CAB - printing pictures)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <58kuhu$5n@ornews.intel.com>
Source record: 8290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <58kr41$4i7@newsfeed.cs.auc.dk>,
chainxor@iesd.auc.dk (Henrik Lunardi Weide) wrote:
>
>CAB uses NVDI 3/4 or SpeedoGDOS 4/5 for printing.

Aha. That may explain my probelsm, at the least.

Since we're on the subject, anyone interested in TCP/IP in general might
want to look at the pages starting at http://www.nlanr.net/ - there's a lot
of research going on to try to improve Internet performance.

f/u set to comp.sys.atari.programmer since that's a programming issue.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

4001. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-10 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850257128@p24.f101.n323.z205.mbh.org>
Source record: 8291

Tony Greenwood wrote:

>> Agree. Most GEM-based games stinks. It isn't possible to write a
>> good arcade-game that's 100% GEM-based. Why is GEM even mentioned in
>> this thread at all? Yes, I know that STOS doesn't support GEM (And
>> the
>
> It was brought in by people who argued that a game language is only
> good if it uses GEM as then Madusa and Hades owners could play them,
> a silly argument IMHO but there ya go,

No, I didn't say that. When someone is claiming a language is the best game language, without specifying the game types that it's best for, nor the computer you are developping for, such a best language has to be able to do GEM games, it has to be able to generate on Medusa and Hades. Otherwise he has to set some boundairies like 'the best for arcade games for ST's'.

>> BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
>> Compatibility is a lousy argument, GEM-based games are too slow to run
>> on simple 68000 Ataris. And without a 3D AES and atleast 16 colours
>> they are ugly as hell too.
>
> I could not agree more,

Are we talking about the best game language or the best game language for 68000 systems only?

Bye, Hans Wessels

4002. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850261495@p24.f101.n323.z205.mbh.org>
Source record: 8145

Mark Slagell wrote:

> I'm having trouble making sense of the docs on the basic ST sound
> chip. What exactly is its relationship to the floppy drive? When
> talking to the sound chip directly from within an interrupt {not using
> xbios}, I get the right sounds, but then can't access A: until after
> rebooting. I masked interrupts while writing to the psg, thinking it
> might prevent conflicts, but it doesn't seem to matter. Any ideas? I
> can post some assembly source here if the solution isn't obvious from
> this description. -- Mark

The drive- and side select of the diskdrive come from the soundchip. With:

```
move #$2700,SR ; disable interupts

move.b #$0E,$FFFF8800.w ; select IO register A
move.b #$00,$FFFF8802.w ; Write 0 into the register

loop:
bra.s loop ; stay here forever
```

the drive leds of drive A and B are switched on, but as soon as you are starting your sound routine the drive leds will go out and you can't get them on again. (Try it, I am sure I am right on this point!). After you started you your soundchip routine the following things won't work anymore:
-drive a
-drive b
-the printer
-the serial port
-the speaker of a TT will not work

All these things are handled by I/O port A of the soundchip. Now what's your problem? When you are playing sound you will make use of register 7 of the soundchip (the Mix-Ctrl register). This register switches sound and noise on and of for all three channels, but also determines the direction of the I/O ports. When you set the 2 highest bits in this register to zero you switch the to I/O ports to input. when I/O A port is switched to input it can't send drive select to the drives and so on. The simplest way is to force the two bits to 1 (by or-ing with $C0), bet better is to set the bits in their original state. I recently patched a sound routine with this problem the following way:

```
save_registers:
;save all traps and hardware registers that are altered
; all registers are save to a space pointed at by A0

move #$2700,SR
.....
```

```
; lots of registers are saved overhere
; and now for the soundchip bit:

move.b #$7,$ffff8800.w ; mix ctrl
move.b $ffff8800.w,d0 ; get the register
move.b d0,(a0)+ ; save it
and.b #$C0,d0 ; get the two highest bits
lsl.w #8,d0 ; make it right for the play routine
move.w d0,io_modify_adr ; modify some code
move.b #0E,$ffff8800.w ; IO register
move.b $ffff8800.w,(a0)+ ; save IO register

....
; end of initialisation code

soundchip_music: ; the soundchip routine
lea $ffff8800.w,a6 ; use a6 as soundchip base
movem.l music_data(pc),D0-A4; the music data that has to go to
; the soundchip
move.l d0,(a6) ; write d0 to the sounchip, in this
; routine d0 contains the data for
; soundchip register 0 and so on
move.l d1,(a6)
move.l ...
move.l d6,(a6) ; sounchip register 6
and.w #$3f00,d7 ; clear high bits for register 7
io_modify_adr equ *+2
or.w #$c0000,d7 ; this number willbe modified by the
; init routine
move.l d7,(a6)
....
```

You can also make sure the data for soundchip register 7 gets the right bits set in the music routine itself. Make sure you write all soundchip data to $ffff8800 and $ffff8802. On an ST you can write also data to the following adresses (so you can use a movem.l to set de soundchip registers (movem.l d0-a4,$ffff8800.w), but this will not work on a Falcon because the soundchip registers aren't mirrored anymore, instead of sound you will get a bus error on a Falcon. Second: the official hardware adress of the soundchip is $ff8800, but in all atari hardware it's also at $ffff8800. In the hades it's only at $ffff8800. This way they can use all memory as ST RAM and the RAM will be continues (otherwise there had to be a gap from 14Mb to 16Mb for the hardware registers and cardridge port and so on). SO you can savely use adress $ffff8800 as soundchip adres.

Hope this helps, Hans Wessels

4003. Atari portfolio

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: d.cosmo@altanet.it
Message-ID: <58kts6$q3t@dante.italia.com>
Source record: 8146

Dear Portfolio friend,
i hope you can answer me:
Can I change the ram cipset in my portfolio for more internal ram ?
Where I found a serial port for my portfolio ?
If yes How ?
Can you send me material about portfolio big write?
Have you the ATARI PORTFOLIO's electric map ?
I LOVE PORTFOLIO and I wount all material about it
I hope you answer me soon.

A Friend

Donato Cosmo
d.cosmo@altanet.it

4004. Atari emulator

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9612110001.D8713LW@wbris.starnet.net>
Source record: 8147

I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? If you have PC Xformer, but do not use it, name a price. I have an 800XL I would like to sell in the future, but I wish to see if my current Atari stuff can be run on my IBM.
If you can help me, please send me e-mail because usenet news is not easily read by me. Thanx!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

"Sint Roman. Dar dumneavoastra?"

To: comp.sys.atari.8bit@pubnews.demon.co.uk
comp.sys.atari.programmer@pubnews.demon.co.uk

4005. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <58lo01$65t@cndns.combitech.se>
Source record: 8148

In article <584_9612101510@conchbbs.com>, John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> k > I've read that Malloc is no good in ACC. True or not?
>
> It depends on whether the current application is hogging all of RAM.
> Otherwise, it works fine.
>

It is only allowed under MultiTOS.

On normal TOS it won't work.
The problem is that most of the time you won't notice that it doesn't work.
Because they can't see any problems many programmers think that it works.
But belive me IT DOES NOT WORK !

TOS will think that the Malloc was done by the main application so if the
main application terminates TOS will make the memory free again. And
when the next application allocates memory....crasch....

/
/ Daniel

4006. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32ae7e75.1519495@news.airtime.co.uk>
Source record: 8149

On Tue, 10 Dec 96 23:25:50 +0100, in comp.sys.atari.programmer you
wrote:

Hi Hans :)

>No, I didn't say that. When someone is claiming a language is the best game
>language, without specifying the game types that it's best for, nor the computer
>you are developping for, such a best language has to be able to do GEM games, it
>has to be able to generate on Medusa and Hades. Otherwise he has to set some
>boundairies like 'the best for arcade games for ST's'.

Well I was led to believe that STOS could be made to work on the
Madusa etc as soon as the author of the STOS Generic fixer finds
someone with such a machine that can offer 5 minutes of co operation,
this is one of the reasons we cannot support the TT, well someone has
come forward now so TT will be supported in the future, so presuming
the above is correct (Anthony??) then who needs GEM ?

> >> BIOS/XBIOS-support stinks too.) but it really isn't relevant here.
> >> Compatibility is a lousy argument, GEM-based games are too slow to run
> >> on simple 68000 Ataris. And without a 3D AES and atleast 16 colours
> >> they are ugly as hell too.
> >
> > I could not agree more,
>
>Are we talking about the best game language or the best game language for 68000
>systems only?

Well I didn't write the above, but! you do keep asking if we want to
change the original statement <smile> and I keep telling you NO!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4007. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <58m26l$jsb@m1.cs.man.ac.uk>
Source record: 8150

In article <850259288@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
> > Yes, fine, write games for powerful machines (I am doing this), but
> > please do not expect ALL games to be for powerful machines. This is
> > what you are doing, if you are advocating the use of GEM for games
> > programming.
>
>I am not advocating that all games should be GEM games, but merely that a
>language has to be able to generate GEM games if it wants the label "the best
>language for games".

Ah... well, I would say that is only necessary if it is to be labeled "the
perfect language for games". I would suggest that in the abscence of
any alternatives (which is what Tony was trying to establish), an imperfect
languague can still be the best...

Anthony
--

Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4008. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32AE9DEB.167EB0E7@etlxdmx.ericsson.se>
Source record: 8151

Tony Greenwood wrote:
>
> >This isn't just the German viewpoint. In the days when the UK had a
> >choice of magazines, ST Format was always the most trivial by far,
>
> Was it?, you write that as if it is fact, that is surely your
> opinion, and granted the opinion of many others<G>,

True, but a statement like that is by definition subjective :-). How do you measure the triviality or otherwise of a magazine?

> >although it did improve toward the end. I seem to remember an Atari
> >World survey that showed a much higher hard-disk ownership ratio than
> >Tony is implying. It'll be interesting to see the results of the Atari
>
> But still I think you will admit, the minority?

Can't remember. I'd have to look that one up.

> >Computing survey from issue 1. Certainly everybody I know personally
> >with an Atari has a hard disk and I live in the UK (the Swedish tag on
> >my e-mail address is just there to confuse ;-)).
>
> aw really, and who where the only people who knew about (the
> excellent!) ATARI computing issue 1?, ok maybe not only, but people on
> line knew about ATARI computing, not many others did, so any survey
> carried out in issue one will be mostly by on liners that we allready
> agree are mostly hard drive owners?

Not true. I have only recently come on line (about 6 weeks ago) and I heard about it from about three different sources prior to the first issue (although one of them was a friend who had been e-mailed details :-)). I got the first issue before going on line.

> ST Format IMHO was by far the best magazine ever produced in the UK,
> it had everything, yes including mistakes,

I read ST Format from issue 1 of ST/Amiga Format and didn't miss an issue. In the early days I learned a lot about my computer from it but after a while they were simply recycling stuff that had been done before either by them or other magazines. They also never raised the level of expected user competency. It was great to have everything explained in noddy language to begin with but after a while I grew out of it. IMHO Format's credibility plummetted when Paula Richards was editor and never really fully recovered despite the valiant efforts of those that followed.

So why did I keep buying it? Well, there wasn't a lot of choice was there? I remember being very depressed when Review folded since the only support we were going to get was from Format. This may, of course, have had something to do with me spending GBP700 on a Falcon about a week before :-(. When Format went it was sad but didn't really hit me as hard despite it being the last UK news-stand publication.

As someone whose primary interest is games (I believe), I can see why you liked Format so much. However, even you must admit that hard-core games fans have become a little thin on the ground on the Atari in recent years. This is where Format's problems stemmed from. It's difficult to write about games when none are being released (though they had a bloody good try) and, IMHO, this was no longer an area where most of their readers interests lay.

Regards
Martyn

4009. g++ and gdb

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: mdw@liverpool.ac.uk
Message-ID: <E29AqF.EGz@liverpool.ac.uk>
Source record: 8152

I've got a bit sick of using plain C, especially after working in C++ in work on PCs and unix machines, so I've decided to switch from Lattice to gcc/g++ for my atari stuff. I downloaded all ofthe latest bits and bobs from the umich mirror on imperial, and have managed to get gcc compiling (apparently quite happily). Unfortunately I don't seem to be able to get gdb to work with the rest ofthe tools. I've used sym-ld to generate a symbol table, but gdb keeps on telling me it can't read teh symbol table file, and suggesting I use the -mshort option (I've tried compiling with mshort, by the way, and usingthat, but gdb still gives the same errors). Unfortunately I don't have an atari to hand at the moment, so I can't remember the exact errors and version numbers (ie, the useful stuff :-), but does anyone recall any incompatibilities between gcc and gdb versions? Or have any ideas I might try?

Incidentally, how good is g++ on the atari? I use Borland C++ v4.5 on PCs, and the latest g++ on unix - what sort of things am I likely to find misssing? Any bugs I should look out for?

I'm not sure how frequently I can check this group, so I'd appreciate it if any replies could also be mailed to me at abaddon@nasoftwr.demon.co.uk

Thanks for any help,
Kev

4010. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>
Source record: 8153

In article <58lo01$65t@cndns.combitech.se>,
daniel.hagg@marine.combitech.se (Daniel H&#65533;gg) wrote:

> In article <584_9612101510@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) writes:
> > k > I've read that Malloc is no good in ACC. True or not?
> >
> > It depends on whether the current application is hogging all of RAM.
> > Otherwise, it works fine.
> >
>
> It is only allowed under MultiTOS.
>
> On normal TOS it won't work.
> The problem is that most of the time you won't notice that it doesn't work.
> Because they can't see any problems many programmers think that it works.
> But belive me IT DOES NOT WORK !
>
> TOS will think that the Malloc was done by the main application so if the
> main application terminates TOS will make the memory free again. And
> when the next application allocates memory....crasch....

Daniel is 100% correct, believe me. Never do a Malloc() in a desk
accessory after the first AES call! Before that point is OK, as the memory
belongs to the desktop. This does not apply if you are using Geneva or
MultiTOS, since they both treat each process individually.

For a similar reason, you have to be careful when leaving files open (that
is, they haven't been Fclose'd) in a DA. Let's say I open a file and then
the user quits the main app. Since the file handle actually "belongs" to
the app, the file is automatically closed by GEMDOS. If the DA then tries
to use the file handle, it will get an error message at best or, at worst,
start writing to a file that has since been opened by another app.

The moral of this story: always close files you open in a DA, or at least
be aware that they may get closed for you. In fact, you can assume that if
you have received an AC_CLOSE message and you are singletasking, that the
file has been closed by GEMDOS for you. Don't try to write to the file
after that point.

Dan Wilga
Gribnif Software

4011. !!!!! AUDIO FILE FORMAT RESCOURCEGUIDE (AFFR) !!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: stallion@worldonline.nl
Message-ID: <58n3h1$gkb@neptune.worldonline.nl>
Source record: 8154
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.help

All you programmers pay attention:

There's a new guide containing descriptions on audio file formats.
Formats included for instance WAV, VOC, TXW and many others.

This programmers' dream is available at:
http://www.worldonline.nl/~stallion

And check the AFFR button.

Have fun and happy developing,
Dave

4012. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <58n41l$apj@ornews.intel.com>
Source record: 8155

In article <850261495@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
>...After you started you your
>soundchip routine the following things won't work anymore:
>-drive a
>-drive b
>-the printer
>-the serial port
>-the speaker of a TT will not work
>

Hans, is there a small program to go in the AUTO folder and swithc off the TT Speaker? I could unplug it, I suppose, but I hate to diable hardware when software can switch it on and off. The reason I would ike to do it in the AUTO folder is that I am running AWAV, and there's no volume control until after GEM loads; I can control the external speakers easily enough with the knob on the amplifier, but naturally that has no effet on the TT's internal speaker.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

4013. Re: Buttons ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <850428404_OASIS_@swampdog.demon.co.uk>
Source record: 8156

In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-

>Hi ..
>
>Today I had a chance to check out a SGI-machine. Not to mention that
>the whole thing was really impressing (speed/graphics etc) but what I
>liked most was a demo wich is called (I think) flying buttons.
>
>Clicking on a button caused the button to grow, spin around in a 3D
>style until it's "backside" filled the whole screen, showing another
>screen.
>
>Is it possible to implement something like that on the Falcon or
>under Magic on a faster machine (eg. a powerMac ?)

I don't see why not. An ST could probably get away with it even
because there a lot less screen data to shift.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4014. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <850426086_OASIS_@swampdog.demon.co.uk>
Source record: 8157

In article <Pine.BSI.3.95.961209130835.5160B-100000@usr05.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>Hi , WHat is the best way to manage memory in ACC?

The problem with Malloc in any accessory is down to multitasking. Even in standard gem this occurs, between the main application and the loaded accessories. Each process has a unique identifier which is written to a special place when a particular process is active. That way, when a process terminates the system resources allocated to it can be returned.

>I've read that Malloc is no good in ACC. True or not?

When an acc is loading it is the active process. Gem can only task switch when a program makes an aes call, appl_init() typically. Standard gem will *truly* taskswitch from an accessory to the main application but *never truly* back from the main application to *any* accessory. The end result is any memory obtained after appl_init() will almost certainly belong to the main process instead of the acc.

When the main process terminates, the accessory loses all memory it obtained after its first aes call but keeps what it obtained before its first aes call. When the next application is started - disaster, because both it and the acc are using the same memory area(s).

>If true what would be the solution?

The general solution is only to Malloc() before appl_init(). If your acc is unable to tell at load time how much mem it needs, you can do little more than provide a facility for the user to specify how much of a chunk it should get at this time then provide your own memory management routines. StiK for instance, does exactly this via the ALLOCMEM variable.

A more specific solution for standard gem is to momentarily hack the accessory id into the memory location used for the active process. It works but requires some tricky programming because the memory location moves in different gem versions. Worse still - you must cater for all the different operating systems where the hack may or may not work at all. Magic for example, has no such problem - you can Malloc() as and when you feel like it anywhere in your accessory. As for MiNT and Geneva - I dunno about them.

>and could you show me an example, do I have to use reserve? inline? or
>what?

Dunno any GFA but you must ensure there are no Malloc() calls made
after the first aes call, by you or internally by some GFA routine you
might use.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4015. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <32AF4170.4396@ames.net>
Source record: 8158

Thanks for all the advice guys, especially Hans. I had thought register 7 of the psg was the root of the problem, but I didn't have any good source code examples to guide me. I'd actually disassembled part of the TOS ROMs, I was so desparate. There in the system sound daemon I found the top two bits being always set, as John says. But it didn't work for me, I'm not sure why. Maybe it has to do with 'flock' as Peter says, but I thought that was just for DMA. At least that's what the Compendium says, though it's been wrong before.

While I'm grousing about confusing documentation, anyone ever notice that the psg register numbers in the Yamaha documentation supplied with the old developers' kit don't match those in the Compendium? Yet in this case the Compendium is apparently right and Yamaha wrong. Gah!

Anyway, here's the solution I came up with. It seems to work without stepping on the toes of any devices.

```
sound: ; expects a0 to point to 14-byte sound packet, uses d0-d3/a1-a2
move.w #$-7800,a1 ; a1 -> psg reg select
move.w #$-77fe,a2 ; a2 -> psg data
moveq #0,d0 ; register counter
moveq #14,d1 ; for loop end test
move sr,sr_0 ; store proc flags
or #$700,sr ; disable interrupts
.loop: move.b d0,(a1) ; send register number
cmp.b #7,d0 ; mixer control register requires
beq.s .is_7 ; special handling
.not_7: move.b (a0)+,(a2) ; write to register
bra.s .comn
.is_7: move.b (a2),d2 ; read mixer control register
and.b #$c0,d2 ; mask
move.b (a0)+,d3 ; get our data
and.b #$3f,d3 ; mask
or.b d2,d3 ; this way we write our six bits
move.b d3,(a2) ; while leaving the other two alone
.cmn: addq #1,d0 ; next register
cmp.w d1,d0 ; see if we've filled up to reg 14
bne .loop
move sr_0,sr ; restore proc flags
rts
. . .
sr_0: dc.w 0
```

4016. Re: C Libraries STOS Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <850428554_OASIS_@swampdog.demon.co.uk>
Source record: 8159

In article <586cl7$9t2@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>>[oops too much snippo] erm, I said ...
>>It should be possible but intimate knowledge of STOS and the compiler
>>would be needed. A compiler which allows inline assembler might be
>>capable but reguardless how I word it an assembler interface of some
>>kind would be required between the two, if only to preserve registers,
>>stack etc.
>
>Yes, I think you are right about that... Maybe it would be worth me
>looking at this sometime...

Give it a whirl - even my old MWC compiler can do PC relative!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4017. Re: STOS 96,

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850337494@p24.f101.n323.z205.mbh.org>
Source record: 8160

Tony Greenwood wrote:

> Hi Hans :)

Hi!

> Well I was led to believe that STOS could be made to work on the
> Madusa etc as soon as the author of the STOS Generic fixer finds
> someone with such a machine that can offer 5 minutes of co operation,
> this is one of the reasons we cannot support the TT, well someone has
> come forward now so TT will be supported in the future, so presuming
> the above is correct (Anthony??) then who needs GEM ?

Now you are thinking a bit too simple. Maybe getting TOS data out of a Hades will fix STOS for a Hades (the cludge must go on). It still doesn't solve the problem of writing GEM games. The fact you don't like GEM doesn't mean other people don't want to write GEM games and secondly, the argument GEM being too slow is only a real concern for arcade games. Simulation, board and puzzle games don't need the blazing speed of direct screen manupulation. Why going not portable when you can write portable (=GEM conform) games? Especially when speed is not the main factor.
Secondly fixing STOS for a Hades does only mean that the program won't crash on a hades. Your games still won't work. New STOS upgrades are necesarry to get acces to the video memory of the Hades. So you have to own a Hades to write games in STOS for it. GEM games can be developed on every TOS compatible computer an will run on all other computers. (For the kintters among us: I am not telling Tony should write GEM games, nor that he should write games specially for the Hades. I am just telling that GEM programming is the way to go if a game should work on any TOS compatible machine.)

Bye, Hans Wessels

4018. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850338245@p24.f101.n323.z205.mbh.org>
Source record: 8161

Anthony Jacques wrote:

>> I am not advocating that all games should be GEM games, but merely
>> that a language has to be able to generate GEM games if it wants the
>> label "the best language for games".
>
> Ah... well, I would say that is only necessary if it is to be labeled
> "the *perfect* language for games". I would suggest that in the
> abscence of any alternatives (which is what Tony was trying to
> establish), an imperfect languague can still be the best...

I think C is a good alternative. It will do all the GEM stuff. Doesn't need any fixing for TOS versions. And has the ability to do all the direct memory stuff needed for the fast arcade games. C isn't the perfect game language too, but is more all round than STOS is. I cam up a chess game written in C (GNU chess) and with serveral GEM games. The only thing I didn't show is an arcade game written in C that matches Tony's Heartland., On the other it is agreed STOS is useless for GEM. So I think C will be the best language to write games in and the only question that remains un answered is 'Can C beat STOS on the arcade game level?'.

Bye, Hans Wessels

4019. Re: Buttons ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850423814_OASIS_@pcc-uky.campus.mci.net>
Source record: 8162

In article <850428404_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>>Is it possible to implement something like that on the Falcon or
>>under Magic on a faster machine (eg. a powerMac ?)
>
>I don't see why not. An ST could probably get away with it even
>because there a lot less screen data to shift.

Take a peek at the Apex demo...I really like the way it shifts between
some of the screens/functions...! :)

--

_/_/_/

4020. Your GOD Loves You - YES YOU!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: Someone <Someone@home.thinking.about.you.com>
Message-ID: <12121996024025833966712250l7Someone@home.thinking.about.you.com>
Source record: 8163

I hope that you know your GOD loves you, no matter what GOD you believe in. Thank your GOD for life and ask your GOD to let you live as your GOD would want you to. When we look closely at GOD we begin to realize that we all believe in the same GOD, we may see GOD in different ways, but GOD will always be GOD. There can only be one GOD, and that one GOD loves us all, and wants nothing but the best for us. If your in doubt, just remember GOD works in mysterious ways, there is a reason for everything...

God thank you.

Someone

4021. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E2AtJp.FtA@cee.hw.ac.uk>
Source record: 8164

In article <32ACE58A.63D7@ames.net>, Mark Slagell <sluggo@ames.net> wrote:
>I'm having trouble making sense of the docs on the basic ST sound chip.
>What exactly is its relationship to the floppy drive? When talking to
>the sound chip directly from within an interrupt {not using xbios}, I
>get the right sounds, but then can't access A: until after rebooting. I
>masked interrupts while writing to the psg, thinking it might prevent
>conflicts, but it doesn't seem to matter. Any ideas? I can post some
>assembly source here if the solution isn't obvious from this
>description. -- Mark

It seems to me that you have disabled the disc drive. You see, one of
the registers (I think its register 7) controls the PSG states. Now, the PSG
has two parallel ports, Port A and Port B. I think (Dont have any docs with
me at the moment! This is all from memory) Port B controls the disc drive.

With this you can toggle the drive lights on and off (cool!), turn the drive
motors on and off, also you can very handily disable the drives.

So, to sum up, it seems that your code must be touching ports A and B.
(regs 13 and 14). If you like, you could e-mail me some code (I will get
back to you after the new year thogh!), and i'll do my best to sort it out!

Cheers,

Brian T. innes

4022. Mint, Minix etc

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <32B00CD8.7E32@eng.derby.ac.uk>
Source record: 8165

Hello
I use an atari falcon, I am wondering what the minimum specs (HD space, Ram etc) would be to run the following...

Minix (min partition size for a V2 filesystem)
XWindows (does this need mintnet, if so what does that need)
GCC (Space to run in...)

Currently I an using Mint V1.12 & Geneva 5 (GNVA_TOS.PRG still does not work though with mint miniwin works fine)

Basically I would like to know what I have to do before messing about with repartitioning my HD.

Also how do programs that don't know about long filenames cope under minix when given them? Does minix crop them to 8+3 or do you get rubbish? I.e. how useful is minix if you have older programs.

Thank you for any help either emailed to me or posted here.

Dale Needham

email : needhadp@sparcdii.derby.ac.uk

.....

4023. Re: Launching a program under MagiC5

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1258_mike@bbsgate.interware.it>
Source record: 8166

In uno strano messaggio del 11 Dec 96 gary@the-gap.demon.co.uk (2:333/608.1)
scrisse al povero All :
g> I'm very confused and I've looked at the MagiC5 documents.
g>
g> How can I launch a program (say CAB) from another program, AND leave
g> the original program running?

If you find usefull answers, please give back to us, as this maybe a common
problem.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4024. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32b03219.1215756@news.airtime.co.uk>
Source record: 8167

On Wed, 11 Dec 96 21:52:00 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>Anthony Jacques wrote:

> > "the *perfect* language for games". I would suggest that in the
> > abscence of any alternatives (which is what Tony was trying to
> > establish), an imperfect languague can still be the best...
>
>I think C is a good alternative. It will do all the GEM stuff. Doesn't need any
>fixing for TOS versions. And has the ability to do all the direct memory stuff

Realy I think Anthony put it in the correct concept, he says what I
am trying to say, but him being educated was able to say it betterm
heheh

>needed for the fast arcade games. C isn't the perfect game language too, but is
>more all round than STOS is. I cam up a chess game written in C (GNU chess) and

Her we go Chess again <G> excuse me but I see no reason why STOS
could not handle a chess game? although admittedly I have never had
the inclination to try evn though I am a Chess player,

>with serveral GEM games. The only thing I didn't show is an arcade game written
>in C that matches Tony's Heartland., On the other it is agreed STOS is useless
>for GEM. So I think C will be the best language to write games in and the only
>question that remains un answered is 'Can C beat STOS on the arcade game
>level?'.

NO is a quick and easy answer :)

Its been said, STOS is not perfect, but still the best around

STOS is unrivaled in the catagories stated, ie: BASIC and C
STOS Cannot do GEM
therefore STOS is what? 90percent compatable, the only machines it
would fall down on are Hades and Madusa types, I dont think complaints
would come flooding in from those quarters?

GEM made are fully compatable but can only handle board type games,
where STOS can handle arcade AND board type games?

I still feel STOS would taking the above into consideration be the
wisest choice, The only draw back STOS has is a slight compatability
problem with SUPER comuters, the only drawback other BASICS and C have
is they cannot manage anything that needs speed,timing and power, the
choice is easy :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4025. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850426022@p24.f101.n323.z205.mbh.org>
Source record: 8168

Rich Tietjens wrote:

>> -the speaker of a TT will not work
>
> Hans, is there a small program to go in the AUTO folder and swithc off
> the TT Speaker? I could unplug it, I suppose, but I hate to diable
> hardware when software can switch it on and off. The reason I would
> ike to do it in the AUTO folder is that I am running AWAV, and there's
> no volume control until after GEM loads; I can control the external
> speakers easily enough with the knob on the amplifier, but naturally
> that has no effet on the TT's internal speaker.

I haven't got a program right of the shelf, but I did write two small programs
for you doing the task. They both toggle the TT speaker on/off.

The first one is assembly:

```
pea fixit(PC)
move.w #$0026,-(SP) ; Supexec
trap #14 ; xbios
clr.w (SP) ; Ptrem
trap #1 ; Gemdos
fixit:
move SR,D0
move #$2700,SR ; shutup interupts
lea $FFFF8800.w,A0 ; soundchip
move.b #$0E,(A0) ; select register $0e
move.b (A0),D1 ; get current data
eori.b #$40,D1 ; toggle speaker bit
move.b D1,2(A0) ; write new data
move D0,SR ; restore sr
rts ; done
```

It assembles into a 74 byte program. Purists will say it's a bit dirty. I agree
with that.

The second one is in C:

```
/* toggle TT speaker on/of */

#include <tos.h>

int main(void)
{
char data;
data=Giaccess(0, 0x0E); /* get data */
Giaccess(data^0x40, 0x8E); /* write (data XOR $40) */
```

```
return 0; /* exit succes */
}
```

It will be compiled into a program of about 500 bytes (depends on how smart the compiler and linker are).

The programs are not tested since I don't own a (working) TT, but I think they both will work.

I hope this information is enhough for you the get the speaker switched on/of with your own program. Otherwise drop me a message and I will mail you the program.

Bye, Hans Wessels

4026. Re: Mint, Minix etc

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <58pigr$gfp@ccshst05.cs.uoguelph.ca>
Source record: 8169

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: Hello
: I use an atari falcon, I am wondering what the minimum specs (HD
: space, Ram etc) would be to run the following...

As always, more is better. 4 megs of RAM will work for what you want to
do, but it'll be a tight squeeze. I've heard 10-15 megs as a minimum for
a complete GCC/XWindow install, although that's likely on the small side.

: Minix (min partition size for a V2 filesystem)

There is, as far as I know, no minimum. There may be a maximum (512 megs,
IIRC), but it's easily gotten around by using symbolic links to the
unified file system to make the partitions transparent.

: XWindows (does this need mintnet, if so what does that need)

XWindow requires MintOS, which in turn should be used with MintNet.

: GCC (Space to run in...)

Can't say for certain, as I don't have GCC installed myself :P

[...]
: Also how do programs that don't know about long filenames cope under
: minix when given them? Does minix crop them to 8+3 or do you get
: rubbish? I.e. how useful is minix if you have older programs.

Programs that use the fileselector will work fine. Filenames are cropped
to 8+3, and converted to upper case. Files with the first 8 characters
identical, and identical extensions _can_ somehow be distinguished,
despite the fact that they show up with identical filenames under the 8+3
convention. There are various options you can set to control the
translation between TOS and MinixFS filenames, but I haven't played with
them. Essentially, reading is virtually transparent, writing may not be so.

THeo

4027. Atari 1040ST 1meg ram, dual floppies, color monitor

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-12 00:00:00 UTC
From: Blake Moore <bmoore@www.carolinanet.com>
Message-ID: <32B0FDA8.11DC@www.carolinanet.com>
Source record: 8170

Atari 1040ST 1meg ram, dual floppies, color monitor, mouse, joy stic,
software atari 1st word, vip proffesional, starglider, flight sim, and
other games, all original doc's and software, everything works fine, is
in very good shape,
This is a nice machine, but just isn't being used, won't to sell, will
ship COD + shipping, make an offer.
bmoore@carolinanet.com

4028. MIDI Switching Box Plans For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19961213040509323990@ip-pdx02-15.teleport.com>
Source record: 8171
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

MIDI Switching Box Plans For Sale

Have you ever fumbled around unplugging and plugging in MIDI cables from one device to another? Here is a fast, easy way to switch MIDI cables on computers, synthesizers, samplers, drum machines, effects boxes; any MIDI device. It eliminates the need for swapping cables. Anyone with more than one MIDI device should have one or more of these. Professional and home recording studios will find this item indispensable.

The MIDI Switching Box (MSB) can be used for a number of varied and useful applications, from a simple MIDI on-off switch, to a switching component in an advanced MIDI studio. You will find many uses for this simple and economical device. We use them all the time to quickly reconfigure MIDI devices in the studio.

While you can buy a MIDI Thru Box that will split a MIDI output signal into four or more outputs, it will NOT reroute data from one place to another. You need a switch box for this.

So, if you want to reroute MIDI data from one device to another, you can:

1) Get up, reach around your equipment, and unplug and plug your cables,
2) Buy an expensive electronic switcher,
OR
3) Build the MSB, and reroute your MIDI data stream simply by throwing a switch.

Swapping cable hassles are history!

Here are some things you can do with the MSB:
1. Switch a slave keyboard (or any MIDI device) on and off.
2. Switch a master keyboard to either of two slave keyboards/modules.
3. Switch a master keyboard to either a slave keyboard or sequencer/computer.
4. Switch a slave keyboard to either a master keyboard or sequencer/computer.
5. Switch a sequencer/computer to receive MIDI from either of two keyboards.
6. Design any other configuration, depending on your needs.

Assembly is straightforward, just a few tools and soldering iron, and should take less than an hour. All part are available at your local electronics store for under $10.

Complete building instructions, parts list, and studio configuration diagrams included.

MIDI Switching Box Plans
Price:

$5 (U.S. / sent first class)
$7 (outside U.S. / sent airmail)
Cash, check, M.O. No credit cards.

Send to:
Affinity
PO Box 10833
Portland, OR 97296
U.S.A.

Questions? zplanet@aol.com

4029. FS: MIDI Switching Box Plans

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19961213040448322736@ip-pdx02-15.teleport.com>
Source record: 8172
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

FS: MIDI Switching Box Plans

Have you ever fumbled around unplugging and plugging in MIDI cables from one device to another? Here is a fast, easy way to switch MIDI cables on computers, synthesizers, samplers, drum machines, effects boxes; any MIDI device. It eliminates the need for swapping cables. Anyone with more than one MIDI device should have one or more of these. Professional and home recording studios will find this item indispensable.

The MIDI Switching Box (MSB) can be used for a number of varied and useful applications, from a simple MIDI on-off switch, to a switching component in an advanced MIDI studio. You will find many uses for this simple and economical device. We use them all the time to quickly reconfigure MIDI devices in the studio.

While you can buy a MIDI Thru Box that will split a MIDI output signal into four or more outputs, it will NOT reroute data from one place to another. You need a switch box for this.

So, if you want to reroute MIDI data from one device to another, you can:

1) Get up, reach around your equipment, and unplug and plug your cables,
2) Buy an expensive electronic switcher,
OR
3) Build the MSB, and reroute your MIDI data stream simply by throwing a switch.

Swapping cable hassles are history!

Here are some things you can do with the MSB:
1. Switch a slave keyboard (or any MIDI device) on and off.
2. Switch a master keyboard to either of two slave keyboards/modules.
3. Switch a master keyboard to either a slave keyboard or sequencer/computer.
4. Switch a slave keyboard to either a master keyboard or sequencer/computer.
5. Switch a sequencer/computer to receive MIDI from either of two keyboards.
6. Design any other configuration, depending on your needs.

Assembly is straightforward, just a few tools and soldering iron, and should take less than an hour. All part are available at your local electronics store for under $10.

Complete building instructions, parts list, and studio configuration diagrams included.

MIDI Switching Box Plans
Price:

$5 (U.S. / sent first class)
$7 (outside U.S. / sent airmail)
Cash, check, M.O. No credit cards.

Send to:
Affinity
PO Box 10833
Portland, OR 97296
U.S.A.

Questions? zplanet@aol.com

4030. Re: Mint, Minix etc

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <32B149B7.22D4@eng.derby.ac.uk>
Source record: 8173

On the night of posting the first article I tried to get things working The version of minit.ttp I had is old, it will not protect the file system. It comes up with the error that it needs 512byte sectors for a null file system. How big is a partion this size?

I also have a newer version of minit.ttp, which runs fine, V2 file system the lot including protection, however it crashes about 5 seconds after accessing a minix partition every time.

I have no problems with mint, it runs fine. Both the version with multitos and 1.12 that came with geneva 4. However the GCC doc files state that a real file system is needed, i.e. minix given the problems I have getting that to run and stay running does anyone know of a way to get this to work on a falcon?, P.S. the "mint distribution kit" has a good install package, which also doesn't work on a falcon....

[probably the falcons fault, maybe I should have upgraded my old 520STFM to 4 Meg after all, still don't like the idea of de-soldering the video shifter however.....]

If anyone has got GCC running on a falcon please, please help....

Thank you

Dale Needham

email : needhap@sparcdii.derby.ac.uk

4031. Re: STOS (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32b17156.1987229@news.airtime.co.uk>
Source record: 8174

On Sat, 14 Dec 1996 01:06:02 +1100, Yiannis Paschalidis
<u943409@student.canberra.edu.au> wrote:

>> GEM made are fully compatable but can only handle board type games,
>> where STOS can handle arcade AND board type games?

>STOS was not written to use GEM for very good reasons:

Snipped some well put and excellent points :)

>BTW: STOS runs fine under the STonX emulator on PC linuxboxes & Suns :)

great stuff, it also works under gemulator and rom boards on the PC

>Now can this thread die in peace?

Why would we want to end the thread ?, you have put some good points
forward that I agree with, but am sure others will pull you up on,
thats the whole idea, Don't see any good reason to kill the thread
when there are so many things to discus,
<smile>
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4032. Re: Mint, Minix etc

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <58sd0v$c7c@ccshst05.cs.uoguelph.ca>
Source record: 8175

Dale Philip Needham (needhadp@eng.derby.ac.uk) wrote:
: On the night of posting the first article I tried to get things working
: The version of minit.ttp I had is old, it will not protect the file
: system. It comes up with the error that it needs 512byte sectors for a
: null file system. How big is a partion this size?

Sectors are always (or nearly always) 512 bytes. They can be clustered to increase the partition size. In any case, you should be using the newest version of minit and related utilities.

: I also have a newer version of minit.ttp, which runs fine, V2 file
: system the lot including protection, however it crashes about 5 seconds
: after accessing a minix partition every time.

What hard disk driver are you using? Many people (myself included) have problems using the ICD drivers, especially on larger (i.e., formerly BGM) partitions. Recent versions of AHDI, CBHD, and HDDriver should work fine.

: I have no problems with mint, it runs fine. Both the version with
: multitos and 1.12 that came with geneva 4. However the GCC doc files
: state that a real file system is needed, i.e. minix given the problems I
: have getting that to run and stay running does anyone know of a way to
: get this to work on a falcon?, P.S. the "mint distribution kit" has a
: good install package, which also doesn't work on a falcon....

A better choice, if you want to go the route of a distribution kit, might be Knarf's German Mint Distribution (most recent), or (slightly less recent) the TAF distribution kit.

: [probably the falcons fault, maybe I should have upgraded my old 520STFM
: to 4 Meg after all, still don't like the idea of de-soldering the video
: shifter however.....]

Trust me, running Mint on an 8 MHz machine is not fun. Nor is doing development work without memory protection. Your Falcon is definitely a better Mint platform.

THeo

4033. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <58so1n$pop@ornews.intel.com>
Source record: 8176

```
In article <850426022@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
>
>The second one is in C:
>
>/* toggle TT speaker on/of */
>
>#include <tos.h>
>
>int main(void)
>{
> char data;
> data=Giaccess(0, 0x0E); /* get data */
> Giaccess(data^0x40, 0x8E); /* write (data XOR $40) */
> return 0; /* exit succes */
>}
>
>It will be compiled into a program of about 500 bytes (depends on how smart
>the compiler and linker are).

That should do it. Since the whole thing uses only integers, even GST C
should compile it. I'll give it a try tonight, thanks!

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------
```

4034. Re: ### F030 DSP

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-13 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <58rind$l7j@lira.i-way.co.uk>
Source record: 8177

smartin@grincheux1.univ-lr.fr (MARTIN Sonia) mumbled indistinctly:

>Hi,

>I work and program on Falcon 030, and I would like to have the Language
>(Assembler) documentation of the DSP56001. If anyone has it, please if you
>can, could you mail it to me , great thanks ! :=)))

> bye and see you .... Olivier

You can get it from Motorola's WWW site. They have the complete
documentation sets for all their processors (I got th 56K docs from
there a while back).

Craig.

4035. Re: STOS (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-14 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.961214002012.16218A-100000@student.canberra.edu.au>
Source record: 8178

On Thu, 12 Dec 1996, Tony Greenwood wrote:

> Its been said, STOS is not perfect, but still the best around
>
> STOS is unrivaled in the catagories stated, ie: BASIC and C
> STOS Cannot do GEM
> therefore STOS is what? 90percent compatable, the only machines it
> would fall down on are Hades and Madusa types, I dont think complaints
> would come flooding in from those quarters?
>
> GEM made are fully compatable but can only handle board type games,
> where STOS can handle arcade AND board type games?

STOS was not written to use GEM for very good reasons:

1) It came out a while ago so less than 512Kb RAM available on 520's -
even less under GEM!!!
2) Having to wait for GEM to load up - even worse if TOS was on disk :)
(Non-GEM means able to be run from bootsector loader or auto-folder)
3) Booting the game on a clean system meant that compatibiltiy is *increased*

What other commercial games of that time run under GEM? Not many! Actually,
even some modern games have problems with GEM/accessories/etc.

The GEM version of "nethack" which was written to run on all GEM machines
has major problems on certain falcons reading the mouse & keyboard! It was
written in C and still can't get 100% compatibility. I don't think you can
ensure 100% compatibility no matter what language you write in.

Look at the PC scene... most games are not designed to run under windows (a
DOS shell in windows maybe - but then it's still under DOS)

Even when coding in C or 680x0 I wouldn't choose to write arcade games in
GEM - simply because it would be too slow!

BTW: STOS runs fine under the STonX emulator on PC linuxboxes & Suns :)

Now can this thread die in peace?

Just my 2c worth...
Yiannis


```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

4036. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-14 00:00:00 UTC
From: M&#65533;rten Lindstr&#65533;m <marten.lindstrom@skelleftea.mail.telia.com>
Message-ID: <01bbe981$1b1c19a0$7ca8edc2@min-egen-dator>
Source record: 8179

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote in article
<Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>...
> There is one point you are allowed to Malloc memory in an accessory, that

> is *before* you do the first AES call. That is normally appl_init(), so
[snip]

And Dan Wilga <dwilga@mtholyoke.edu> wrote in article
<dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>...
> Daniel is 100% correct, believe me. Never do a Malloc() in a desk
> accessory after the first AES call! Before that point is OK, as the
memory
> belongs to the desktop.
[snip]

You say the safe point for malloc in an ACC is before the very first AES call. But the way I had learned, you do a wind_update(BEG_UPDATE) first (after appl_init, obviously, but before entering the evnt_multi loop of the ACC) - which will hold the GEM Desktop since it too will call wind_update(BEG_UPDATE) before drawing the desktop on screen. You can then let your ACC undisturbed do malloc and load files and, only when this is done, call wind_update(END_UPDATE) to release the screen and let the Desktop proceed with its initialization.

The argument against this use of wind_update(BEG_UPDATE) is of course that it isn't exactly what it was intended for: signalling the intent to draw on the screen (which our ACC won't do), but it works anyway since the GEM Desktop should always call it before drawing the desktop. (Except I heard there was a bugged version of TT TOS that didn't call wind_update before drawing.)

But maybe my learning is old. Is it equally safe (or safer?) to do these things simply before the very first AES call?

```
-----------------------------------
. . _
/| /| (_) /
/ |/ | ___ . _ _/_ __ __
/ ' | / / |/ / /__\ / \
\_/ | \_/| | \_. \__. / /
```

M&#65533;rten Lindstr&#65533;m, Sweden

4037. ! MASS POST Was Here (qnfdie)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-14 00:00:00 UTC
From: Ones-And-Zeros@Prodigy.net
Message-ID: <58u6cp$7a1m@usenet1w.prodigy.net>
Source record: 8180

MASS POST, by Ones And Zeros, will let you post to as many newsgroups as you want!

To find out more about this exciting new program, visit a business newsgroup.

(This ad was sent to thousands of newsgroups!)

(bfqasa)

4038. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-15 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961215171620.20807B-100000@pallas.amp.uni-hannover.de>
Source record: 8181

```
On 14 Dec 1996, M=E5rten Lindstr=F6m wrote:

> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote in article
> <Pine.A32.3.91.961210153253.2354E-100000@pallas.amp.uni-hannover.de>...
> > There is one point you are allowed to Malloc memory in an accessory, th=
at
>=20
> > is *before* you do the first AES call. That is normally appl_init(), so=
=20
> [snip]
>=20
> And Dan Wilga <dwilga@mtholyoke.edu> wrote in article
> <dwilga-1112961119590001@dwilga.comm.mtholyoke.edu>...
> > Daniel is 100% correct, believe me. Never do a Malloc() in a desk
> > accessory after the first AES call! Before that point is OK, as the
> memory
> > belongs to the desktop.
> [snip]
>=20
> You say the safe point for malloc in an ACC is before the very first AES
> call. But the way I had learned, you do a wind_update(BEG_UPDATE) first
> (after appl_init, obviously, but before entering the evnt_multi loop of t=
he
> ACC) - which will hold the GEM Desktop since it too will call
> wind_update(BEG_UPDATE) before drawing the desktop on screen. You can the=
n
> let your ACC undisturbed do malloc and load files and, only when this is
> done, call wind_update(END_UPDATE) to release the screen and let the
> Desktop proceed with its initialization.
>=20
> The argument against this use of wind_update(BEG_UPDATE) is of course tha=
t
> it isn't exactly what it was intended for: signalling the intent to draw =
on
> the screen (which our ACC won't do), but it works anyway since the GEM
> Desktop should always call it before drawing the desktop. (Except I heard
> there was a bugged version of TT TOS that didn't call wind_update before
> drawing.)
>=20
>=20
> But maybe my learning is old. Is it equally safe (or safer?) to do these
> things simply before the very first AES call?

Sorry, but this is wrong. Memory allocation has nothing to do with=20
drawing on screen. Deducting that you may call Malloc because the screen=20
```

is locked is wrong.

The culprit for the problem with the Malloc is that GEMDOS (Malloc is a=20
GEMDOS call) is a single-tasking system that does not know anything about=
=20
the multi-tasking capabilities of GEM-AES. That leads to the situation=20
that two programs (the main application and your accessory) can be=20
running, with the app being able to terminate. GEMDOS does not know that=20
there is more than one program running, so any Malloc'ed memory blocks,=20
regardless whether ordered by the app or the accessory, belong to the one=
=20
program GEMDOS thinks it is running. If the main app terminates, GEMDOS=20
releases all these blocks, because it thinks the one program is gone.=20
However, the acc is still there and might proceed accessing the memory=20
it ordered, which is illegal now, because GEMDOS released it, and thus=20
leads to a crash.=20

Thus the only thing that counts is whether the app that is running at the=
=20
time the acc does the Malloc, is capable of termination, or not. If you=20
do the Malloc before the first AES call then it is the AES themselves that=
=20
constitute the program, and the AES will never terminate.

If you do it any time later then there might be another program running=20
which eventually will terminate, and cause a crash this way.

Deducing that you may stop execution of the desktop before another=20
program can be started by calling wind_update is nonsense. Already with=20
TOS 1.4 (AES V1.4) the AES can auto-start an application instead of the=20
desktop, which can be terminated. So again a crash will follow if this=20
happens and the accessory had the silly idea to call Malloc and frame it=20
with wind_update.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4039. wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <593i32$69r@m1.cs.man.ac.uk>
Source record: 8182

Hiya

I have had a wierd problem under Lattice C with using the
fopen (or Fopen) call. I have a structure which contains
info about the contents of a window, which includes the
filename which it is associated with.

With the following code the fopen fails, with _OSERR
indicating file-not-found, but only the first time it
is called (subsequent calls succeed)...

```
handle=fopen(cur_wind->filename,"ra");
```

while the following code always works:

```
strcpy(tempstring,cur_wind->filename);
handle=fopen(tempstring,"ra");
```

anyone got any ideas why this is? is it a bug in
lattice or something?

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4040. G++ or C++ whatever

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <593ppv$lq6@snail.stack.nl>
Source record: 8183

Hi,
To be short. I'm looking for a way to get into object oriented programming for the Falcon. I have Pure C but pherhaps a C++ compiler makes it more easy. If anyone has experience with this sort of programming, can you please help me out and get me started.

I already programmed with (spit) MSVC++ 4.2 (spit). Although this is a (spit) Microsoft (spit) product, it still is better than writing tons of listings nobody else can understand.

Pherhaps with the C++ compiler you could have the same sort of programs for Atari as Delphi and stuff like that. This would mean more Atari software could be made.

Otherwise I should get as much libraries as possible to use them for making software.

Thanks for your attention

4041. Re: Malloc in GFA.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961216103126.26531A-100000@usr07.primenet.com>
Source record: 8184

Thanks to all of you who replied. I think it was pretty interesting...
Thanks again..:)

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4042. [announce] New GUI design discussion.

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: Lawson English <english@primenet.com>
Message-ID: <AEDADF65-88902@198.68.42.133>
Source record: 8185
Cross-posted to: comp.sys.acorn,comp.sys.acorn.advocacy,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.amiga.multimedia,comp.sys.atari.programmer,comp.sys.be

For those who might possibly be interested, an _informal, non-official, non-Apple-sanctioned_ discussion about the design of a new graphical user interface and windowing system for the next generation of Macintosh operating system is talking place on the GX dev mailing list and the AIMED-talk mailing list [see sig for subscription info].

Background:

Apple Computer's attempts to create a transitional operating system have failed, at least partly due to a lack of a pre-emptive multitasking-enabled graphical user interface and windowing system in their transitional OS design.

The design of Apple's original graphics library [QuickDraw] didn't allow for a simple transition to PMT, and the shipment date for their transitional OS slipped beyond commercial viability. To make matters worse, former management didn't have a fully-PMT GUI waiting in the wings, so now Apple is without a transitional OS *or* a full-featured OS.

Fortunately, Apple has available the most powerful 2D graphs library ever implemented on a desktop system: QuickDraw GX.

[before you flame, look through the programming manuals via the GX Fan Club GXDev page listed below]

GX was designed to be a PMT-able graphics API. It is an object-based, vector-based graphics library with very robust features. It was designed from scratch with desktop publishing for 2-byte languages in mind. It was designed from scratch to be a cross-platform library (at Comdex, Apple demoed a Netscape plug-in that displays GX graphics under Windows 95). With GX, all graphical objects are called shapes. Shapes can be collected in larger groups called pictures. All operations available for shapes are available for pictures. Even text is considred a kind of shape, and all shapes can be used for masking and other special effects purposes.

Proposal:

A number of us have noted these useful qualities of GX and have decided to try to design a next-generation GUI for the Macintosh based on QuickDraw GX. Due to the object-based nature of GX graphics, GX GUI elements would be remarkably powerful:

*Any GX graphical objects or set of objects can be transformed using a 3x3 transformation matrix.

*Transparency and coloring issues are resolved using powerful attributes found in "ink objects."

*In-place editing of text that follows an arbitrary curve (rotated/skewed/etc is optional) is only two or three steps of complexity beyond the standard "Hello World" program when using GX calls.

*Transforming a GUI element from one type to another would be trivial using the GX library since any shape object can store arbitrary data in "Tags," which could be used to store GUI-specific data.

*Menus could become docking stations for any arbitrary GUI element, including another menu, merely by using the already existing GX API.

*WIndows could be skewed or rotated or given a 3D perspective and rotated *into* the screen or merely scaled [allowing full view of 2 or more windows' contents as they are updated] using a simple 3x3 transform matrix.

*OS language localization issues are relatively trivial because the GX font model was designed from scratch to handle single and double-byte languages desktop publishing issues.

*Because GX was designed with PMT in mind, the issues that Apple faces to implement GX with full pre-emption are likely to be far less costly and time-consuming than any other options available for them to create the next-generation MacOS GUI.

*Because GX is available already, a "shell" could be created to allow Macintosh developers to share a common code base between the current System 7 and the not-yet-released MacOS 8. THis would provide a MUCH larger customer base than would be available according to current rumors of an entirely new API with no backwards compatibility.

*An Windows Manager and GUI API based on GX could be designed to be as robust and simple to use as the Mac's user interface itself.

*Because GX was designed to be cross-platform, in theory a GX-based GUI could be ported to any platform, including the Internet.

The discussion of how to implement a GX-based GUI and Windowing system is taking place primarily on two mailing lists: GX Dev and AIMED-talk. Subscription info can be found in my sig.

Anyone interested in discussing issues related to implementing a GUI and Windowing system based on the most powerful 2D graphics library available on any platform

[yes, I know about Display PostScript]

should consider monitoring and contributing to these discussions on the AIMED-talk and GX Dev mailing lists. We believe that a GX-based GUI is viable and the best solution for Apple's immediate OS problem. Apple engineers are known to be monitoring this discussion, so it is conceivable that the ideas generated may actually be used in the next-generation Mac OS. At the least, the discussion should generate some interesting ideas

concerning cutting edge user interfaces and PMT-aware windowing systems
when using vector-based, object-based graphics.

I don't read most of the newsgroups that I'm posting this to, so any
feedback/questions/flames will have to be sent via e-mail.

Thanks for your time.

++++++++++++++++++
To find out more about QuickDraw GX, go to:

<http://www.gxfanclub.com/>

To find out more about programming GX, or to subscribe to the GXdev mailing
list, go to

<http://www.gxfanclub.com/gxdev.html>

++++++++++++++
HOW DO I SUBSCRIBE TO AIMED-TALK?

To subscribe to AIMED-TALK proceed as follows:

Send E-mail to:

<aimed-talk-request@aimed.org>

with a blank subject line and the following command as the
first (and only) line of the message body:

SUBSCRIBE
++++++++++++++++++

"Without a new GUI that is as innovative and ground-breaking as the
original was in its time, the Macintosh will cease to matter, and we
should all go home." -Me

4043. Re: Buttons ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: sm6pak@csc.liv.ac.uk
Message-ID: <E2ID8J.GFu@csc.liv.ac.uk>
Source record: 8186

In article <850428404_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk
(Guy Harrison) writes:
> In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
> FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-
>
> >Hi ..
> >
> >Today I had a chance to check out a SGI-machine. Not to mention that
> >the whole thing was really impressing (speed/graphics etc) but what I
> >liked most was a demo wich is called (I think) flying buttons.
> >
> >Clicking on a button caused the button to grow, spin around in a 3D
> >style until it's "backside" filled the whole screen, showing another
> >screen.
> >
> >Is it possible to implement something like that on the Falcon or
> >under Magic on a faster machine (eg. a powerMac ?)
>
> I don't see why not. An ST could probably get away with it even
> because there a lot less screen data to shift.
>
This is something I've been thinking of for a long time (approx. 2.5 years)
and I never quite seen to get down to it. A thought for you all: I've seen a
program which (by judicious use of nobbling Trap #2, I think) disabled the
zoomboxes and speeded up the desktop by some small amount. Could the same not
be done in reverse, so to speak, by installing a routine which draws,
basically, a prettier zoombox? What I had in mind was, admittedly, grabbing
a chunk of screen bitmap (vro_cpy...etc) and kicking it until it looked like it
was texture-mapped over a spinning box, but I suspect wireframes may be both
easier and quicker. Thoughts?

Kelloggs
--
Paul Kelleher, reachable at:	Drive _vb_: To convey (esp. a motor
1: sm6pak@csc.liv.ac.uk	vehicle) as fast as possible from one
2: paulk@unix.liv.ac.uk	red light to the next. Cf scorch.
And possibly elsewhere, too.	

4044. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <594a47$fga@ornews.intel.com>
Source record: 8187

In article <58so1n$pop@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:
>
>In article <850426022@p24.f101.n323.z205.mbh.org>,
> Hans Wessels <mr_ni@mbh.org> wrote:
>>
>>The second one is in C:
>>
>>/* toggle TT speaker on/of */
>
>That should do it. Since the whole thing uses only integers, even GST C
>should compile it. I'll give it a try tonight, thanks!

Follwup - tried it, GST C didn't like it (and I can't see any reason why
not). Wrote a similar routine in HighSoft BASIC, which appears to work, but
doesn't actually /do/ anything. Should I switch to supervisor mode before
accessing the GI chip?

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

4045. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <5948i2$ct9@newsfeed.cs.auc.dk>
Source record: 8188

In article <32AA3350.2D89@pilot.msu.edu>, Chris Cholette <cholette@pilot.msu.edu> writes:
> Hi everyone,
>
> Is it possible to get Linux running on a 520ST? I know the Linux docs
> say you need at least a 68020, but is there any way around this? I'd
> also like to upgrade the RAM and such, any advice?

You'll need at least a 68030 CPU and 8 MB RAM at least to run X-Window
properly. LiNUX requires built-in MMU, which only 68030, 040 and 060
has.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

4046. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: chainxor@iesd.auc.dk
Message-ID: <594905$ct9@newsfeed.cs.auc.dk>
Source record: 8189

In article <32A550E5.41C67EA6@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> writes:
> Rich Tietjens wrote:
> >
> > In article <32A3E577.167EB0E7@etlxdmx.ericsson.se>,
> > Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
> > >Rich Tietjens wrote:
> > >>
> > >> Remember, there are
> > >> only 7 ACC slots available in SingleTOS;
> > >
> > >This isn't fair. The rest of us only have 6 :-(
> >
> > Moan, moan, moan! <G> Use a crowbar and lever an extra slot into your TOS!
>
> Don't need to. I use Geneva most of the time which gives me unlimited
> slots. Still only use four or five though!

Using a multitasking system really makes .ACC's irrelevant. Just start
everything you need to run as applications and bingo! :-)

I normally run 8 applications in the background (GemView, ST-Guide, LZH-Shell etc.etc.), so
that they're always ready for use when I double-click on a - say
.LZH-file it gets piped to the LZH-Shell via the AV-protocol. The memory doesn't
get so fragmented either when programs are run as applications instead of ACC's.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB IDE HDD, 4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 4 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

4047. Re: FS: MIDI Switching Box Plans

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: Anthony@amudarya.demon.co.uk
Message-ID: <850776169snz@amudarya.demon.co.uk>
Source record: 8190
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

zplanet@aol.com "Your Name" writes:
> FS: MIDI Switching Box Plans
[gated]
> Assembly is straightforward, just a few tools and soldering iron, and should
> take less than an hour. All part are available at your local electronics
> store for under $10.
> Complete building instructions, parts list, and studio configuration
> diagrams included.
[gated]
> Questions? zplanet@aol.com

Yeah. Why should people pay you money for a few sheets of printed
information that is easily available at Hyperreal/Harmony-Central?

Anyone want to send me money for details on how to wire audio cables?

Anthony.
--
Anthony Bowyer-Lowe.
Do not underestimate the power of Anthony...

4048. Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-16 00:00:00 UTC
From: Dave Troy <dave@toad.net>
Message-ID: <32B60228.7EC5@toad.net>
Source record: 8191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
-------------------------------------------------------------
Our unique selection of Atari hardware and software (Lynx, Jaguar, and
ST!) is the perfect gift for the Atari fan on your Christmas list, and
if
you're the Atari fan, giving hints to the ones you love is certainly
encouraged!!

Here's a list of some of this year's hottest sellers:

LYNX GAMES

Games List & Prices as of Dec 11, 1996

A. P. B. $19.95 NFL Football $39.95
Awesome Golf $29.95 Ninja Gaiden $29.95
Basketbrawl $19.95 Pacland $19.95
Baseball Heroes $19.95 Paperboy $39.95
Batman Returns $19.95 Pinball Jam $19.95
Battle Wheels $39.95 Pit Fighter $19.95
Battlezone 2000 $39.95 Power Factor $19.95
Bill & Ted's $19.95 QIX $19.95
Ex. Adventure
Blockout $19.95 Rampage $19.95
Blue Lightning $19.95 Rampart $19.95
Bubble Trouble $39.95 RoadBlaster $39.95
California Games $39.95 Robosquash $19.95
Checkered Flag $39.95 Robotron 2084 $19.95
Chip's Challenge $19.95 Rygar $19.95
Crystal Mines II $19.95 Scrapyard Dog $19.95
Desert Strike $39.95 Shadow of the Beast $19.95
Dinolympics $19.95 Shanghai $19.95
Dirty Larry $19.95 S.T.U.N. Runner $19.95
Double Dragon $29.95 Slime World $19.95
Dracula $19.95 Steel Talons $19.95
Electrocop $39.95 Super Asteroids/ $39.95
European Soccer $29.95 Missile/Command
Challenge Super Off Road $39.95
Gates of Zendocon$19.95 Superskweek $19.95
Gauntlet $39.95 Switchblade II $19.95
Gordo $19.95 TOKI $29.95
Hard Drivin' $39.95 Tounrament Cyberball $19.95
Hockey $19.95 Turbo Sub $19.95
Hydra $19.95 Ultimate Chess $29.95
```

Ishido - The Way $19.95 Challenge
of Stones Viking Child $19.95
Jimmy Connors' $19.95 Warbirds $39.95
Joust $39.95 World Class Soccer $39.95
KLAX $19.95 Xenophobe $39.95
Krazy Ace $39.95 Xybots $19.95
Mini Golf
Kung Food $19.95 Zarlor Mercenary $39.95
Lemmings $49.95
Lynx Casino $39.95
Malibu Bikini $19.95
Volleyball
Ms Pacman $39.95

Lynx Kit Carrying Case.....$24.00
AC Adapter.....$17.00
ComLynx Cable.....$15.00
SunVisor.....$ 8.00
Power Pack (req's batteries).....$19.00
NAKI Car Lighter Adapter.....$12.00
NAKI Rechargeable Battery.....$39.00
(with AC Adapter)
Call (800) 448-8623 to order, or send e-mail to orders@toad.net!

NEW JAGUAR TITLES NOW AVAILABLE!
==========

Now available for the Atari Jaguar are TOWERS II and BREAKOUT 2000!

Vince Valenti's ST hit TOWERS II is now available for the Jaguar for
just
$59.95! Available now!!

The all-time arcade classic makes its way onto the Atari Jaguar! Just
$59.95!

Also, buy an Atari Jaguar system with Wolfenstein 3D for just $59.95!!!
It's a FANTASTIC DEAL! Order TOADAY! FULL SELECTION OF OTHER JAGUAR
TITLES
AVAILABLE TOO, WITH SPECIAL PRICES GOOD THROUGH 12/23!!

AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!

This holiday, give the gift of TRUE MULTITASKING with MagiC 5, just
$99.00! Or, give what everyone's after, TRUETYPE FONT MANAGEMENT and VDI
ACCELERATION with NVDI 4!

MAGIC PC SPECIAL! THROUGH 12/23!!
Get MagiC PC for Windows 95 and run ST programs on your PC -- FAST!

It's just $169.95 -- NORMALLY $189.95 -- through 12/23!! Order TOADAY!

MAGICMAC SPECIAL! THROUGH 12/23!!
Why pay more for MagiCMac, the premier ST emulation software for the Mac!
Through 12/23 pay just $169.95 -- NORMALLY $219.00!! SAVE $50.00!! Works on Power PC and 680x0 machines! Also, get POWER PRINT for Macintosh (use any parallel printer on the Mac or with MagicMac) for just $189.00!!

IMAGECOPY 4.0CD!! JUST $49.95!!
The premier image conversion & printing program for the ST/Falcon is still
available! Also available is the ImageCopy 4.0CD upgrade for just $15.00!!

PAGESTREAM!! JUST $39.95!
PageStream, the best, valuepacked page layout & design program for the ST
is just $39.95!! ORDER YOURS TOADAY!

C-LAB FALCON SPECIAL!! THROUGH 12/23!! PRICES SO LOW, WE CAN'T PRINT THEM!
We've got C-LAB Falcon MK-X, MK-I, and MK-II machines, in 4 and 16MB configurations! If you're interested in getting a quote, please call Jennifer at (410) 544-6943! Available with and without Cubase Audio!!

C-LAB FALCON MK-X UPGRADE KITS! JUST $299!! SAVE $100!
Upgrade your Atari or C-LAB Falcon to the Falcon MK-X expandable, sleek black case for just $299! Available through 12/23 for $100 off the regular
$399 price!

ATARI HARD DISK SPECIAL!! FANTASTIC CHRISTMAS OFFER!
OUT OF THE TOAD VAULTS AND INTO YOUR HOME come these fantastic deals on these VERY CUTE, very SMALL hard disk drives for your Atari ST/TT/Falcon.
They are small, portable SCSI drives available for a LIMITED TIME ONLY! BUY NOW AND SAVE! Based on 2.5" SCSI drive mechanisms, they are fast and very reliable!

40mb.....$ 79.00
80mb.....$ 99.00
120mb.....$109.00
160mb.....$129.00
530mb.....$249.00
ICD Link II.....$ 99.00

ATARI SM147 MONITORS -- WHERE ELSE CAN YOU GET THEM?
We still have Atari SM147 14" monochrome monitors available for $199 --- all available in time for Christmas delivery. Nothing else comes close!! Great for musicians! 14" display size makes a great upgrade from the SM124! But if you want the SM124, we still have refurbished models for $99

each!

ATARI TTM195 MONITORS -- WE HAVE THEM!
If you need 19" black-and-white clarity on your Atari TT030, there's no substitute for the ATARI TTM195. We have them NEW for $250(!) and a used model for $150(!!) Get yours while they last!! Only a small quantity remaining!

ATARI STACY COMPUTERS!!
If you're looking for the portable power of the Atari STACY, we have refurbished models available for $999! Don't miss this -- this could be your last chance to get one of these classic machines!

ATARI 1040ST and 1040STE Computers!!
We have used Atari 1040ST computers available for $199 and used Atari 1040STE computers available for $299! New STE computers available too! Call for pricing! Order yours today!

HIGH DENSITY DISK DRIVE KITS!
Buy the best ST High Density disk drive kit now for just $89, including the floppy drive! FANTASTIC DEAL!

FALCON POWERUP 2! GO TO 32MHZ with your FALCON030!
Take your Falcon to new speeds for just $79!! Normally $99! SAVE NOW!!

XTRA-RAM DELUXE FOR ATARI ST!
Atari ST 2/4MB RAM UPGRADE AVAILABLE FOR JUST $49.95! NOW THROUGH 12/23/96! GET IT WITH 4 1MB SIMMS FOR JUST $99.95!! SAVE TODAY! OR GET 4 1MB ST SIMMS FOR JUST $49.95! SAVE NOW!

ATARI ST, PC & MAC BEETLE MICE! Beetle Mouse for Atari ST available now through 12/23 for just $29!! SAVE NOW, ORDER TODAY! PC Beetle Mouse PS/2 or Serial just $20, Mac Beetle Mouse just $20!!

AMAZING CD-ROM SPECIAL!! AVAILABLE NOW THROUGH 12/23!!
Get incredible prices on Atari CD-ROMs published by Toad Computers, now through 12/23/96!!

Bird of Prey.....$19.95
Atari Compendium.....$19.95
Suzy B DOUBLE CD SET.....$24.95

Or get ALL THREE for just $49.95! That's right! Just $49.95 for ALL THREE
CD'S -- this is our LOWEST PRICE EVER ON THIS SET OF EXCELLENT CD's!!

GEMULATOR 96 + MAGIC 2!! NOW THROUGH 12/23/96 JUST $99.95!!
Run your favorite ST Programs on your Windows 3.1/95 machine with GEMULATOR '96 and MagiC 2 -- the first ALL SOFTWARE Gemulator solution. Also works with Magic 4!! Call for more details!!

ATARI PORTFOLIO ACCESSORIES -- GET THEM WHILE YOU STILL CAN!! The Atari Portfolio PC Card drive allows you to read and write Portfolio memory cards using a standard PC! Now just $19.95 -- THROUGH 12/23!! ORDER

TOADAY! Also available: 64K Portfolio Memory cards -- just $9.95!! Order yours TOADAY!

SOUNDPOOL ANALOG 4/8, FDI, and other MUSIC ACCESSORIES! Available at amazing prices through 12/23! Call Jennifer at (410) 544-6943 for latest prices and to order! We also have a full line of Atari music software and
accessories available, at incredibly affordable prices!!

UNITOR MIDI/SMPTE EXPANSION UNITS BACK IN STOCK AT $349!!! Also available
are MO-4 (Midi-out 4 MIDI Expansion), Export, and others! Call Jennifer at
(410) 544-6943 for the latest prices, SPECIAL THROUGH 12/23!!

FANTASTIC ATARI JOYSTICK EXTENDERS ARE PERFECT FOR 1040/FALCON OWNERS! Tired of the silly, under-the-keyboard joystick and mouse ports on the Atari 1040ST/E/Falcon? Well, banish them forever with these simple custom
manufactured JOYSTICK EXTENDERS!! GREAT STOCKING STUFFERS! Just $4.99 each
with any order!

ATARI CX-40-LIKE JOYSTICKS FOR ATARI/COMMODORE!
Still available, these sturdy joysticks are reminiscent of the original Atari CX-40! Just $8.99 each or 2 for $12, these are a fantastic deal!!

ATARI ST CHIPS AND IC's -- AVAILABLE!!

CO25912 MMU.....$5.00
CO25914 VIDEO SHIFTER.....$5.00
CO25913 DMA CHIP.....$5.00
CO25915 GLUE CHIP.....$5.00
WDC1772 DISK CONTROLLER.....$5.00
THESE PRICES GOOD THROUGH 12/23!! CALL FOR OTHER ST PARTS!

ATARI ST MONITOR SWITCHBOXES!! SWITCH EASILY BETWEEN COLOR & MONO!
Great deal! Now switch between color & monochrome monitors, without ripping your back out!! It's just $14.95!! Price good through 12/23/96!

WARP 9 FOR ATARI ST -- NOW JUST $19.95!! PRICE GOOD THROUGH 12/23/96!
LDW POWER FOR ATARI ST -- NOW JUST $29.95!! PRICE GOOD THROUGH 12/23/96!
PRINTMASTER PLUS FOR ATARI ST -- NOW JUST $14.95! THROUGH 12/23/96!
AdSPEED ST/STE -- JUST $99!! PRICE GOOD THROUGH 12/23/96!
MEGA STE/ST/TT030 KEYBOARDS -- JUST $99.95!! PRICE GOOD THROUGH 12/23/96!
HD DRIVER v6 UPGRADE -- JUST $19.95!! PRICE GOOD THROUGH 12/23/96!
CUBASE AUDIO -- JUST $399.95!! PRICE GOOD THROUGH 12/23/96!

Order between now and 12/23/96 and receive a GOLDEN IMAGE BRUSH MOUSE free
-- just for asking!! All you have to do is ask!!

ALL THIS PLUS HUNDREDS OF OTHER ATARI ST/JAG/LYNX ITEMS IN STOCK, READY
TO
SHIP TODAY, IN TIME FOR CHRISTMAS DELIVERY!!

Ask about our great prices on PC systems, too!!

IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!

To order, contact: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925
orders@toad.net
(410) 544-6943 info & orders
http://www.ataricentral.com

UPS and FEDEX Standard and overnight shipping is available throughout
the
US and Canada, and anywhere else in the world!! Call for more details!!

4049. Detecting Joystick buttons

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c117cc$f1a14.393@HERMES>
Source record: 8092

Sometime ago, I wrote a TSR which used the joystick to switch palettes based on which way the joystick is "pointed".

I recently tried to extend this into a joystick monitor (where the last X number of movements of the joystick are saved into a buffer, and can be called upon by the running ap)

Unfortunately, none of my implementations seem to be able to log the fire button.

The first time, I installed my code into the joyvec member of the IKBD structure. Whilst that will work for the standard UDLR motion of the joystick, it seems that the button is ignored (or is permanently set to "not pressed" by the time my code is run)

Next, I tried to put myself into the Keyboard ACIA data vector (using some code from a really old ST User mag). This is okay for UDLR, but when I look for any value other than UDLR, I am snookered. No fire button data seems to be available.

(In both cases, I am checking whether data bit 7 is set, signalling that the fire button is pressed)

How do I detect that the fire button is pressed, without disabling the keyboard?

(BTW: "UDLR" = "Up-Down-Left-Right")

--

Quote For The Month:

"Come back here with my fish, you horse thief"

4050. Atari ST 1040 For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19961217020405565657@ip-pdx06-27.teleport.com>
Source record: 8093
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

Atari ST 1040 For Sale

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Also one external disk drive: $15

email to: zplanet@aol.com

Norm
Portland, OR

4051. FS: Atari ST 1040

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19961217020401565459@ip-pdx06-27.teleport.com>
Source record: 8094
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

FS: Atari ST 1040

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$125 plus postage.

Also one external disk drive: $15

email to: zplanet@aol.com

Norm
Portland, OR

4052. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <850904172_OASIS_@swampdog.demon.co.uk>
Source record: 8095

```
In article <593i32$69r@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>
>Hiya
>
>I have had a wierd problem under Lattice C with using the
>fopen (or Fopen) call. I have a structure which contains
>info about the contents of a window, which includes the
>filename which it is associated with.
>
>With the following code the fopen fails, with _OSERR
>indicating file-not-found, but only the first time it
>is called (subsequent calls succeed)...
>
>handle=fopen(cur_wind->filename,"ra");

I've never seen any rules on the parsing of the mode string but I've a
feeling "ra" is illegal as parsing is left to right. Try "ar".

>while the following code always works:
>
>strcpy(tempstring,cur_wind->filename);
>handle=fopen(tempstring,"ra");

Does it start to fail if you manually delete the file?

>anyone got any ideas why this is? is it a bug in
>lattice or something?

Assuming I've guessed right then it might be a bug or just one of the
undefined areas of C. Once a filing system error crops up it will
persist until cleared so it is perfectly possible the lattice fopen()
"mode string" parsing is doing something akin to the following where
fopen() is actually a function to test if a file of a given name can
be opened in a given mode ...

fp = fopen("foo","r"); /* fails, no file */
if OSERR == no_error THEN OSERR = status /* is EFILNF */
fp = fopen("foo","a"); /* succeeds, file created */
if OSERR == no_error THEN OSERR = status /* still EFILNF */
return (OSERR == no_error) ? fp : NULL /* oops lost the handle */

If I'm wrong then I've just typed a complete load of twaddle! :-))

--
```

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4053. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <596v6f$666@ornews.intel.com>
Source record: 8096

In article <594905$ct9@newsfeed.cs.auc.dk>,
chainxor@iesd.auc.dk (Henrik Lunardi Weide) wrote:
>
>Using a multitasking system really makes .ACC's irrelevant. Just start
>everything you need to run as applications and bingo! :-)

I've tried the Geneva demo. In most respects, it's quite impressive.

>I normally run 8 applications in the background (GemView, ST-Guide,
>LZH-Shell etc.etc.), so that they're always ready for use when I
>double-click on a - say ..LZH-file it gets piped to the LZH-Shell via the
>AV-protocol. The memory doesn't get so fragmented either when programs are
>run as applications instead of ACC's.

If I can ever iron out the PATH problems vis-a-vis Geneva and Jetmail, I
would like to buy it and use it as my normal environment. So far, however,
I get errors when Jetmail starts - it keeps trying to look in C:\ for its
files, even though I created the GEM.CNF file as described in the Geneva
demo docs. As long asI can't get the demo to work properly with the
software I /must/ use, I don't want to spend the money for the full version.
'Twould be pointless to buy yet another program that I can't use (flashbacks
to Data Diet and the complete loss of partitions that it caused...).

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

4054. Re: psg, sound, floppies

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850863183@p24.f101.n323.z205.mbh.org>
Source record: 8097

Rich Tietjens wrote:
>> Hans Wessels <mr_ni@mbh.org> wrote:
>>>
>>> The second one is in C:
>>>
>>> /* toggle TT speaker on/of */
>>
>> That should do it. Since the whole thing uses only integers, even GST
>> C should compile it. I'll give it a try tonight, thanks!
>
> Follwup - tried it, GST C didn't like it (and I can't see any reason
> why not). Wrote a similar routine in HighSoft BASIC, which appears to
> work, but doesn't actually /do/ anything. Should I switch to
> supervisor mode before accessing the GI chip?

I think Giacces should work in user mode. Going directly to the rigisters, like in the assembly example, works only in supervisor mode.
For you info: the bit you have to change is bit #6 in register 14 of the sounchip. The MSB is bit #7, the LSB is bit #0. Bit #6 set means speaker is on (according to the profibuch). You select a soundchip register by writing the register number as a byte at adres $ff8800. You can read the contents of the selected register by reading a byte at $ff8800. You can write new data in the selected register by writing a byte at $ff8802.

Hope this information will get you a working program.

Bye, Hans wessels

4055. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850859494@p24.f101.n323.z205.mbh.org>
Source record: 8098

Tony Greenwood wrote:

> On Wed, 11 Dec 96 21:52:00 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> Anthony Jacques wrote:
>
>> "the *perfect* language for games". I would suggest that in the
>> abscence of any alternatives (which is what Tony was trying to
>> establish), an imperfect languague can still be the best...
>>
>> I think C is a good alternative. It will do all the GEM stuff. Doesn't
>> need any fixing for TOS versions. And has the ability to do all the
>> direct memory stuff
>
> Realy I think Anthony put it in the correct concept, he says what I
> am trying to say, but him being educated was able to say it betterm
> heheh
>
>> needed for the fast arcade games. C isn't the perfect game language
>> too, but is more all round than STOS is. I cam up a chess game written
>> in C (GNU chess) and
>
> Her we go Chess again <G> excuse me but I see no reason why STOS
> could not handle a chess game? although admittedly I have never had
> the inclination to try evn though I am a Chess player,

Well, to play with your rules: show me! This is type blah, blah, blah. I think it will be very hard to write a chess engine with STOS, because STOS has no functions. I think a chess program is the kind of program where data structures become handy and recursion will be used, so very bas points for STOS overhere.

>> with serveral GEM games. The only thing I didn't show is an arcade
>> game written in C that matches Tony's Heartland., On the other it is
>> agreed STOS is useless for GEM. So I think C will be the best language
>> to write games in and the only question that remains un answered is
>> 'Can C beat STOS on the arcade game level?'.
>
> NO is a quick and easy answer :)

Yes is the not so quick, but better answer.

> STOS is unrivaled in the catagories stated, ie: BASIC and C
> STOS Cannot do GEM
> therefore STOS is what? 90percent compatable, the only machines it
> would fall down on are Hades and Madusa types, I dont think
> complaints would come flooding in from those quarters?

Yes, I know, I don't know these people, you only know people playing games on harddisk less color systems.

> GEM made are fully compatable but can only handle board type games,
> where STOS can handle arcade AND board type games?

Gem type games are usually used as accessoire games. Games that are played when the whole system is running, busy compiling a huge C project, or compressing big amounts of data (testruns typically require 15 minutes). I know, it's different from the use of an Atari you know.

> I still feel STOS would taking the above into consideration be the
> wisest choice, The only draw back STOS has is a slight compatability
> problem with SUPER comuters, the only drawback other BASICS and C
> have is they cannot manage anything that needs speed,timing and power,
> the choice is easy :)

Ah, I see, my demo is also a demonstration of bad timing and slow code? That was omikron basic, and I know I can do it even faster in C. How do you know you can't accomplish the speed of STOS in C? Ever seriously tried to write a game in C?

With C you can do ALL: GEM games, board games, arcade games, chess games, games running on super Atari's, games that have to be fast. The only better choice is assembley. No patching is needed to support a new TOS version. A second advantage is that C is easily upgraded with new functions, either written in C or assembley (or pascal, or fortran, or Modula 2, or ....). Any function or procedure that comes in a common object format like GST or DR (digital reaserch) format can be used with most C compilers. And when necessary, you can easily mix c and assembley functions in C.

I agree, you first have to learn to program in C, and the beginning isn't as easy as it is in basic. But when you are familiar with C you can do almost anything you want, write an OS, a text processor or a game, and that game can be faster than STOS games.

Why don't you see that much C games then? Well, I think there is an easy explanation for that too: to work confortable with C you need a harddisk. And harddisks are rare in your part of the Atari world. STOS basic seems to be less power hungry and is easier to learn, so more games are produced in STOS basic in your part of the Atari world (But this doesn't mean STOS is automaticly the best game language). I havent been in the gaming world for about four years, so I don't know much about recent games. However, I do know a lot about C compilers, the Omikrom basic compiler and how to write fast screen output routines (I still like to do some demo coding so now and then). So I still think it's possible to write a better arcade game in C then in STOS basic.

Bye, Hans Wessels

BTW Tony: who is stario land and why does it, well, you know...

4056. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850862748@p24.f101.n323.z205.mbh.org>
Source record: 8099

Anthony Jacques wrote:

> With the following code the fopen fails, with _OSERR
> indicating file-not-found, but only the first time it
> is called (subsequent calls succeed)...
>
> handle=fopen(cur_wind->filename,"ra");

Is "ra" an allowed combination? I think is't a bit strange to open a file for read and append, the proper call would be "r+" or is it a type for "rb"?

> while the following code always works:
>
> strcpy(tempstring,cur_wind->filename);
> handle=fopen(tempstring,"ra");
>
> anyone got any ideas why this is? is it a bug in
> lattice or something?

I am sory, I have no explanation for this part. Maybe you could try to put cur_wind->filename into a char* and pass that to the fopen function? Just to see what happens?

Bye, Hans Wessels

4057. Re: STOS (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <850862315@p24.f101.n323.z205.mbh.org>
Source record: 8100

Yiannis Paschalidis wrote:

> STOS was not written to use GEM for very good reasons:
>
> 1) It came out a while ago so less than 512Kb RAM available on 520's -
> even less under GEM!!!

So? The decision to use or not to use GEM can be made by the programmer. Being able to use GEM doesn't mean you HAVE to use GEM, but no GEM support means you can't use GEM, even if you want to. BTW: C was there at the birth of GEM.

> 2) Having to wait for GEM to load up - even worse if TOS was on disk
> :) (Non-GEM means able to be run from bootsector loader or auto-
> folder)

Still no reason not to support it. And STOS does need the OS, that's where the problems were comming from with TOS 1.04, 1.06, 2.06 etc. STOS uses a table to look up the OS routines for certain functions. On the old 520 with TOS on disk you have to load TOS before you can start something from the auto folder. At autofolder time BIOS, XBIOS and GEMDOS are installed.
The programmer has to choose which OS functions he will use:

* None means you can start the code from anywhere, you have to relocate your code and off you go. (Or it can even mean you are the OS.)
* BIOS, XBIOS and GEMDOS means you can start the program from the auto folder.
* AES and VDI can only be used when the whole system is initialized.

> 3) Booting the game on a clean system meant that compatibiltiy
> is *increased*

Meaning there are a lot of programs doing things not officially allowed for the sake of speed, but this does not mean a programming language shouldn't support 'clean' programming. A STOS game will always be incompatible because incompatibility is build into the programming language. It can be patched to work on certain TOS versions, but the incompatibility will still be there.

> What other commercial games of that time run under GEM? Not many!
> Actually, even some modern games have problems with
> GEM/accessories/etc.
> The GEM version of "nethack" which was written to run on all GEM
> machines has major problems on certain falcons reading the mouse &
> keyboard! It was written in C and still can't get 100% compatibility. I
> don't think you can ensure 100% compatibility no matter what language
> you write in.

No, because you have to cope with TOS and it's bugs. But you have a good change being compatible by using GEM. Teradesk, my favourite GEM shell, runs AFAIK on

all TOS versions and Atari like hardware. It's not a game, but it is an example of a program that is quite compatible, even First Word Plus of the stone age runs on the mordern systems I have been told.

> Look at the PC scene... most games are not designed to run under
> windows (a DOS shell in windows maybe - but then it's still under
> DOS)

Yes, in 320 x 200 in 256 colors because all higher resolutions won't work on all VGA cards, huge problems with Vesa support and secondly, PC's need a 66 MHz 486 and 8 Mb memory to do things a 8MHz 68000 with 0.5Mb memory could do ten years ago ;-).

> Even when coding in C or 680x0 I wouldn't choose to write arcade games
> in GEM - simply because it would be too slow!

I agree, going direct to the hardware is always (a lot) faster. And you can do it in C. You can do anything STOS can in C and even a lot more. That's why I think Tony is wrong claiming STOS to be the best language for games.

> Now can this thread die in peace?

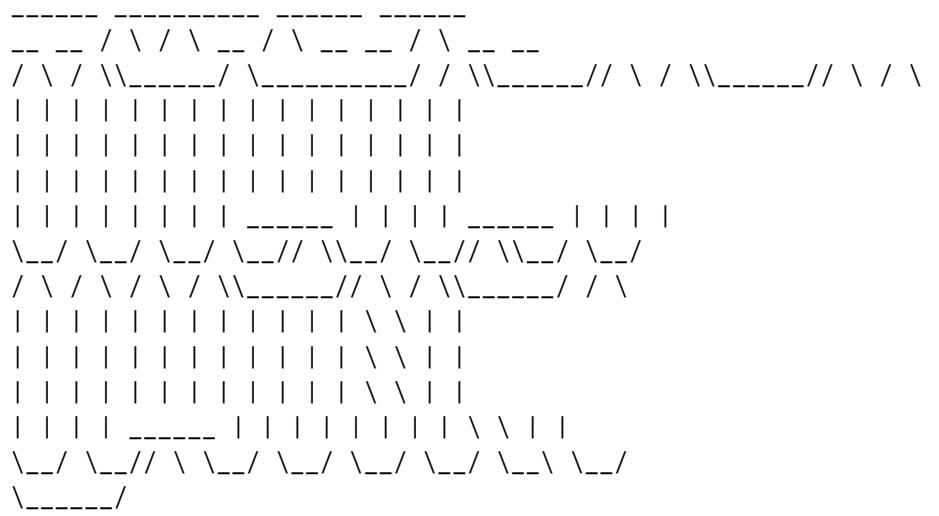
No, then this newsgroup would be too silent. :-)

Bye, Hans Wessels

4058. ICTARI 41 out now !

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <850873642_OASIS_NEWS@elis.demon.co.uk>
Source record: 8101

Thee Augean Stables Present:



The Atari Programmer's User Group

It's that time of the month again...

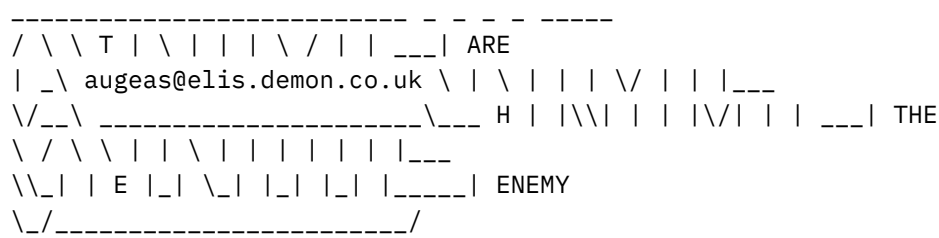
ICTARI 41 is now available on my web-page. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

Well, the last time I posted this message, saying that Pete Hibbs is
about to step down as editor it generated exactly NO REPLIES. This is
probably his second-last issue, and there's a chance that your's trully will
take over. If your only contact with ICTARI is via my WEB-page then *please*
send an article. You don't need to be any kind of expert, just read the note
at the top of the page. I'm probably going to re-vamp the page in the new
year, with some usefull links for programmers.

Have Fun,
"Augeas"

--



4059. Bulk-Mailing Software

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: jorge@mailloop.com
Message-ID: <597oep$k94@crawler.dlc.fi>
Source record: 8102

```
Mailloop is bulk mailing software that will revolutionize how
people advertise on the internet.

See what all the fuss is about...

http://www.mailloop.com
```

4060. Re: NED PLAYER v2.2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32B7AC24.167EB0E7@etlxdmx.ericsson.se>
Source record: 8103

Rich Tietjens wrote:
>
> I've tried the Geneva demo. In most respects, it's quite impressive.
>
> If I can ever iron out the PATH problems vis-a-vis Geneva and Jetmail, I
> would like to buy it and use it as my normal environment. So far, however,
> I get errors when Jetmail starts - it keeps trying to look in C:\ for its
> files, even though I created the GEM.CNF file as described in the Geneva
> demo docs. As long asI can't get the demo to work properly with the
> software I /must/ use, I don't want to spend the money for the full version.
> 'Twould be pointless to buy yet another program that I can't use (flashbacks
> to Data Diet and the complete loss of partitions that it caused...).

Try e-mailing Dan Wilga (gribnif@pair.com), he's normally most helpful
and always does his best to help people use his software.

Regards
Martyn

4061. Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32B7B307.2781E494@etlxdmx.ericsson.se>
Source record: 8104

Hi all

I've been doing a bit of investigation into concurrent launching of programs from within other applications and would like to make a plea for a bit of cooperation from programmers.

If your program calls another program could you please test for AES >= 4 and use shel_write() mode 0 in that case rather than shel_write() mode 1. Mode 1 will only launch programs concurrently under MagiC. Under all other systems (AFAIK) it launches programs as child processes of the calling application. I appreciate Andreas' comments of a while back that this is more sensible than Atari's mode 0 approach since it works to an extent under all systems whereas mode 0 will crash most systems without AES 4. However, functionality is reduced if your user is using a multitasking system other than MagiC. A number of programs spring to mind, Thing and Kobold being the most obvious.

It's not difficult to do, I've done it for the next version of MultiPlicity so it can't be :-), and it's quite small:

If AES >= 4 then use shel_write() mode 0
else use shel_write() mode 1.

Regards
Martyn

4062. Floating Point Maths

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.961218110235.8451A-100000@macbeth>
Source record: 8105

Hi,

Does anyone know where I can get some assembly language source code for
doing floating point maths?

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

4063. Re: G++ or C++ whatever

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <598nm4$958@cndns.combitech.se>
Source record: 8106

In article <593ppv$lq6@snail.stack.nl>, marcelv@stack.nl (Marcel Veltmaat) writes:
> To be short. I'm looking for a way to get into object oriented programming
> for the Falcon. I have Pure C but pherhaps a C++ compiler makes it more
> easy. If anyone has experience with this sort of programming, can you please
> help me out and get me started.
>
> I already programmed with (spit) MSVC++ 4.2 (spit). Although this is a
> (spit) Microsoft (spit) product, it still is better than writing tons of
> listings nobody else can understand.
>
> Pherhaps with the C++ compiler you could have the same sort of programs for
> Atari as Delphi and stuff like that. This would mean more Atari software
> could be made.
>
> Otherwise I should get as much libraries as possible to use them for making
> software.

I belive that GNU C is the only C++ compiler for the Atari.

/
/ Daniel

4064. Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <0f7_9612190045@conchbbs.com>
Source record: 8107

Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
before calling Malloc() then re-insert the application's PID?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4065. Detecting Joystick butto

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <0f8_9612190045@conchbbs.com>
Source record: 8108

```
g > How do I detect that the fire button is pressed, without
g > disabling the keyboard?

It would seem that the fire button does not trigger a joystick
event. Try holding down the fire button while moving the joystick
and see if you can detect that.

If true, there are only two ways to get fire button info while still
using the keyboard.

1) reprogram the IKBD (EEEEEK!)

2) periodically request a joystick report (using a timer interrupt
or VBI). You might have to switch to joystick interogation mode.

BTW, in joystick monitoring mode (which disables the keyboard), the
fire button for joystick 0 is sent in bit 6 rather than 7.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4066. Professional GEM Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <59aaqd$ots@alexander.INS.CWRU.Edu>
Source record: 8109

Several weeks ago, there appeared in one of these letters, the suggestion
to get Professional GEM to help understand window construction under
GEM. I got and translated the TeX files (into a 135 page document),
but it constantly refers to a set of demo programs called "gemcl...".
Nowhere can I find these. Does anyone know where they are to be found???

HELP!!

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4067. Re: Professional GEM Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: Dale Philip Needham <needhadp@eng.derby.ac.uk>
Message-ID: <32B92CDA.3444@eng.derby.ac.uk>
Source record: 8110
Body handling: Binary attachment payload not displayed: prosrc.arc

```
Boris D. Cahan wrote:
>
> Several weeks ago, there appeared in one of these letters, the suggestion
> to get Professional GEM to help understand window construction under
> GEM. I got and translated the TeX files (into a 135 page document),
> but it constantly refers to a set of demo programs called "gemcl...".
> Nowhere can I find these. Does anyone know where they are to be found???
>
> HELP!!
>
> --
> Prof. Boris D. Cahan
> bdc2@po.cwru.edu

The files are the demo listings, I have the files on my HD here,
uncompressed though. For a compressed version try : [ftp]

ftp.funet.fi/pub/atari/programming
The files you want are : 1-6.zoo 7-12.zoo 13-17.zoo
which contain the whole progem package

or

if that doesn't work try the attachment....

[One or more binary attachments are retained only in the source text.]
```

4068. wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: JRichard@nest.demon.co.uk
Message-ID: <647_JRichard@nest.demon.co.uk>
Source record: 8111

Anthony,

> handle=fopen(cur_wind->filename,"ra");
>
> while the following code always works:
>
> strcpy(tempstring,cur_wind->filename);
> handle=fopen(tempstring,"ra");
>
> anyone got any ideas why this is? is it a bug in
> lattice or something?

It must be something else both of these methods should work fine. Are you sure you are using the correct structure referencer ie '->' or '.'? Are you including the correct header files for fopen you want <stdio.h>. Recheck your code, I assure you it'll be your fault and not the compilers :*)

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4069. Selectric

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32b959da84ef40@xs4all.nl>
Source record: 8112
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I'm having problems with Selectric and MiNT. Selectric doesn't work
properly with MiNT sensitive programs which set Pdomain to 1 when MiNT
is installed. Filenames are shown in lower case, then, and Selectric's
mask patterns don't work anymore, even with `lower case' option
switched one.

If there isn't a solution to the problem, what's the best alternative
to Selectric?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

4070. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1912961035170001@dwilga.comm.mtholyoke.edu>
Source record: 8113

In article <0f7_9612190045@conchbbs.com>, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

> Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
> before calling Malloc() then re-insert the application's PID?

Yes, it does. That also solves the file handle problem. I wouldn't use the term "PID", though, since that's not what it is, technically. It's a basepage pointer.

Note that you should NOT do this under MagiC, MiNT, or Geneva!

Dan Wilga
dwilga@mtholyoke.edu

4071. Epson Stylus Color II driver

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <59bv03$qtq@thoth.nilenet.com>
Source record: 8114

I am using Dr. Noonan's Epson Sylus driver for Pagestream. I have noticed that with very large font sizes, the driver causes lines to print across the page. I have watched closely over the past few months and what seems to be happening is that the driver only prints a short section at a time and, if the fonts are large, then it (somehow) prints the bottoms of the letters at the top of this print section.

I wish I could explain this better. But, I have seen this many times and this seems to be what is happening. Only happens with big fonts and (for example) the the very bottom edge of a 72 point size letter "A" will print two short lines above the letter that correspond with the bottom of the letter. Weird. Has anyone else seen this? Any programmers with a Stylus willing to tackle this problem (or at least try to reproduce it? I love my Stylus but I have to always work around this problem.

Oh, it is version 2.0.5 and is called STYLUS_C.PRT. Bruse Noonan unfortunately is not upgrading it further. He has moved on to other things.

4072. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Source record: 8115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad's prices for used ST equipment are way too high, IMO. Last week, an
Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
Compare this with the $299 "special" Toad is offering on USED STe's.
Also, a few days ago on this very group someone was selling a VERY nice TT
for $300. I think people in this group ought to write to Toad and tell
them that we are not willing to pay these prices! I know that Toad has
long supported the Atari platform, but that is not an excuse to excercise
price gouging. If you agree, write to Toad "Toaday" and let them know
their prices are way off. I think the Atari community will be better off
with realistic prices set for equipment.

On Mon, 16 Dec 1996, Dave Troy wrote:

> THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> --
>
> AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> --
>
> ATARI 1040ST and 1040STE Computers!!
> We have used Atari 1040ST computers available for $199 and used Atari
> 1040STE computers available for $299! New STE computers available
> too! Call for pricing! Order yours today!
>
> IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> ---

4073. Floating Point Maths

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <363_9612191542@conchbbs.com>
Source record: 8116

```
s > Does anyone know where I can get some assembly language source
s > code for doing floating point maths?

Yes, but it requires a 68881 coprocessor ;-)

You could also try writing C code then looking at the results with a
debugger (I do that a lot with Pure C).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4074. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59c6s3$52c@alexander.INS.CWRU.Edu>
Source record: 8117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Before somebody says something about the Toad ad, I wanna jump in.
Thanks Toad. We don't get many stuff like this, you're the last
(maybe just a few left).

4075. Re: Detecting Joystick buttons

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851109436_OASIS_@swampdog.demon.co.uk>
Source record: 8118

In article <c117cc$f1a14.393@HERMES>
gmiller@inca.co.nz (Gaven Miller) said:-

>Sometime ago, I wrote a TSR which used the joystick to switch palettes
>based on which way the joystick is "pointed".
>
>I recently tried to extend this into a joystick monitor (where the last X
>number of movements of the joystick are saved into a buffer, and can be
>called upon by the running ap)
>
>Unfortunately, none of my implementations seem to be able to log the fire
>button.
>
>The first time, I installed my code into the joyvec member of the IKBD
>structure. Whilst that will work for the standard UDLR motion of the
>joystick, it seems that the button is ignored (or is permanently set to
>"not pressed" by the time my code is run)
>
>Next, I tried to put myself into the Keyboard ACIA data vector (using some
>code from a really old ST User mag). This is okay for UDLR, but when I
>look for any value other than UDLR, I am snookered. No fire button data
>seems to be available.
>
>(In both cases, I am checking whether data bit 7 is set, signalling that
>the fire button is pressed)
>
>How do I detect that the fire button is pressed, without disabling the
>keyboard?
>
>
>(BTW: "UDLR" = "Up-Down-Left-Right")

I've not done anything with joysticks so all I can do is quote a
section which might be relevent.

[from page 341, Compute Tech Ref Vol 3, ISBN 0-87455-149-8] ...

"After any joystick command the IKBD reads both ports as if they have
joysticks attached with one of the buttons assigned to each. After any
mouse command (except mouse disable $12) the IKBD scans port 0 as if a
mouse were attached and "steals" the joystick 1 fire button line for
the right mouse button. In this condition the only way to read the
fire button on joystick 1 is to temporarily disable the mouse with
command $12. Then, the fire button on joystick 1 can be read until the
mouse is enabled again."

The above book has 30+ pages dedicated to the IKBD if you can find a copy.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4076. Re: Buttons ...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851110504_OASIS_@swampdog.demon.co.uk>
Source record: 8119

In article <E2ID8J.GFu@csc.liv.ac.uk>
sm6pak@csc.liv.ac.uk (P.A. Kelleher) said:-

>In article <850428404_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk
>(Guy Harrison) writes:
>> In article <3828574b.d8c0.6950@flori.stingbox.stingbox.de>
>> FLORI@STINGBOX.STINGBOX.DE (FLORIAN WILCKE) said:-
>>
>> >Hi ..
>> >
>> >Today I had a chance to check out a SGI-machine. Not to mention that
>> >the whole thing was really impressing (speed/graphics etc) but what I
>> >liked most was a demo wich is called (I think) flying buttons.
>> >
>> >Clicking on a button caused the button to grow, spin around in a 3D
>> >style until it's "backside" filled the whole screen, showing another
>> >screen.
>> >
>> >Is it possible to implement something like that on the Falcon or
>> >under Magic on a faster machine (eg. a powerMac ?)
>>
>> I don't see why not. An ST could probably get away with it even
>> because there a lot less screen data to shift.
>>
>This is something I've been thinking of for a long time (approx. 2.5
>years) and I never quite seen to get down to it. A thought for you
>all: I've seen a program which (by judicious use of nobbling Trap #2,
>I think) disabled the zoomboxes and speeded up the desktop by some
>small amount. Could the same not be done in reverse, so to speak, by
>installing a routine which draws, basically, a prettier zoombox? What
>I had in mind was, admittedly, grabbing a chunk of screen bitmap
>(vro_cpy...etc) and kicking it until it looked like it was
>texture-mapped over a spinning box, but I suspect wireframes may be
>both easier and quicker. Thoughts?

Wireframes will certainly be quicker but even the blitterless ST can
drag a window plus its contents at a reasonable speed.

I've never had the need to fiddle with trap2 but it should be
possible. There are three possibilities I think ...

a) Find a portable way of using the AES vdi handle and pretend to
be the desktop. Without docs on the matter you may interfere
with settings the desktop has in effect. The problem of
implementing vdi calls within the trap is entirely yours of

course!

b) Use the LineA. This will not affect the vdi at all due to the
necessity of having to rewrite all variables for all calls (ie
the vdi has to do this also). However, the linea should not
really be used and use of it will almost certainly fail under
some non standard situations (extended screen driver etc)
where linea may not even exist.

c) Limit the feature to your own programs.

Another less obvious problem: you would have to ensure a multitasking
system does not taskswitch midway through your code else the screen
would be corrupted. This alone may limit you to (c) unless you can
find a portable way of locking and unlocking the screen manager.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4077. Re: Professional GEM Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851108932_OASIS_@swampdog.demon.co.uk>
Source record: 8120

In article <59aaqd$ots@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>
>Several weeks ago, there appeared in one of these letters, the suggestion
>to get Professional GEM to help understand window construction under
>GEM. I got and translated the TeX files (into a 135 page document),
>but it constantly refers to a set of demo programs called "gemcl...".
>Nowhere can I find these. Does anyone know where they are to be found???

I do have some (I doubt all) of these source files lurking about
somewhere on floppies. If you can list the actual filename referencess
I can email the ones I have got. I have no idea where they came from
unfortunately!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4078. Re: Detecting Joystick butto

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851032946@p24.f101.n323.z205.mbh.org>
Source record: 8121

John Kormylo wrote:
> How do I detect that the fire button is pressed, without
> disabling the keyboard?

Hi John,

I just wrote a key boardhandler, maybe it will help you a bit. The problem is this is just a level closer to the machine as you want do do your stuff, because I install myself in the ikbdsys vector and your joystick toutine has to work in the joyvec vector, but according to my documentation the information you want is pointed at by A0.

The programming language is C.

Bye, Hans Wessels

```
---------------------------->8-----------------------------------------------
#include <stdio.h>
#include <tos.h>

#define JOY_UP 1
#define JOY_LEFT 4
#define JOY_RIGHT 8
#define JOY_DOWN 2
#define JOY_FIRE 128

typedef unsigned int word;
typedef unsigned char byte;

/* key handeler info */
struct key_handler_info_struct
{
int status;
volatile byte joy0;
volatile byte joy1;
volatile byte joy2; /* cursor joystick */
volatile byte last_key;
} key_info;

int stop=0;
void *old_kbd;

void main_game(void);
void restore(void);
void init_game(void);
void key_handle(void);
void read_kbd(void);
```

```
void move_sr(word value) 0x46c0; /* move D0,SR */

int main(void)
{
Supexec((long)(main_game));
return 0;
}

void main_game(void)
{
init_game();
for(;;)
{
read_kbd();
if(stop)
{
break;
}
}
restore();
}

void init_game(void)
{
Bconout(4, 0x12); /* disable mouse */
Vsync();
Vsync();
Vsync();
Vsync();
Vsync(); /* Voodoo code */
{ /* flush keyboard */
KBDVBASE *base;
byte *p=(byte *)0xfffffc00UL;
move_sr(0x2700);
while(*p&1)
{
byte tmp=p[2];
}
base=Kbdvbase();
old_kbd=base->kb_kbdsys;
base->kb_kbdsys=key_handle;
move_sr(0x2300);
}
}

void restore(void)
{
Bconout(4, 0x08); /* enable mouse */
Vsync();
Vsync();
Vsync();
Vsync();
```

```
Vsync();
{ /* flush keyboard */
byte *p=(byte *)0xfffffc00UL;
KBDVBASE *base;
move_sr(0x2700);
while(*p&1)
{
byte tmp=p[2];
}
base=Kbdvbase();
base->kb_kbdsys=old_kbd;
move_sr(0x2300);
}
}

void key_handle(void)
{
byte key;
key=*(byte*)0xfffffc02UL;
if(key_info.status==0)
{
switch(key)
{
case 0xff:
key_info.status=-1; /* joy 1 is comming */
break;
case 0xfe:
key_info.status=1; /* joy 0 is comming */
break;
case 72: /* cursor up */
key_info.joy2|=JOY_UP;
break;
case 72+128:
key_info.joy2&=~JOY_UP;
break;
case 75: /* cursor left */
key_info.joy2|=JOY_LEFT;
break;
case 75+128:
key_info.joy2&=~JOY_LEFT;
break;
case 77: /* cursor right */
key_info.joy2|=JOY_RIGHT;
break;
case 77+128:
key_info.joy2&=~JOY_RIGHT;
break;
case 80: /* cursor down */
key_info.joy2|=JOY_DOWN;
break;
```

```
case 80+128:
key_info.joy2&=~JOY_DOWN;
break;
case 57: /* spatie */
key_info.joy2|=JOY_FIRE;
break;
case 57+128:
key_info.joy2&=~JOY_FIRE;
break;
default:
key_info.last_key=key;
break;
}
}
else
{
if(key_info.status<0)
{ /* joy1 */
key_info.joy1=key;
key_info.status=0;
}
else
{ /* joy0 */
key_info.joy0=key;
key_info.status=0;
}
}
}

void read_kbd(void)
{
printf("joy0: %02X joy1: %02X joy2: %02X key: %02X\r",
key_info.joy0,key_info.joy1,key_info.joy2,key_info.last_key);
if(key_info.last_key==1)
{
stop=1;
}
}
```

4079. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8CC44.51D2@tiac.net>
Source record: 8122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Thomas Main wrote:
>
> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.
>

I suspect they're trying to liquidate their remaining inventory without
too much of a loss. Now that they're in the PC business, all that old
ST equipment is taking up room and costing money to store, heat, and
air-condition. If you mention prices, they'll probably come down.

I thought STeve Kipker's STeve's Atari Sales was the last Atari-only
bastion, but even STeve has been forced to go Macintosh. But he hasn't
made the intimations that he is dropping TOS support (like Toad has).

BR Miller
Boston, MA

4080. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <59b7jh$c95@m1.cs.man.ac.uk>
Source record: 8123

In article <850862748@p24.f101.n323.z205.mbh.org>, Hans Wessels <mr_ni@mbh.org> writes:
>Anthony Jacques wrote:
>
> > With the following code the fopen fails, with _OSERR
> > indicating file-not-found, but only the first time it
> > is called (subsequent calls succeed)...
> >
> > handle=fopen(cur_wind->filename,"ra");
>
>Is "ra" an allowed combination? I think is't a bit strange to open a file for
>read and append, the proper call would be "r+" or is it a type for "rb"?

Hmm... I'm fairly sure that the a stands for 'ascii' not 'append' (I wrote
the original code with the lattice manuals in front of me. I wrote the
above code the day after from memory...) [ascii forces the conversions,
which I guess is probably the same as 'r', but its more obvious that it
isn't reading as binary]

> > while the following code always works:
> >
> > strcpy(tempstring,cur_wind->filename);
> > handle=fopen(tempstring,"ra");
> >
> > anyone got any ideas why this is? is it a bug in
> > lattice or something?
>
>I am sory, I have no explanation for this part. Maybe you could try to put
>cur_wind->filename into a char* and pass that to the fopen function? Just to see
>what happens?

yea, I'll try that (tempstring is defined as char[FMSIZE] btw)

Anthony

--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------

New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4081. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <59b7q4$cbj@m1.cs.man.ac.uk>
Source record: 8124

In article <850904172_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
> In article <593i32$69r@m1.cs.man.ac.uk>
>>handle=fopen(cur_wind->filename,"ra");
>
>I've never seen any rules on the parsing of the mode string but I've a
>feeling "ra" is illegal as parsing is left to right. Try "ar".

aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which I know I have used before...

>>while the following code always works:
>>
>>strcpy(tempstring,cur_wind->filename);
>>handle=fopen(tempstring,"ra");
>
>Does it start to fail if you manually delete the file?

Yes, if the filename is invalid (ie. it doesn't exist) it fails with the (correct) EFILNF.

>If I'm wrong then I've just typed a complete load of twaddle! :-))

It does sound as if it is possibly correct... I'll give it a try. :)

Cheers

Anthony

--

Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4082. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: "David C. Troy" <dave@beast.toad.net>
Message-ID: <Pine.LNX.3.95.961219165154.10481A-100000@beast.toad.net>
Source record: 8125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO.

We set our prices based on two basic principles: supply and demand. In our experience the prices on that equipment are agreeable to the people who buy it, hence their inclination to purchase.

With all due respect if you would like us to lower our prices, you will need to either increase supply or decrease demand. :)

Dave

4083. Re: Launching a program under MagiC5

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-19 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1689_SBagley@cameo.co.uk>
Source record: 8126

"Ambassador ," asked Steven. "Do you really want to know what's going on down
there right now?"
"Yes, absolutely," replied gary@the-gap.demon.co.uk.
Steven moved forward, and whispered something.
g>

g> I'm very confused and I've looked at the MagiC5 documents.

Mode SHW_PARALLEL I believe.

g> How can I launch a program (say CAB) from another program, AND leave
g> the original program running?
g>
g> Magic5 doesn't support Pexec (load,go,don't wait).

I thought it did? Hmm lets take a look.

[fx: takes a look at MagiC docs]

Nope it appears not.

g> Magic5 doesn't 'seem' to support mode 0 of shel_write.

No, it doesn't.

g> Mode1 is no good because it doesn't launch the program until the
g> calling program has exited. :(

Which is what is meant to do.

g> Help!!! Does anyone have any idea how I can do this?

I think its shel_write(SHW_PARALLEL) #100, its detailed in one of the files
in the magic 5 programming docs archive.

g> I'm not interested in sharing memory or any of that stuff. Just a
g> straightforward start another program.

What are you writing?

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

4084. <Q> Falcon Audio

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: mark@mdsh.com
Message-ID: <32bbe2ec.4315103@news.idiscover.co.uk>
Source record: 8127

Has anyone got any information on bit 6 of $ffff8930 on the Falcon.

The only information I have is that it's set to zero (as below) but the
audio app I'm working on at the moment (a new version of PlayAIFF) only
works with bit six set.

$FFFF8930 [R/W] :$01 76543210 .... Sound-Source-Device-Prescale-Mode Hi

```
||||||||
||||||||  Source-Device: EXT-INP
|||||||+----  1: Handshaking off
|||||++-----  Source-Clock
||||+-------  set to zero
||||
||||  Source-Device: A/D-Converter
|||+--------  set to zero
||+---------  0: internal 25.175 MHz-Clock
||  1: extermal Clock
++----------  set to zero
```

Thanks, in advance.

==========
Repost from CiX atari.st.prog/hardware #191
from mdsh, 887 chars, Dec 16 17:06 96

--
Enjoy! Mark Himsley.

4085. Falcon and BlowUp FX

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: gaghon@nevada.edu
Message-ID: <59ct55$37o@news.nevada.edu>
Source record: 8128

Can anyone give me any information about the BlowUP FX.
We want to expand the Falcon. We also have several 1meg 30pin simms
lying around. With the BlowUp FX, can you use those one meg simms
to expand to 8megs? also, how much does it cost, is it hard to install
(I have some soldering experience).

Thanks,

George

4086. Re: Toad Christmas SPECIALS -- through

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <59df9g$40t@library.airnews.net>
Source record: 8129

>I suspect they're trying to liquidate their remaining inventory without
>too much of a loss. Now that they're in the PC business, all that old
>ST equipment is taking up room and costing money to store, heat, and
>air-condition. If you mention prices, they'll probably come down.
>
>I thought STeve Kipker's STeve's Atari Sales was the last Atari-only
>bastion, but even STeve has been forced to go Macintosh. But he hasn't
>made the intimations that he is dropping TOS support (like Toad has).
>

I don't see why more dealers could not offer support for multiple
platforms like this. I totally understand that it's near impossible
to make a business stay afloat on Atari sales alone, but to carry it
as a side would seem to be a viable solution.

-Jared

4087. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851156980_OASIS_@swampdog.demon.co.uk>
Source record: 8130

In article <0f7_9612190045@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>Hmmmm, would it work to insert the ACC's PID into *(_syshdr->_run)
>before calling Malloc() then re-insert the application's PID?

Yes but it's not portable. It will only work under standard Gem and
there's no guarantee it will work with a future version. MagiC for
instance, allows you to Malloc() as and when you please because it
treats accs like apps and switches appropriately.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4088. Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <7d4_9612201242@conchbbs.com>
Source record: 8131

```
d > Yes, it does. That also solves the file handle problem. I
d > wouldn't use the term "PID", though, since that's not what it
d > is, technically. It's a basepage pointer.

d> Note that you should NOT do this under MagiC, MiNT, or Geneva!

I planned to test the original value of *(_syshdr->_run) to see if
it matched the ACC's BPA. (You have to read it anyway in order to
restore it later.) I assume under a multitasking OS the two will be
the same (when you read it), in which case you don't need to mess
with it.

BTW, I think I picked up using "PID" for the basepage address from
the MPB documentation, or maybe it was MiNT.

I thought about releasing source code for a bunch of ACCalloc() etc.
functions, but would rather make them Pure C specific assembly code
so as to avoid calling the Malloc() etc. interface functions.

Anyway, I need to fix RAM_HOG.ACC

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4089. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <59en67$o9h@james.freenet.hamilton.on.ca>
Source record: 8132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Lines: 30
X-Newsreader: NewsWerthy 2.04 (unregistered)

In <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>, Thomas
Main <main@conrad.appstate.edu> wrote:

: Toad's prices for used ST equipment are way too high, IMO. Last week, an
: Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
: Compare this with the $299 "special" Toad is offering on USED STe's.

I agree Toad has High prices.

: Also, a few days ago on this very group someone was selling a VERY nice TT
: for $300. I think people in this group ought to write to Toad and tell
: them that we are not willing to pay these prices!

Why should I? I vote with my pocket book. I am not willing to pay those
prices, so I wont. Toad loses a customer. They have a right to ask whatever
they want for their Atari stuff.

: I know that Toad has
: long supported the Atari platform, but that is not an excuse to excercise
: price gouging. If you agree, write to Toad "Toaday" and let them know
: their prices are way off. I think the Atari community will be better off
: with realistic prices set for equipment.

I agree here. The Atari community should have realistic prices. Toad
doesn't have those realistic prices, so buy used. I have never understood
how Toad became THE name in Atari. I wont buy from 'em.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

4090. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32baea51.13421584@news.airtime.co.uk>
Source record: 8133

On Tue, 17 Dec 96 21:55:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Her we go Chess again <G> excuse me but I see no reason why STOS
> > could not handle a chess game? although admittedly I have never had
> > the inclination to try evn though I am a Chess player,
>
>Well, to play with your rules: show me! This is type blah, blah, blah. I think

To start programming something I have never attempted before? to make
a point? eeerm I think not :)

>it will be very hard to write a chess engine with STOS, because STOS has no

Yes you are right, it would be very very hard I presume, but still
possible, I realy don't see why not?

> > therefore STOS is what? 90percent compatable, the only machines it
> > would fall down on are Hades and Madusa types, I dont think
> > complaints would come flooding in from those quarters?

>Yes, I know, I don't know these people, you only know people playing games on
>harddisk less color systems.

The point being made is that the vast majority of game playing ATARI
owners will have access to ATARI ST Low? ,
I don't see this as much of a disputable point, do you ?

>Gem type games are usually used as accessoire games. Games that are played when
>the whole system is running, busy compiling a huge C project, or compressing big
>amounts of data (testruns typically require 15 minutes). I know, it's different
>from the use of an Atari you know.

Yes you are correct, multitasking of any description is something I
can only do with two machines running, however I think you are
stretching the point a little,
Scenario: You know BASIC and you know C, you NOW! want to make a game
for the ATARI, do you attempt a gem game that would be a little bland
but works as a desk ACC and is pretty compatable?, or do you go all
out to make a game that people will be attracted to? , you can only do
so much with a desk acc, and most of this has already been done yes?
and the thread is the best BASIC for making a game today!

> > problem with SUPER comuters, the only drawback other BASICS and C
> > have is they cannot manage anything that needs speed,timing and power,
> > the choice is easy :)

>Ah, I see, my demo is also a demonstration of bad timing and slow code? That

Your demo is just that, a demo, NOT a game, alright you will say it
can be changed into a game, I doubt that very much, the only part that
looks like a game is the menu, and sorry but even that does not
function very well does it, so if it doesent even work as a good menu,
what chance a full game ?

>was omikron basic, and I know I can do it even faster in C. How do you know you
>can't accomplish the speed of STOS in C? Ever seriously tried to write a game in
>C?

aha!!!!!!! you are now getting to the point :), I am a STOS coder,
YOU are the C coder, I have shown you mine, it is up to you to show me
yours!, it is not up to me to show you how fast C is, I can write
nothing in C, what do you think this thread is far, it is for me to
say STOS is best, you prove me wrong, not me prove me wrong <smile>

>With C you can do ALL: GEM games, board games, arcade games, chess games, games

I do not dispute any of the above, but if you could use C and BASIC
and STOS BASIC, then STOS would IMHO and many others? be the best
choice today to attempt to make a game,

>running on super Atari's, games that have to be fast. The only better choice is
>assembley. No patching is needed to support a new TOS version. A second

I do not dispute that, but we are not talking about best language,
thats for others to squabble over, I am talking about someone
attempting to make a game today, with the choice of BASIC or C,

>advantage is that C is easily upgraded with new functions, either written in C
>or assembley (or pascal, or fortran, or Modula 2, or ....). Any function or

Yes I know, but that is not proof that it is good for games?

>procedure that comes in a common object format like GST or DR (digital reaserch)
>format can be used with most C compilers. And when necessary, you can easily mix
>c and assembley functions in C.

so? still doesn't win any debates does it?

>I agree, you first have to learn to program in C, and the beginning isn't as
>easy as it is in basic. But when you are familiar with C you can do almost
>anything you want, write an OS, a text processor or a game, and that game can be
>faster than STOS games.

yawn......the point is, would anyone?, thats the thread, thats the
question,

>like to do some demo coding so now and then). So I still think it's possible to
>write a better arcade game in C then in STOS basic.

Want to put it to the test ?

>BTW Tony: who is stario land and why does it, well, you know...

hmmm don't know where you got this from :), but it is true, I have a
very LOW estimation of STARIOLAND, I took one look at this slooow
boring and very bland platform game, took one look at the 20ukp price
tag and thought hey!, I can do better for free :))), ten years ago ok,
but chrging such a high price in the current market for such a drab
game is a bit of a *** *** IMHO :)
hmmm this does beg the question what it is written in ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4091. html

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32baf93b.17239317@news.airtime.co.uk>
Source record: 8134

I have the code on my web page for playing a midi file, but this only
works for MIE3, I beleive there is another command to get it working
on Netscape, anyone know what it is?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4092. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851121768@p24.f101.n323.z205.mbh.org>
Source record: 8135

Anthony Jacques wrote:
> <mr_ni@mbh.org> writes:
>>
>> Is "ra" an allowed combination? I think is't a bit strange to open a
>> file for read and append, the proper call would be "r+" or is it a
>> type for "rb"?
>
> Hmm... I'm fairly sure that the a stands for 'ascii' not 'append' (I
> wrote the original code with the lattice manuals in front of me. I
> wrote the above code the day after from memory...) [ascii forces the
> conversions, which I guess is probably the same as 'r', but its more
> obvious that it isn't reading as binary]

I checked the Lattice C (5.0) manual for it, and I must admid, the description overthere is a bit fuzzy, but K&R (2nd edition) page 242 is quite clear:
"r" open texstfile for reading
"w" create textfile for writing
"a" append, open or create a textfile to write at the end
"r+" open textfile for update (read and write)
"w+" create textfile for update, delete the existing one
"a+" appen, open or create a textfile for update, with writing at the end

When a 'b' folows after ony of the above symbols the file will be handled as a binairy file.

So a file is always opened as an ascii file unless 'b' is used to force it into a binairy file.

Bye, Hans Wessels

4093. Re: STOS (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-20 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32baf74e.16746437@news.airtime.co.uk>
Source record: 8136

On Tue, 17 Dec 96 22:52:04 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So? The decision to use or not to use GEM can be made by the programmer. Being
>able to use GEM doesn't mean you HAVE to use GEM, but no GEM support means you
>can't use GEM, even if you want to. BTW: C was there at the birth of GEM.

EH? Alittle confusing that bit?, but STOS can not use GEM in the tru
sense of the meaning,

> > :) (Non-GEM means able to be run from bootsector loader or auto-
> > folder)
>
>Still no reason not to support it. And STOS does need the OS, that's where the

the reason a STOS programmer does not support GEM is because STOS
does not support GEM, that simple :)

>The programmer has to choose which OS functions he will use:

not in this house ?

>support 'clean' programming. A STOS game will always be incompatible because
>incompatibility is build into the programming language. It can be patched to
>work on certain TOS versions, but the incompatibility will still be there.

so? when a falcon owner is running a STOS written game, he will not
care about any of this, he will have a game working on his falcon,
thats that?, no incompatability there, or are we still going on about
hades etc?

>all VGA cards, huge problems with Vesa support and secondly, PC's need a 66 MHz
>486 and 8 Mb memory to do things a 8MHz 68000 with 0.5Mb memory could do ten
>years ago ;-).

bit of a myth that surely ?

>it in C. You can do anything STOS can in C and even a lot more. That's why I
>think Tony is wrong claiming STOS to be the best language for games.

hahahahahaha, that can all be summed up with the first word of the
second line "think" hahaha, PROVE IT!

> > Now can this thread die in peace?

>No, then this newsgroup would be too silent. :-)

And if talking about programming is to be off limit then what do we
talk about.......knitting ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4094. Re: Linux and 520ST

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-21 00:00:00 UTC
From: James Troup <jjtroup@dcsun4.comp.brad.ac.uk>
Message-ID: <dmm3ewzol75.fsf@dcsun4.comp.brad.ac.uk>
Source record: 8137

chainxor@iesd.auc.dk (Henrik Lunardi Weide) writes:

> > Is it possible to get Linux running on a 520ST? I know the Linux
> > docs say you need at least a 68020, but is there any way around
> > this? I'd also like to upgrade the RAM and such, any advice?
>
> You'll need at least a 68030 CPU and 8 MB RAM at least to run
> X-Window properly. LiNUX requires built-in MMU, which only 68030,
> 040 and 060 has.

Linux/m68k doesn't require a built-in MMU, just a m68k processor with
an MMU; a 020+8851 will work.

The original poster should note, however, the wording of the FAQ
(namely "There is *no way* to run it without one"); i.e. there is no
way around this. You need a better processor than a 68000.

From the Linux/m68k FAQ[1] :-

"2.1 Processor

You need a Motorola 680x0 processor *with PMMU*. There is *no way* to
run it without one. This reduces the list of possible processors to
68020+68851, 68030, 68040, 68LC040, 68060."

[1] <URL:http://www-agrw.informatik.uni-kl.de/~jmayer/linux68k/linux68k-faq>
"Linux/m68k FAQ"

--
James
++ http://thor.lib.chalmers.se/~jamest/ ++

4095. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-21 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851182674@p24.f101.n323.z205.mbh.org>
Source record: 8138

Hi there, all of you, the thread is going to end...
It's 11 days before the end of 1996. So time is almost over.

Tony Greenwood wrote:
>
> Scenario: You know BASIC and you know C, you NOW! want to make a game
> for the ATARI, do you attempt a gem game that would be a little bland
> but works as a desk ACC and is pretty compatable?, or do you go all
> out to make a game that people will be attracted to?

I will do a blazing fast non GEM game, requiering ST LOW.

>> was omikron basic, and I know I can do it even faster in C. How do you
>> know you can't accomplish the speed of STOS in C? Ever seriously tried
>> to write a game
> in
>> C?
>
> aha!!!!!!! you are now getting to the point :), I am a STOS coder,
> YOU are the C coder, I have shown you mine, it is up to you to show
> me yours!

OK, I will :-)

> , it is not up to me to show you how fast C is, I can write
> nothing in C, what do you think this thread is far, it is for me to
> say STOS is best, you prove me wrong, not me prove me wrong <smile>

You think heartland is the best you can do in STOS (given the game type?)?

>> With C you can do ALL: GEM games, board games, arcade games, chess
>> games, games
>
> I do not dispute any of the above, but if you could use C and BASIC
> and STOS BASIC, then STOS would IMHO and many others? be the best
> choice today to attempt to make a game,

Well, the choice to get the best, and fastest game is C!

>> advantage is that C is easily upgraded with new functions, either
>> written in C or assembley (or pascal, or fortran, or Modula 2, or
>> ....). Any function or
>
> Yes I know, but that is not proof that it is good for games?

No, it is not.

>> I agree, you first have to learn to program in C, and the beginning
>> isn't as easy as it is in basic. But when you are familiar with C you
>> can do almost anything you want, write an OS, a text processor or a
>> game, and that game can
> be
>> faster than STOS games.
>
> yawn......the point is, would anyone?, thats the thread, thats the
> question,

Yes, I will!

>
>> like to do some demo coding so now and then). So I still think it's
>> possible to write a better arcade game in C then in STOS basic.
>
> Want to put it to the test ?

Yes, I have almost finished the conversion of Heartland to C. The screen is moving, the sprite works (still have trouble with the right sequence of sprites when rotating the sprrite clockwise and anti clockwise). It doesn't have any of the card- and teleport animations but I think that isn't essential for the game play, and the prove the game game be done better and faster in C.

But:
* It's faster than STOS basic, my C version has a playfield of 160 scanlines instead of the 128 you do with STOS basic.
* It will work on ST, Ste, TT and Falcon
* It has IMHO better sprite handling routines, it won't fall down from a platform that quick.
* It will work on a machine with 512kb or more memory
* It will play chip music on an ST and DMA music on STe and better
* Support of cursor joystick, normal joystick and joypad
* On fast machines (like TT and Falcon) the game will switch to 1VBL mode and scroll on nibble level.
* It is fully synced, so on accelerated ST's it will always run in 2 vbls, no matter how fast your ST is. But you can switch to the fast machine mode by pressing a key.
* The whole game is writen in C, according to the rules.

The game is also faster, more compatible and better timed...

To say it in chess terms check! mmmmma... :-)

Still have a question...

As the whole game design is yours I can't release the game in the public domain. So I donate it to you. You can release the game if you want (as heartland 2.0 or something like that). If you want to release the game as heartland 2.0 we have to spend some time making the game like yours, including card animations and teleport effects, game loading and saving and so on. If you don't want to release the game I simply send you a finished version without save routine and intro picture nad so on.

So, what are we going to do with the game? (I think will have it finished it tuesday).

A bugg report of your game (it's in mine too):
If you go to the most right part of the game map and from there up, to the point where you can go back to the rest of the game you will come to a point you can jump up into a wall, it looks something like this:

```
X
X < wall
platform X
==================X
X
X
X platform S < sprite
X====================================
```

When you continue to jump up in the wall the game will crash.

Further I still haven't found out how to reach the three coins close to the boy image in the wall, right of the big slide and those coins located high in the game map (these are the same a I asked you about some time ago).

>
>> BTW Tony: who is stario land and why does it, well, you know...
>
> hmmm don't know where you got this from :), but it is true, I have a

I wrote this when I just had the routines for displaying the map working.

Bye, Hans Wessels

4096. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-22 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32bd2422.6403273@news.airtime.co.uk>
Source record: 8139

On Sat, 21 Dec 96 15:52:06 +0100, in comp.sys.atari.programmer you wrote:

>Hi there, all of you, the thread is going to end...
>It's 11 days before the end of 1996. So time is almost over.

And me being ME will then state STOS is the best BASIC for making games in 1997, and all the members of the knitting classes who lurk in here will have releative Heart attacks :))

> > for the ATARI, do you attempt a gem game that would be a little bland
> > but works as a desk ACC and is pretty compatable?, or do you go all
> > out to make a game that people will be attracted to?

>I will do a blazing fast non GEM game, requiering ST LOW.

But you went to great lengths telling us all how some ATARI computers cannot use ST Low thus making any game that does not support other resolutions inferior, you seemed to be saying that so long as it worked on every machine then it was the best, hmm even if the game was naff?

> > YOU are the C coder, I have shown you mine, it is up to you to show

>OK, I will :-)

eh?...you will hehehehe

> > say STOS is best, you prove me wrong, not me prove me wrong <smile>

>You think heartland is the best you can do in STOS (given the game type?)?

NO, thats a BIG NOOOO, not only is it not the best STOS can do, but there are other STOS programmers around,
I am currently loking at making a game that will have same scrolling etc, but plenty of independant baddies, that will be uncontrolled, ie: no set left/right paths, also a still background screen, then when the platforms move it gives a spooky parralax effect , and a few other ideas,
However I must stress that these are as yet only working individual routines, yet to be all plonked into a game <?> yikes :)

>Well, the choice to get the best, and fastest game is C!

So you keep saying?

> > Yes I know, but that is not proof that it is good for games?

>No, it is not.

hmm your being agreeable...I sense a trap ;-)

> >> game, and that game can be faster than STOS games.

> > yawn......the point is, would anyone?, thats the thread, thats the
> > question,

>Yes, I will!

You will? oooer

> > Want to put it to the test ?

>Yes, I have almost finished the conversion of Heartland to C. The screen is

You sneaky devil you :)

>moving, the sprite works (still have trouble with the right sequence of sprites
>when rotating the sprrite clockwise and anti clockwise). It doesn't have any of
>the card- and teleport animations but I think that isn't essential for the game
>play, and the prove the game game be done better and faster in C.

heres a point?, waddaya mean "faster", if you mean more proc time
left then put something else in and then it will be better,

>* It's faster than STOS basic, my C version has a playfield of 160 scanlines
>instead of the 128 you do with STOS basic.

I doubt a game player would notice, I set the heartland screen out in
such a way that it hopefully gave the illusion that it started from
the top of the screen, not to a fellow programmer, but to a game
player, and most people at first glance, you would not know that there
is unused screen at the top,its an illusion and I know for a fact that
it works to a certain extent, believe me the screen was not simply
thrown together, a lot of thought went into it

>* It will work on ST, Ste, TT and Falcon

Ok TT would beat me, but thats IF you manage it, so far yours works
on NOTHING yet ?

>* It has IMHO better sprite handling routines, it won't fall down from a
>platform that quick.

hehehe, alright I was sloow but I figured out the part you where
attacking, you originaly gave the impresion that the sprite hung over
the edges of platforms, or fell through platforms, (IT DOES NEITHER)
but what it does do is scroll the screen at 8 pixels, but for simple
sprite detection I force two moves, thus only having to do 16pixels
sprite detection, as the play area is made up of 16x16 bloacks then
all i have to do is keep track of which block is where?
changing two variable and you can have the same game moving at 4,2 or
1 pixels,
for example if you set to one pixel scrolling, then you move left,
the screen will move one pixel, but will move 16 times before you get
control again,

this is far less noticable at 8 pixels, and its only a programmer
examining the game that would notice, believe me no one else has ?

>* It will work on a machine with 512kb or more memory

NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game
out because it was not needed to prove the speed point, if you had put
it all in then you either have a lot of disk access, or you go over
half a meg, that was a little cheeky of you to try and sneak "half
meg" in, you could not make the SAME game in half a meg, noooooo way,
the falcon sample is over quarter of a meg for a start!!
If I was to take most of the stuff out like you have then I could do
half meg,

>* It will play chip music on an ST and DMA music on STe and better

Mine already does that, but even more enhanced sound if ste has more
than one meg or a falcon is detected,

>* Support of cursor joystick, normal joystick and joypad

I can do jagpad easilly enough, just didnt, actually its very simply
to implement,

>* On fast machines (like TT and Falcon) the game will switch to 1VBL mode and
>scroll on nibble level.

Yeagh, ? I will be impressed, if I see it :)

>* It is fully synced, so on accelerated ST's it will always run in 2 vbls, no
>matter how fast your ST is. But you can switch to the fast machine mode by
>pressing a key.
>* The whole game is writen in C, according to the rules.

eeerm there wernt any rules, wish I knew we where having a compo, I
could have set to something C would be impossible to do,

Would like to see C make VidIgrid 2 hahahahaha

>The game is also faster, more compatible and better timed...

In Your Opinion....

>To say it in chess terms check! mmmmma... :-)

Hmmmm I think my King is safe, I cant even see your set? <smile>

will yours have the sprite walking behind all the objects mine does,
to be honest that was the killer punch in my game and the effect takes
half the proc time :(
I presume your game will be as big and have the animations, will it
have as much animation as diamond ice has?

I don't doubt your programming abilities Hans, but will be suprised
if you can duplicate Heartland in C, let alone the enhancements found
in diamond ice,

>Still have a question...

>As the whole game design is yours I can't release the game in the public
>domain. So I donate it to you. You can release the game if you want (as

No you should release it, the work will be yours and the public whome
the majority are FM and STe owners, can play the games side by side
and see which is best:)

>heartland 2.0 or something like that). If you want to release the game as
>heartland 2.0 we have to spend some time making the game like yours, including

a unproductive task, no point having two of the same other than to
compare,

>card animations and teleport effects, game loading and saving and so on. If you
>don't want to release the game I simply send you a finished version without save
>routine and intro picture nad so on.

as the work is yours then the decision is yours, I wont mind :)

>So, what are we going to do with the game? (I think will have it finished it
>tuesday).

if it is anywhere as good as mine from a gameplayers point of view
then I will eat my words :)
although we would probably both have to show the actual source to
prove to anyone interested that only BASIC commands or only C commands
where used :)

>A bugg report of your game (it's in mine too):
>If you go to the most right part of the game map and from there up, to the
>point where you can go back to the rest of the game you will come to a point you
>can jump up into a wall, it looks something like this:

thats the design of the map, not the actual engine, no detection is
done in mine for what is above the sprite, the map was supposed to be
designed so the sprite could not reach anything above it that it
shouldnt,, obviously one part was designed wrong,

>Further I still haven't found out how to reach the three coins close to the boy
>image in the wall, right of the big slide and those coins located high in the
>game map (these are the same a I asked you about some time ago).

Red Herring!, the sprite is there to attract, let you notice, a
simple look at the map should show that its impossible to get to them,

NO its not a bug :), its a nasty bit of game play to make you work :)

When I released SPOT IT, I knew it was hard, so I made it quite clear
there was a cheat, loads of people wrote asking where the cheat was as
they had tried everything to find it and couldn't, well there was NO
cheat, but trying to find it added to the game :)

no one said you could get all the coins :)

The ones at the top? well if i recall, you have to go through one of
the doors and you are transported there? I think ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4097. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-22 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851275210@p24.f101.n323.z205.mbh.org>
Source record: 8140

Tony Greenwood wrote:

> And me being ME will then state STOS is the best BASIC for making
> games in 1997, and all the members of the knitting classes who lurk
> in here will have releative Heart attacks :))

That's nice, but I realy believe the honours will have to go to C. So will
still have a lot of debating to do. :-)

> But you went to great lengths telling us all how some ATARI computers
> cannot use ST Low thus making any game that does not support other
> resolutions inferior, you seemed to be saying that so long as it
> worked on every machine then it was the best, hmm even if the game
> was naff?

No, I was telling you a programming language wasn't the best if it couldn't do
all types of games for all types of computers. You don't dispute the fact that C
can do GEM type of games. You do dispute if C can do fast arcade type of games
like you do in STOS, so if I can prove you wrong too on that point, there is
nothing left for STOS to be better at.

>> Yes, I have almost finished the conversion of Heartland to C. The
>> screen is
>
> You sneaky devil you :)

I am?

>> doesn't have any of the card- and teleport animations but I think that
>> isn't essential for the game play, and the prove the game game be done
>> better and faster in C.
>
> heres a point?, waddaya mean "faster", if you mean more proc time
> left then put something else in and then it will be better,

I am using the processor time left to display 32 lines of display extra.

>> * It's faster than STOS basic, my C version has a playfield of 160
>> scanlines instead of the 128 you do with STOS basic.
>
> I doubt a game player would notice, I set the heartland screen out in
> such a way that it hopefully gave the illusion that it started from
> the top of the screen, not to a fellow programmer, but to a game
> player, and most people at first glance, you would not know that
> there is unused screen at the top,its an illusion and I know for a fact
> that it works to a certain extent, believe me the screen was not
> simply thrown together, a lot of thought went into it

I think they will notice. Game players aren't THAT stupid. For me it's simply a part of showing C is faster than STOS.

>> * It will work on ST, Ste, TT and Falcon
>
> Ok TT would beat me, but thats IF you manage it, so far yours works
> on NOTHING yet ?

It works on my two Atari's. (1Mb TOS 1.0 and a 4Mb Kaos TOS). But working on a TT is simply a matter of starting the game on a TT. I don't expect any trouble there.

>> * It has IMHO better sprite handling routines, it won't fall down from
>> a platform that quick.
>
> hehehe, alright I was sloow but I figured out the part you where
> attacking, you originaly gave the impresion that the sprite hung over
> the edges of platforms, or fell through platforms, (IT DOES NEITHER)
> but what it does do is scroll the screen at 8 pixels, but for simple
> sprite detection I force two moves, thus only having to do 16pixels
> sprite detection, as the play area is made up of 16x16 bloacks then
> all i have to do is keep track of which block is where?

When you have my game you will see what I mean.

> changing two variable and you can have the same game moving at 4,2 or
> 1 pixels,
> for example if you set to one pixel scrolling, then you move left,
> the screen will move one pixel, but will move 16 times before you get
> control again,

So I beat you there to, when you are on nibble scroll you can position your sprite on 4 pixels exactly, in byte scroll on 8 pixels. Further the sprite is nicly alinged with the field grid.

> this is far less noticable at 8 pixels, and its only a programmer
> examining the game that would notice, believe me no one else has ?

Or no one cared to complaim, all being happy to get a new game for their ST?

>> * It will work on a machine with 512kb or more memory
>
> NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game
> out because it was not needed to prove the speed point, if you had
> put it all in then you either have a lot of disk access, or you go
> over half a meg, that was a little cheeky of you to try and sneak
> "half meg" in, you could not make the SAME game in half a meg, noooooo
> way, the falcon sample is over quarter of a meg for a start!!

So? There are no falcons with half a meg. I will only load data I really need on the machine, and will only preshift sprites that are really needed. I can do the complete game in half a meg. It's simply a matter of allocating the memory you need and loading the data you need. More memory will be allocated when there is enhough memory and when it is needed for extra effects.

>> * It will play chip music on an ST and DMA music on STe and better
>
> Mine already does that, but even more enhanced sound if ste has more
> than one meg or a falcon is detected,

Your game doesn't play chip music. It only does when you hit upon a coin or touch a spike (and things like that). At that moment game speed will slow down to 3 vbls (talking about good timing here?). I can play chipmusic all the time an will still have a 2 vbl game.

I will have to look for the extra STe and Falcon smaples. Up till now I only found one. (Thinking there was only one.)

>> * Support of cursor joystick, normal joystick and joypad
>
> I can do jagpad easilly enough, just didnt, actually its very simply
> to implement,

Maybe you didn't because detecting joystick, cursor youstick and joypad costs too much time?

>> * On fast machines (like TT and Falcon) the game will switch to 1VBL
>> mode and scroll on nibble level.
>
> Yeagh, ? I will be impressed, if I see it :)

Will, quite simple, if the game runs in 2 vbls on an ST than it will run in 1 vbl or less on a comuter with a bus and processor twice as fast. The nibble scrolling will work because I tested it on my computer (still running in 2 vbls though).

>> * The whole game is writen in C, according to the rules.
>
> eeerm there wernt any rules, wish I knew we where having a compo, I
> could have set to something C would be impossible to do,

The rules are no assembley. If I was allowed to use assembly I could to the game full screen (I think, didn't check that out).

> Would like to see C make VidIgrid 2 hahahahaha

What's VidIgrid 2? Does it run on my ST?

>> The game is also faster, more compatible and better timed...
>
> In Your Opinion....

Why, it's clear, I am doing more lines in the same time, so the code has to be faster. It's better timed because the code is synced every vbl.

> will yours have the sprite walking behind all the objects mine does,
> to be honest that was the killer punch in my game and the effect
> takes half the proc time :(

Ofcourse, no problem on that point, it looks exactly like your game does, there is more to see, you have a better sprite control, but all animated sprites are

there, the sprite will walk behind all objects like it does in your game. It's all the same, only a bit better. :-)

> I presume your game will be as big and have the animations, will it
> have as much animation as diamond ice has?

Sorry, haven't seen diamond ice, but my game has actually more animation than your Heartland, because the viewscreen is bigger, so there is more animation to be seen at the same time.

> I don't doubt your programming abilities Hans, but will be suprised
> if you can duplicate Heartland in C, let alone the enhancements found
> in diamond ice,

Heartland was no problem for C. I still have 2 lines of 20 16x16 sprites to spare before I am back on the same level as you, so I have some time left to do some extra animations if you like.

> No you should release it, the work will be yours and the public whome
> the majority are FM and STe owners, can play the games side by side
> and see which is best:)

Ok, that's nice.

> a unproductive task, no point having two of the same other than to
> compare,

They aren't the same, Heartland 2.0 is better, works on more machines, has an improved playing area. So there won't be two of the same, but the old version and the new improved version.

>> So, what are we going to do with the game? (I think will have it
>> finished it tuesday).
>
> if it is anywhere as good as mine from a gameplayers point of view
> then I will eat my words :)

Well, you have to test it, but I think you will have to agree it's better.

> although we would probably both have to show the actual source to
> prove to anyone interested that only BASIC commands or only C
> commands where used :)

I have no problem releasing the C code.

>
>> A bugg report of your game (it's in mine too):
>> If you go to the most right part of the game map and from there up, to
>> the point where you can go back to the rest of the game you will come
>> to a point
> you
>> can jump up into a wall, it looks something like this:
>
> thats the design of the map, not the actual engine, no detection is

> done in mine for what is above the sprite, the map was supposed to be
> designed so the sprite could not reach anything above it that it
> shouldnt,, obviously one part was designed wrong,

Yes, that's a programmers view. To an ordinary player is't a bug in the program because the computer suddenly terminates the execution of the game and goes back to the desktop without enabeling the mouse again.

>> Further I still haven't found out how to reach the three coins close
>> to the boy image in the wall, right of the big slide and those coins
>> located high in the game map (these are the same a I asked you about
>> some time ago).
>
> Red Herring!, the sprite is there to attract, let you notice, a
> simple look at the map should show that its impossible to get to them,

So it's also impossible to get more than 3000 points? Just because you can't bear the thought someone is above you in the highscore list?

> no one said you could get all the coins :)
>
> The ones at the top? well if i recall, you have to go through one of
> the doors and you are transported there? I think ?

None of them does so (if I recall it right).

Bye, Hans Wessels

4098. GEM Metafiles

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-22 00:00:00 UTC
From: afoster@zetnet.co.uk
Message-ID: <59jv3u$rem@irk.zetnet.co.uk>
Source record: 8141

Does anyone know how to save output as a metafile (or print it) when programming under SozobonX C? Any help would be appreciated, email me on afoster@zetnet.co.uk. Thanks!

4099. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-23 00:00:00 UTC
From: JRichard@nest.demon.co.uk
Message-ID: <654_JRichard@nest.demon.co.uk>
Source record: 8042

```
Hans Wessels:
> handle=fopen(cur_wind->filename,"ra");
>
> Is "ra" an allowed combination? I think is't a bit strange to open a
> file for
> read and append, the proper call would be "r+" or is it a type for
> "rb"?

"ra" doesn't mean open for read and append it means open for read in Mode A.
Which means the file is read only and ASCII translation will take place.
The call is perfectly valid.

Jr,

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4100. Re: STOS (compatibility)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-23 00:00:00 UTC
From: JRichard@nest.demon.co.uk
Message-ID: <655_JRichard@nest.demon.co.uk>
Source record: 8043

Hans Wessels:
> So? The decision to use or not to use GEM can be made by the
> programmer. Being
> able to use GEM doesn't mean you HAVE to use GEM, but no GEM support
> means you
> can't use GEM, even if you want to. BTW: C was there at the birth of
> GEM.

Does STOS allow you to use the VDI? If it did then compatability across systems could be improved greatly, however its use in arcade games would be restricted.

JR,

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4101. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-23 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E2vr3F.L6B@cix.compulink.co.uk>
Source record: 8044

```
>>I've never seen any rules on the parsing of the mode string but I've a
>>feeling "ra" is illegal as parsing is left to right. Try "ar".
>aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which
>I know I have used before...
There's nothing wrong with "ra", it means "read in ASCII mode" whereas "rb"
is "read in binary mode". "ar" wouldn't work and isn't what you want.

Try making your filename static char[].

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *
```

4102. Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <143_9612231751@conchbbs.com>
Source record: 8045

```
/* ****************************************************************
void ACCset(void);
void ACCreset(void);

There are certain functions which should not be called from an
accessory (after AES has been initialized):

Malloc(), Mxalloc(), Mfree(), Mshrink(), Fcreate(), Fopen(),
Fclose() or any stdlib function which uses these GEMDOS functions.

The reason is that single-tasking TOS will assign the resulting RAM
or files to the application, rather than the accessory, and will
free/close them when the application terminates.

This problem can be solved by bracketing the function call with the
ACCset() - ACCreset() functions:

ACCset();
p = Malloc(size);
ACCreset();

If you call ACCset(), you MUST call ACCreset() before the next AES
call. Do NOT call ACCreset() before ACCset() has been called.

Designed for Pure C only.
**************************************************************** */

EXPORT ACCset, ACCreset
IMPORT _BasPag ;base page pointer provided by PCSTART.O

SYSBASE = $4F2 ;OS Header

TEXT
ACCset:
pea (A2) ;save A2 to stack (Pure C binding)
pea set_bpa(PC)
move.w #38,-(A7) ;Supexec(set_bpa)
trap #14
addq.l #6,A7
move.l (A7)+,A2 ;restore A2
rts

ACCreset:
move.l save,D0 ;get saved application bpa
cmp.l _BasPag,D0 ;compare to accessory bpa
beq done1
pea (A2) ;save A2 to stack (Pure C binding)
pea reset(PC)
```

```
move.w #38,-(A7) ;Supexec(reset)
trap #14
addq.l #6,A7
move.l (A7)+,A2 ;restore A2
done1:
rts

SUPER ;(not really needed)
set_bpa:
move.l SYSBASE,A0 ;get sysheader
move.l $28(A0),A0 ;get prun
move.l (A0),D0 ;get application bpa
move.l D0,save ;save application bpa
move.l _BasPag,D1 ;get accessory bpa
cmp.l D1,D0 ;compare bpas
beq done2
move.l D1,(A0) ;set accessory bpa
done2:
rts

reset:
move.l SYSBASE,A0 ;get sysheader
move.l $28(A0),A0 ;get prun
move.l save,(A0) ;restore application bpa
rts

BSS
save: ds.l 1
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4103. Re: Professional GEM Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-23 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <01bbf0b6$483d1f60$80dfe49d@michael_home1.ac.uk>
Source record: 8046

```
These files can be found at:
src.doc.ic.ac.uk
in directory:
/pub/packages/atari/umich/Programming
in these files:
progem.arc - the articles and the sources as a sub archive
progem.lzh - the articles and the sources in one archive
prosrc.arc - just the sources for the demos

If you are in the US you will be better off going straight to:
atari.archive.umich.edu

Hope this helps,

Michael

Boris D. Cahan <bdc2@po.CWRU.Edu> wrote in article
<59aaqd$ots@alexander.INS.CWRU.Edu>...
: but it constantly refers to a set of demo programs called "gemcl...".
: Nowhere can I find these. Does anyone know where they are to be found???:
```

4104. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851384432@p24.f101.n323.z205.mbh.org>
Source record: 8047

John Richardson wrote:
> Hans Wessels:
>> handle=fopen(cur_wind->filename,"ra");
>>
>> Is "ra" an allowed combination? I think is't a bit strange to open a
>> file for
>> read and append, the proper call would be "r+" or is it a type for
>> "rb"?
>
> "ra" doesn't mean open for read and append it means open for read in
> Mode A. Which means the file is read only and ASCII translation will
> take place. The call is perfectly valid.

No, "ra" not a perfectly valid mode string. K&R edition 2, knows only the modifier 'b' for binairy mode. The modifier 'a' for ASCII mode does not exist. It's something of Lattice C only I think, because it is in the Lattice C manual, but it's not in K&R 2 nor in Pure C. I tried to open a file with "ra" in pure C and it didn't work.

There is no need for the 'a' modifier to read in ASCII mode, because without a modifier a fopen() will always open a file in ASCII mode. There is also ModeA, ModeB and default in the ANSI C standard. Default is ASCII and for binaire mode you have to use the 'b' modifier. So don't use the 'a' modifier in fopen if you want your C source to be compatible. (The integer _fmode doesn't exist too in ANSI C.)

Bye, Hans Wessels

4105. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
Source record: 8048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.

This is the kind of Talk that will put Toad out of Business and Kill yet
Another Atari Supporting Business at the Hands of some Cheapskate.

> On Mon, 16 Dec 1996, Dave Troy wrote:
>
> > THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> > --
> >
> > AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> > --
> >
> > ATARI 1040ST and 1040STE Computers!!
> > We have used Atari 1040ST computers available for $199 and used Atari
> > 1040STE computers available for $299! New STE computers available
> > too! Call for pricing! Order yours today!
> >
> > IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> > ---
>
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4106. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <59onct$97h@neon.airtime.co.uk>
Source record: 8049

>Tony Greenwood wrote:

> > And me being ME will then state STOS is the best BASIC for making
> > games in 1997, and all the members of the knitting classes who lurk
> > in here will have releative Heart attacks :))

You are quite right Mr Greenwood, STOS is the best BASIC on the Atari
for making games. I would argue that it has been since it's creation.

>That's nice, but I realy believe the honours will have to go to C. So will
>still have a lot of debating to do. :-)

How can C be the best BASIC ;)

> > But you went to great lengths telling us all how some ATARI computers
> > cannot use ST Low thus making any game that does not support other
> > resolutions inferior, you seemed to be saying that so long as it
> > worked on every machine then it was the best, hmm even if the game
> > was naff?

Surely this is a restriction in the hardware, not the software? Atari's
incompentance at making a non-fully compatible machine.

>No, I was telling you a programming language wasn't the best if it couldn't do
>all types of games for all types of computers. You don't dispute the fact that C
>can do GEM type of games. You do dispute if C can do fast arcade type of games
>like you do in STOS, so if I can prove you wrong too on that point, there is
>nothing left for STOS to be better at.

Erm... not being funny but I have yet to see a good GEM game, IMHO. I
feel it is easier to write a game in STOS then C. There are some STOS
commands which are so darned high level the programmer need do an
absolute minimum! I appreciate, however, that in C you can use libraries
which in effect offer high level programming.

>I think they will notice. Game players aren't THAT stupid. For me it's simply a
>part of showing C is faster than STOS.

Oh, a sweeping comment !!

>So? There are no falcons with half a meg. I will only load data I really need
>on the machine, and will only preshift sprites that are really needed. I can do
>the complete game in half a meg. It's simply a matter of allocating the memory
>you need and loading the data you need. More memory will be allocated when there
>is enhough memory and when it is needed for extra effects.

Go on then... do it ;)

>Maybe you didn't because detecting joystick, cursor youstick and joypad costs
>too much time?

The time, in STOS for joypad detection, is not noticeable.

> > Would like to see C make VidIgrid 2 hahahahaha

>What's VidIgrid 2? Does it run on my ST?

Oh boy, have you only a minimal connection with the Atari scene or
something? What's Vidigrid 2?? Hehehe, LOL!

>Why, it's clear, I am doing more lines in the same time, so the code has to be
>faster. It's better timed because the code is synced every vbl.

Whether is is faster in vbl's is irrelevant.. it is the playing that
matters. Maybe it will be too fast and impossible to control?

>Sorry, haven't seen diamond ice, but my game has actually more animation than
>your Heartland, because the viewscreen is bigger, so there is more animation to
>be seen at the same time.
Have not seen Diamond Ice? Where ya been!!!

> > a unproductive task, no point having two of the same other than to
> > compare,

>They aren't the same, Heartland 2.0 is better, works on more machines, has an
>improved playing area. So there won't be two of the same, but the old version
>and the new improved version.

In your opinion.. we'll have to see to compare..

>Well, you have to test it, but I think you will have to agree it's better.

> > although we would probably both have to show the actual source to
> > prove to anyone interested that only BASIC commands or only C
> > commands where used :)

>I have no problem releasing the C code.

BTW, don't you have a day job or something?! If only I could get time to
write a program just to see if it was faster than another!!

>So it's also impossible to get more than 3000 points? Just because you can't
>bear the thought someone is above you in the highscore list?

Oooh, handbags!!

I only joined this thread to see if I could be number 100 in it!!!! Like
I care about this arguement ;)

We all know that C and STOS are very different, STOS is better at games
and C is good for GEM applications. Real programmers use assembler...

In and out of this thread!!

Merry Christmas

4107. Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59opm4$5om@lana.zippo.com>
Source record: 8050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>
>On Thu, 19 Dec 1996, Thomas Main wrote:
>
>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> Compare this with the $299 "special" Toad is offering on USED STe's.
>> Also, a few days ago on this very group someone was selling a VERY nice TT
>> for $300. I think people in this group ought to write to Toad and tell
>> them that we are not willing to pay these prices! I know that Toad has
>> long supported the Atari platform, but that is not an excuse to excercise
>> price gouging. If you agree, write to Toad "Toaday" and let them know
>> their prices are way off. I think the Atari community will be better off
>> with realistic prices set for equipment.
>
>
>This is the kind of Talk that will put Toad out of Business and Kill yet
>Another Atari Supporting Business at the Hands of some Cheapskate.

We're customers, NOT a benevolence association.

They apply supply and demand to us but, cannot have the same done
to them...

Power without the Price used to be more than just empty words.

4108. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <59p5o4$65c@flood.xnet.com>
Source record: 8051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:
: In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
: >This is the kind of Talk that will put Toad out of Business and Kill yet
: >Another Atari Supporting Business at the Hands of some Cheapskate.

: We're customers, NOT a benevolence association.

: They apply supply and demand to us but, cannot have the same done
: to them...

: Power without the Price used to be more than just empty words.

I've looked at Toad's website. Yes, the prices are higher than you can get from a second-hand shop or a direct used sale. That's the nature of being a dealership--on used equipment sales, you can't compete with what somebody just dumping a machine will ask. Somebody just dumping a machine can't take your credit card and be a legal entity you can take recourse against if there's a major problem, either.

As for your statement about supply and demand, you can apply it to them just fine. Don't demand their machines and you're applying it. What's the problem there?

Nobody's asking you to be benevolent. If you think Toad's prices are too high there are other places to get the machines from. They're setting their margins, other people have their own. Personally, I think they're too high for me, so I'm counting on a sales post here to come through. But others may disagree.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

4109. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851528348_OASIS_@swampdog.demon.co.uk>
Source record: 8052

In article <654_JRichard@nest.demon.co.uk>
JRichard@nest.demon.co.uk (John Richardson) said:-

>
>Hans Wessels:
> > handle=fopen(cur_wind->filename,"ra");
> >
> > Is "ra" an allowed combination? I think is't a bit strange to open a
> > file for
> > read and append, the proper call would be "r+" or is it a type for
> > "rb"?
>
>"ra" doesn't mean open for read and append it means open for read in
>Mode A. Which means the file is read only and ASCII translation will
>take place. The call is perfectly valid.

Are you sure of this? It is certainly not true for K&R where there is
no way of explicitly defining ascii mode - it just defaults to it and
"a" does mean append. I'm beginning to wonder if ANSI rules are
different?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4110. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851526418_OASIS_@swampdog.demon.co.uk>
Source record: 8053

In article <59b7q4$cbj@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>In article <850904172_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
>> In article <593i32$69r@m1.cs.man.ac.uk>
>>>handle=fopen(cur_wind->filename,"ra");
>>
>>I've never seen any rules on the parsing of the mode string but I've a
>>feeling "ra" is illegal as parsing is left to right. Try "ar".
>
>aahh... thats possible... hmm.. except 'ra' is simular to 'rb' which
>I know I have used before...

There may be a K&R/ANSI incompatability issue here - again I can't be
certain. Here's the K&R version from my MWC manual which tends to
pride itself on being exact past the point of comprehension (you
should see its description of strtok())!! Back to the point ...

r read ascii, error if not found.
rb ditto binary
w write ascii, truncate if found, create if not found.
wb ditto binary
a append ascii, no truncation, create if not found.
ab ditto binary.
rw read/write ascii, no truncation, error if not found.
rwb ditto binary.
wr write/read ascii, truncate if found, create if not found.
wrb ditto binary.
ar append/read ascii, no truncation, create if not found.
arb ditto binary.

r+ rw
w+ wr
a+ ar

"ra" equates to "r+" equates to "rw", and "rw" is the reason I think
Lattice may have a bug. It should consistently fail _unless_ ANSI
states differently. ;-)

>>>while the following code always works:
>>>
>>>strcpy(tempstring,cur_wind->filename);
>>>handle=fopen(tempstring,"ra");
>>
>>Does it start to fail if you manually delete the file?

>
>Yes, if the filename is invalid (ie. it doesn't exist) it fails with
>the (correct) EFILNF.
>
>>If I'm wrong then I've just typed a complete load of twaddle! :-))
>
>It does sound as if it is possibly correct... I'll give it a try. :)

I'd be interested to hear what you discover on this - bug or ansi
feature.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4111. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851528916_OASIS_@swampdog.demon.co.uk>
Source record: 8054

In article <7d4_9612201242@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>d > Yes, it does. That also solves the file handle problem. I
>d > wouldn't use the term "PID", though, since that's not what it
>d > is, technically. It's a basepage pointer.
>
>d> Note that you should NOT do this under MagiC, MiNT, or Geneva!
>
>I planned to test the original value of *(_syshdr->_run) to see if
>it matched the ACC's BPA. (You have to read it anyway in order to
>restore it later.)

The accessory will be the "active" process until it makes its first
aes call (under standard gem) after which it may or may not be (it
isn't but you can't be sure).

>I assume under a multitasking OS the two will be
>the same (when you read it), in which case you don't need to mess
>with it.

There is no guarantee (but it does seem to be) that what you have just
read in the os header is anything at all under anything but standard
gem. It would probably be best to look for specific operating system
cookies?

TOS versions less than 1.4 do not have the information in the os
header. You have to know the address where the basepage for the active
process is stored. It is $602C for all versions except the spanish one
which is $873C.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4112. Atari Printer connector

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-24 00:00:00 UTC
From: 0copinga01@nop.flnet.nl
Message-ID: <32c05921.1570530@news.flnet.nl>
Source record: 8055

hello,

who can help me,

who knows whats the fastest way to program the DATA-LINE and the
STROBE on the printer connector for the Atari 1040ST

And have a merry christmas and a happy new year.

Johan Copinga
E-mail 0Copinga01@nop.flnet.nl
(The Netherlands)

4113. Loading Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c197cc$1730b.357@HERMES>
Source record: 8056

I've been working on a TSR that allows you to plug in extensions at boot time.

These extensions allow you to have one system-wide piece of code to (for example) translate bitmap graphics, edit on-disc data, and so forth.

So, the bitmap translator will be one library, the disc editor will be another, and so forth. And each library will reside in different executable files loaded at boot time.

Now, before I finalise things, I am interested to find out : what info would an extension need to know about at boot time? I already pass it info about the version of the TSR it will be plugging into, the CPU, FPU of the machine it is running on, TOS version, and which extensions are already loaded.

Before loading it, I have also checked that the extension has the correct magic id (so that I know it is an extension and not just a misplaced regular app), that it has a unique "cookie" and id number, and that CPU, FPU, and TOS are appropriate.

Is there anything obvious that I have forgotten to check for prior to extension loading time? Or to pass to the extension when it is loaded?

Oh, and while I am at it - if I happen to come across a second copy of an extension while loading, what should I do? My idea is to implement a "newer-is-better" policy, whereby the older version is "forgotten" and the newer version replaces it.

Your ideas, advice, guidance is welcomed.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

4114. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-25 00:00:00 UTC
From: JRichard@nest.demon.co.uk
Message-ID: <659_JRichard@nest.demon.co.uk>
Source record: 8057

Hans Wessels:
> When a 'b' folows after ony of the above symbols the file will be
> handled as a
> binairy file.

The attributes the file is opened for (ie either read,write or append) is
always the first letter in the string and the mode always the second for
example:

"a" - Append in default mode.
"a+" - Append and read in default mode.
"ra" - Read in ascii mode.
"aa" - Append in ascii mode.
"aa+" - Append and read in ascii mode.
"ab" - Append in binary mode.

There are other combinations but you get the picture.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4115. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-25 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851477846@p24.f101.n323.z205.mbh.org>
Source record: 8058

Martin wrote:

>> Tony Greenwood wrote:
>
>> And me being ME will then state STOS is the best BASIC for making
>> games in 1997, and all the members of the knitting classes who lurk
>> in here will have releative Heart attacks :))
>
>> That's nice, but I realy believe the honours will have to go to C. So
>> will still have a lot of debating to do. :-)
>
> How can C be the best BASIC ;)

Oops, yes, maybe Tony doesn't want to include C anymore.

> Erm... not being funny but I have yet to see a good GEM game, IMHO. I
> feel it is easier to write a game in STOS then C. There are some STOS
> commands which are so darned high level the programmer need do an
> absolute minimum! I appreciate, however, that in C you can use
> libraries which in effect offer high level programming.

Ofcourse, you might find it a lot easier, Tony will, simply because he doesn't speak C. But C can produce better games as STOS basic. And when you know how to program in C writing a game isn't that hard. I wrote the C version of heartland in less then 10 days. Not bad for my very first game on the Atari ST. Ofcourse game concept was ready, I needed some time to get the graphics out of the original game and some extra time to figure out how their format is. A next game will be easier, because the keyboard handlers and music players are ready now.

>> Would like to see C make VidIgrid 2 hahahahaha
>
>> What's VidIgrid 2? Does it run on my ST?
>
> Oh boy, have you only a minimal connection with the Atari scene or
> something? What's Vidigrid 2?? Hehehe, LOL!

Well, I haven't seen much games last few years, Tony's statement attracted my attention so, heare I am, and no, I don't know anything about Vidigrid 2, and your comments weren't very helpfull either.

>> Why, it's clear, I am doing more lines in the same time, so the code
>> has to be faster. It's better timed because the code is synced every
>> vbl.
>
> Whether is is faster in vbl's is irrelevant.. it is the playing that
> matters. Maybe it will be too fast and impossible to control?

Syncing to vbls is important on every atari that has more then 8 MHz, it ensures the game speed is the smae on all computers (exept for differences in the vertical frequency of the monitor).

> BTW, don't you have a day job or something?! If only I could get time
> to write a program just to see if it was faster than another!!

It didn't take too much time. I was simply a bit fed up with my normal programming work, so I did this game for fun (and to be right about C being faster ofcourse).

Bye, Hans Wessels

4116. Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <638_9612251643@conchbbs.com>
Source record: 8059

```
g > TOS versions less than 1.4 do not have the information in the
g > os header. You have to know the address where the basepage for
g > the active process is stored. It is $602C for all versions
g > except the spanish one which is $873C.

I believe you mean TOS 1.02. Yeah, I guess I should fix that.

So long as *prun contains the ACC's bpa, whether single-tasking or
multi-tasking, nothing needs to be done. If multi-tasking, nothing
needs to be done. If prun points to garbage (whether or not it is
used), that OS deserves to crash.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4117. Re: Loading Extensions

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <59skbt$3pd@maureen.teleport.com>
Source record: 8060

>I've been working on a TSR that allows you to plug in extensions at boot
>time.
>
>These extensions allow you to have one system-wide piece of code to (for
>example) translate bitmap graphics, edit on-disc data, and so forth.

Precisely what I suggested about a month back - excep you seem to have
refined the concept considerably.

>Oh, and while I am at it - if I happen to come across a second copy of an
>extension while loading, what should I do? My idea is to implement a
>"newer-is-better" policy, whereby the older version is "forgotten" and the
>newer version replaces it.

As long as you have a compile date encoded in the extension (so you can
compare realistically), that seems like the smart way to go.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
------------------ftp://ftp.teleport.com/users/atari---------------------

4118. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
Source record: 8061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On 24 Dec 1996, it was written:

> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
> >
> >On Thu, 19 Dec 1996, Thomas Main wrote:
> >
> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> >> Compare this with the $299 "special" Toad is offering on USED STe's.
> >> Also, a few days ago on this very group someone was selling a VERY nice TT
> >> for $300. I think people in this group ought to write to Toad and tell
> >> them that we are not willing to pay these prices! I know that Toad has
> >> long supported the Atari platform, but that is not an excuse to excercise
> >> price gouging. If you agree, write to Toad "Toaday" and let them know
> >> their prices are way off. I think the Atari community will be better off
> >> with realistic prices set for equipment.
> >
> >
> >This is the kind of Talk that will put Toad out of Business and Kill yet
> >Another Atari Supporting Business at the Hands of some Cheapskate.
>
> We're customers, NOT a benevolence association.
>
> They apply supply and demand to us but, cannot have the same done
> to them...
>
> Power without the Price used to be more than just empty words.

Power without the Price was Atari's idea for a slogan. And a load of Crap. It defies logic and goes against All the Laws of the universe. Like "A Man is worthy of His Hire." and "You get what you Pay for." and "If it sounds too good to be true, It's probably a Lie." and in Atari's case, "You sow what you reap" aka "What goes around, comes around." Atari trying to appeal to cheapskates was it's undoing. Don't punish Toad because of an Atari Slogan. They're trying to support Atari, stay in business and feed their families. I just received a Toad-M SwitchBox which will let me use a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same MultiSync. This will also be the Last one Toad makes as their Technician is leaving because not enough people wanting to keep him Employed with a DEMAND for work. I know about the Crap that Bonafide Atari dealers put up with. And how many don't appreciate them. I blame it all on Atari, especially their slogan "Power without the Price!"

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4119. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c2575e.792341@news.airtime.co.uk>
Source record: 8062

On Sun, 22 Dec 96 17:10:32 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>still have a lot of debating to do. :-)

hehe

>all types of games for all types of computers. You don't dispute the fact that C
>can do GEM type of games. You do dispute if C can do fast arcade type of games

NO!, You are correct, we agree C can do GEM , but I do not dispute
that C can do fast arcade type games, I could well agree that C can do
fast arcade games,
To put simply, *IF* I could program in C and STOS, and wanted to make
a platform game then I would use STOS, there may be many tools that
can do one specific job, but I would claim that STOS would be the BEST
one to do that job, ie: my first choice, I also beleive that anyone
else in the same situation would also use STOS, that is what it is
for, that is the correct tool for the job and that would be top
choice,
I repeat I "could" agree C can do a platform game, but you have yet
to show me one, you show me the game you say you have made, show me it
using,
A larger play area
Better Sampled sound
More Animation
Better play area,

In fact show me your game with everything better, then C will be
better, but so far it is all talk,

>like you do in STOS, so if I can prove you wrong too on that point, there is
>nothing left for STOS to be better at.

So show me ?.......you have spent a lot of time telling me you can do
it, but shown me nothing ?, again I dont dispute your ability, I just
want to see :)

> >> Yes, I have almost finished the conversion of Heartland to C. The
> >> screen is

> > You sneaky devil you :)

>I am?

Well yes, you did not mention until nearly finished that you where
doing this, so yes sneaky devil, BTW "sneaky devil" is a freindly
expression :)

> > there is unused screen at the top,its an illusion and I know for a fact
> > that it works to a certain extent, believe me the screen was not
> > simply thrown together, a lot of thought went into it

>I think they will notice. Game players aren't THAT stupid. For me it's simply a
>part of showing C is faster than STOS.

No one suggested game players are stupid, I simply pointed out that a
programmer can get away with a lot by using optical illusions, I mean
surely thats what the whole concept is based on ?????

Showing C is faster than STOS ? that would be a waste, no one is
disputing the level of the language, its not speed, its ability, show
me what C is capable of in game making, not how fast it is, I already
know C is faster,

>It works on my two Atari's. (1Mb TOS 1.0 and a 4Mb Kaos TOS). But working on a
>TT is simply a matter of starting the game on a TT. I don't expect any trouble
>there.

OK so the three or four game yearning TT owners out there will be
pleased :)
But then, we havent seen yours working on ANYTHING yet?

> > this is far less noticable at 8 pixels, and its only a programmer
> > examining the game that would notice, believe me no one else has ?

>Or no one cared to complaim, all being happy to get a new game for their ST?

You may be right, but I doubt it, no one is that desperate for a game
that they would then say its great, when its not?

> >> * It will work on a machine with 512kb or more memory
> >
> > NO!!! NOT IF YOU PUT EVERYTHING IN, you said you left half the game

>I will have to look for the extra STe and Falcon smaples. Up till now I only
>found one. (Thinking there was only one.)

Whoops, the falcon enhanced samples are in Diamond Ice, Diamond Ice
came AFTER Heartland so obviously has improved routines... so you
would never make that on a half meg, no way :)

> > I can do jagpad easilly enough, just didnt, actually its very simply
> > to implement,

>Maybe you didn't because detecting joystick, cursor youstick and joypad costs
>too much time?

It does not cost any time, it costs me going out and buying a pad,
its alright getting people to test certain aspects of a game, but some
you cannot trust to what people say, you have to see it for yourself
while programming or whatever, I only have a joystick so thats all its
programmed for, that simple really?,

> > Would like to see C make VidIgrid 2 hahahahaha
>
>What's VidIgrid 2? Does it run on my ST?

Yes, it takes a Video, FLM or VID or whatever, cuts it up into chunks
and displays it back on screen like a jigsaw, you pick up a peice with
the mouse and drop it where you think it should be,the peice already
there then flicks to the empty slot you left, if you have seen ViGrid
on the JAGUAR CD then its a complete copy of that, but with obviouse
lilitations,
There are 14 video clips on disk all cartoons edited to loop without
noticing where the loop occurs :)
sound simple ??
while you are moving a peice it is still playing the peice you are
moving,as well as all the other peices individualy,
At later levels there are 30 peices of the video playing individualy,
When you pick up and move a playing peice, NONE of the video slows
down :)

>there, the sprite will walk behind all objects like it does in your game. It's
>all the same, only a bit better. :-)

At this time, it is none existant,

>Sorry, haven't seen diamond ice, but my game has actually more animation than
>your Heartland, because the viewscreen is bigger, so there is more animation to
>be seen at the same time.

No I mean more items animated, where heartland had the coins, bottles
and spikes, diamond ice has those and another 8 objects animated, like
I say, later model, more advanced,

>They aren't the same, Heartland 2.0 is better, works on more machines, has an
>improved playing area. So there won't be two of the same, but the old version
>and the new improved version.

I hope you can show this soon, it is not nice of you to post public
messages telling everyone how much better your version is, but not let
anyone see it?

>Well, you have to test it, but I think you will have to agree it's better.

I would not count on it, I have yet to see it ?

> > although we would probably both have to show the actual source to
> > prove to anyone interested that only BASIC commands or only C
> > commands where used :)
>
>I have no problem releasing the C code.

Just releasing the program is the problem hey ?

>So it's also impossible to get more than 3000 points? Just because you can't
>bear the thought someone is above you in the highscore list?

hahahahaha I wish you had put a smiley in the above, I really wish
you had, Of course you can beat 3000, YOU have to see how,

Merry Christmas Hans <SMILE>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4120. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c2604c.3078475@news.airtime.co.uk>
Source record: 8063

On Tue, 24 Dec 1996 13:54:57 GMT, sinbad@airtime.co.uk (Martin) wrote:

>You are quite right Mr Greenwood, STOS is the best BASIC on the Atari
>for making games. I would argue that it has been since it's creation.

hehehe wana be in my gang my gang my gang.....wanna be in my gang

>>That's nice, but I realy believe the honours will have to go to C. So will
>>still have a lot of debating to do. :-)

>How can C be the best BASIC ;)

Well Martin, you should have read the original statement that started
this thread :)

>> > resolutions inferior, you seemed to be saying that so long as it
>> > worked on every machine then it was the best, hmm even if the game
>> > was naff?

>Surely this is a restriction in the hardware, not the software? Atari's
>incompentance at making a non-fully compatible machine.

Goooooood point :)

>>the complete game in half a meg. It's simply a matter of allocating the memory
>>you need and loading the data you need. More memory will be allocated when there
>>is enhough memory and when it is needed for extra effects.

>Go on then... do it ;)

Thats what I said :)

>>They aren't the same, Heartland 2.0 is better, works on more machines, has an

>In your opinion.. we'll have to see to compare..

Bugger!...I said that as well :)

>>So it's also impossible to get more than 3000 points? Just because you can't
>>bear the thought someone is above you in the highscore list?

>Oooh, handbags!!

Haa so you noticed the lack of smileys as well did yer ?

>I only joined this thread to see if I could be number 100 in it!!!! Like
>I care about this arguement ;)

100 ?.....Gosh :).....You don't care ?, but that won't help the sales
of your STOS "EXTRA" extension mate :)))))))))))))) thats one of the

reasons STOS is faster than before, because of you, hahaha

>We all know that C and STOS are very different, STOS is better at games
>and C is good for GEM applications. Real programmers use assembler...

About sums it up that.......

>In and out of this thread!!

Ho so sooon, when you added so...eeerm ho all right, seeya then
<giggle>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4121. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c2620c.3526405@news.airtime.co.uk>
Source record: 8064

On Wed, 25 Dec 96 02:14:36 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > How can C be the best BASIC ;)

>Oops, yes, maybe Tony doesn't want to include C anymore.

His name is Martin, Mine is Tony, Please don't put words into my
mouth :), Given the choice, I would use STOS BASIC before any other
BASIC to make a game, and if I also had the choice of C then I would
still choose STOS as it is better addapted for the job and therefore
the better tool,
Hans, YOU! are then only person who disputes this, everyone else
agrees, thus proving you to be in a miority of ONE!

>It didn't take too much time. I was simply a bit fed up with my normal
>programming work, so I did this game for fun (and to be right about C being
>faster ofcourse).

C being faster is not being disputed, C being the better choice for
game making is the bone of contention here, I would not say STOS is
faster than C, I cannot say STOS is more comapatable than C, (but
apart from a couple of SUPER machines then its no less compatable) all
I can say is that someone wanting to make a game that had all BASICS
and C to choose from, then STOS BASIC would be the best choice at this
moment in time, maybe not a couple of years ago, But now YES defintaly
the best choice!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4122. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851682064_OASIS_@swampdog.demon.co.uk>
Source record: 8065

In article <659_JRichard@nest.demon.co.uk>
JRichard@nest.demon.co.uk (John Richardson) said:-

>
>Hans Wessels:
> > When a 'b' folows after ony of the above symbols the file will be
> > handled as a
> > binairy file.
>
>The attributes the file is opened for (ie either read,write or append) is
>always the first letter in the string and the mode always the second for
>example:
>
>"a" - Append in default mode.
>"a+" - Append and read in default mode.
>"ra" - Read in ascii mode.
>"aa" - Append in ascii mode.
>"aa+" - Append and read in ascii mode.
>"ab" - Append in binary mode.
>
>There are other combinations but you get the picture.

This is from ANSI?

If so, then there are differences between it and K&R! :-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4123. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851681656_OASIS_@swampdog.demon.co.uk>
Source record: 8066

In article <638_9612251643@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>g > TOS versions less than 1.4 do not have the information in the
>g > os header. You have to know the address where the basepage for
>g > the active process is stored. It is $602C for all versions
>g > except the spanish one which is $873C.
>
>I believe you mean TOS 1.02. Yeah, I guess I should fix that.

And tos 1.0 as well!

>So long as *prun contains the ACC's bpa, whether single-tasking or
>multi-tasking, nothing needs to be done. If multi-tasking, nothing
>needs to be done. If prun points to garbage (whether or not it is
>used), that OS deserves to crash.

Naturally it would be trivial for the os to write the current bpa to
prun and as such it should be done by any future tos compatible os
also. As MiNT uses "proper" process identifiers it made me wonder if
it does actually update the bpa? It should ... ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4124. Help Please !!Transfer files from atatri to i.b.m.!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: MusicLife <danbel@total.net>
Message-ID: <01bbf363$51bbe1c0$7b7acdcd@danielbe>
Source record: 8067

help Please !!!!!
I own an aAtari 1040 st That i have used for Midi Music for 8 years now and I would like to tranfer all my midi files from Atari machine format to Dos format .the only way i know to do this would be to send them via modem .the only hick i have with this is time since I have quite a few (100 or so and via 2400 bds it would take foerever)
A couple of years ago i received a diskette for drum samples that could be read on my Atari and on my Ibm all the files are .mid format ,if i save my files in .mid format on my Atari it cannot be read on My I.b.m.
My question is :is there another way to do this with a programm or something ?Any kind of help would be GREATLY APRECIATED.
Thanks in advance-Daniel

4125. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59ubul$1io@lana.zippo.com>
Source record: 8068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>, Bravo says...
>
>On 24 Dec 1996, it was written:
>
>> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>> >
>> >On Thu, 19 Dec 1996, Thomas Main wrote:
>> >
>> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> >> Compare this with the $299 "special" Toad is offering on USED STe's.
>> >> Also, a few days ago on this very group someone was selling a VERY nice TT
>> >> for $300. I think people in this group ought to write to Toad and tell
>> >> them that we are not willing to pay these prices! I know that Toad has
>> >> long supported the Atari platform, but that is not an excuse to excercise
>> >> price gouging. If you agree, write to Toad "Toaday" and let them know
>> >> their prices are way off. I think the Atari community will be better off
>> >> with realistic prices set for equipment.
>> >
>> >
>> >This is the kind of Talk that will put Toad out of Business and Kill yet
>> >Another Atari Supporting Business at the Hands of some Cheapskate.
>>
>> We're customers, NOT a benevolence association.
>>
>> They apply supply and demand to us but, cannot have the same done
>> to them...
>>
>> Power without the Price used to be more than just empty words.
>
>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>It defies logic and goes against All the Laws of the universe. Like "A Man

In 1988, the cheapest PC Clone available in my area was an (PB)
8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.

It cost $1000.

A 520ST (w/ SS drive) cost $300.

Despite the appearace that that Clone outspecs this ST, the
ST ran circles around that machine and was quite a bit more
useable.
```

Just because you can't manage it now; it doesn't mean that it
never was.

Power without the Price, existed once.

It is not a far stretch to say that that is why many of us are here.

4126. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <GL2AACAWUP@alkor.sax.de>
Source record: 8069

In <32c2620c.3526405@news.airtime.co.uk> Tony Greenwood wrote:

> Hans, YOU! are then only person who disputes this, everyone else
>agrees, thus proving you to be in a miority of ONE!

Hhmm. You've not counted me, and on your side are how many in this news group? 2? I've discussed the thread last night with 5 guys, they are on my (or Hans) side...

> C being faster is not being disputed, C being the better choice for
>game making is the bone of contention here, I would not say STOS is
>faster than C,

In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
...
> I still feel STOS would taking the above into consideration be the
>wisest choice, The only draw back STOS has is a slight compatability
>problem with SUPER comuters, the only drawback other BASICS and C have
>is they cannot manage anything that needs speed,timing and power, the
>choice is easy :)
...

Read your last 3 lines very carefully, and you would see that you insist that STOS is faster than C... (speed, timing and power)

>I cannot say STOS is more comapatable than C, (but
>apart from a couple of SUPER machines then its no less compatable) all
>I can say is that someone wanting to make a game that had all BASICS
>and C to choose from, then STOS BASIC would be the best choice at this
>moment in time, maybe not a couple of years ago, But now YES defintaly
>the best choice!

BTW: Is the hole thread a trick to influence some programmers to code more games? ;-)

--
Email: haase@alkor.sax.de

4127. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851642272@p24.f101.n323.z205.mbh.org>
Source record: 8070

Guy Harrison wrote:

> In article <659_JRichard@nest.demon.co.uk>
> JRichard@nest.demon.co.uk (John Richardson) said:-
>>
>> "a" - Append in default mode.
>> "a+" - Append and read in default mode.
>> "ra" - Read in ascii mode.
>> "aa" - Append in ascii mode.
>> "aa+" - Append and read in ascii mode.
>> "ab" - Append in binary mode.
>>
>> There are other combinations but you get the picture.
>
> This is from ANSI?
>
> If so, then there are differences between it and K&R! :-(

No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on the Ansi standard. The problem is that they don't say the second 'a' is an extension of their own.

Bye, Hans Wessels

4128. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851648037@p24.f101.n323.z205.mbh.org>
Source record: 8071

Tony Greenwood wrote:

> NO!, You are correct, we agree C can do GEM , but I do not dispute
> that C can do fast arcade type games, I could well agree that C can
> do fast arcade games,
> To put simply, *IF* I could program in C and STOS, and wanted to make
> a platform game then I would use STOS, there may be many tools that
> can do one specific job, but I would claim that STOS would be the
> BEST one to do that job, ie: my first choice, I also beleive that
> anyone else in the same situation would also use STOS, that is what it
> is for, that is the correct tool for the job and that would be top
> choice,

There are two separate things:
1) If you have to program something the best language to do it in is the language you know best. In your case it would be STOS and I prefer C.
2) There is also a best languge to do some things. I think the best game language is the language that produces the best games, seen from the game players view. There it doesn't matter how hard the programming is, how ugly the interface to that language is or how unreadeble the source is. The only thing that matters is the result. (I am not saying that my source is unreadable, nor that my C compiler has an ugly interface, and I think we agree good coding is usually a hard job.)

> I repeat I "could" agree C can do a platform game, but you have yet
> to show me one, you show me the game you say you have made, show me
> it using,
> A larger play area
> Better Sampled sound

Has the sample quality to do anything with the power of the language? Don't think so, DMA sound is DMA sound, a longer sample, or an higher sample rate only consumes more memory.

> More Animation
> Better play area,

That's also a matter of design, I think.

> So show me ?.......you have spent a lot of time telling me you can do
> it, but shown me nothing ?, again I dont dispute your ability, I just
> want to see :)

Well, a preview version of heartland is on it's way to you. I send it you via i_a, because the mail system on my atari doesn't allow to send me HUGE mails.

A short overview of the keys:
Esc: quit game
s: toggle sound: DMA sound -> chip sound -> sound effects only -> no sound
m: show map
r: show rasters (= processor time left)
h: toggle 50/60 Hz (very unwise to do on an 8MHz ST)
f: enable fast machine mode, it will play a nibble scrolled game on machines
that are at least twice as fast as a normal 8MHz ST. (PS: My 20MHz turbo board
ST isn't fast enhough, still has a 8MHz bus)
n: toggle nibble scrolling

Still to be added:
*Fix for jumping out of the game area in the right part of the game field.
*Detection of being dead, now you life can be negative, doing funny effects on
the screen, maybe, if you wait long enough, the game will crash.
*Main menu screen
*Detection of game completion

Still to be tested:
*STe/Falcon/TT DMA sound
*STe/Falcon joypad
*TT/Falcon nibble scrolling (I realy wonder if a Falcon with VGA monitor is
fast enhough for nibble scrolling)
*The walk right sprite sequence contains a damaged sprite (never had a correct
version of the sprite data)
*working of the game on a half Meg machine (does anybody know the amount of
free memory on such a system?)

The game is not intended for massive spreading yet, but you may give copies to
people very intrested in the game. The game is only a preview.

> No one suggested game players are stupid, I simply pointed out that a
> programmer can get away with a lot by using optical illusions, I mean
> surely thats what the whole concept is based on ?????

Yes, but I think players will immediately see my version has a larger play
area. You could call your version a mordern wide screen version. :-)

> But then, we havent seen yours working on ANYTHING yet?

Please tell me: did you receive the game and did you like it?

>> I will have to look for the extra STe and Falcon smaples. Up till now
>> I only found one. (Thinking there was only one.)
>
> Whoops, the falcon enhanced samples are in Diamond Ice, Diamond Ice
> came AFTER Heartland so obviously has improved routines... so you
> would never make that on a half meg, no way :)

Never say never, I may be tempted to convert that game too :-)
The amount of sound data isn't the problem, just don't load it if you haven't
the memory for it. The only important thing is the amount of code and data
needed for the main gameplay. All other things can be reloaded when needed.
(Fastest access: put all data in one big file open it once at the game start and

'fseek' to the data position of the you need and load the stuff.

> It does not cost any time, it costs me going out and buying a pad,
> its alright getting people to test certain aspects of a game, but
> some you cannot trust to what people say, you have to see it for
> yourself while programming or whatever, I only have a joystick so thats
> all its programmed for, that simple really?,

Hmm, it does cost time to read the joypad, at least 8 clockcycles, but usually around the 100 cycles, so yes, time overhead of reading a joypad is very low.

>> Would like to see C make VidIgrid 2 hahahahaha
>>
> already there then flicks to the empty slot you left, if you have seen
> ViGrid on the JAGUAR CD then its a complete copy of that, but with
> obviouse lilitations,
> There are 14 video clips on disk all cartoons edited to loop without
> noticing where the loop occurs :)
> sound simple ??
> while you are moving a peice it is still playing the peice you are
> moving,as well as all the other peices individualy,
> At later levels there are 30 peices of the video playing individualy,
> When you pick up and move a playing peice, NONE of the video slows
> down :)

Yes, that's realy simple, it's no problem at all to do that in C, I think I can do it with a resolution 320x192, 240 16x16 pieces, movie going at 50 frames per second, 50 screen updates per second, all continues to play while ony pice is moving over the screen (including the pice you are moving). Just have the complete depacked sequence ready in memory, copy the current displayed part of the animation screen to the display memory (or change the screen adres when you are using a full screen puzzle, the piece moved is a sprited move over the screen (can by done real time). When two pieces swap places update them in all screens and off you go. Where is the problem? Maybe the movie depackers, I haven't got them in my code collection, but no doubt they are available somewhere.

>> Sorry, haven't seen diamond ice, but my game has actually more
>> animation than your Heartland, because the viewscreen is bigger, so
>> there is more animation to be seen at the same time.
>
> No I mean more items animated, where heartland had the coins, bottles
> and spikes, diamond ice has those and another 8 objects animated,
> like I say, later model, more advanced,

No problem at all. I can manage as many animated items as you like. The first thing geving problems is computer memory, because one 16x16 item costs 1kb in byte scrolling mode (2 kb for nibble scrolling). So if you want to have 512 items it's going to cost you half a Meg. You can put those items (or some groups of them) into an animation sequence. So a 4Mb machine can have about 3500 items that can be used in animations, allowing us to have 512kb of game code. The real problem is to find somone who will draw that many parts and put them together

into nice animations. Your fantasy is the limit here, not the programming language.

Samething for the level map. Make it as big as you like, the biggest problem is to find someone who will design it, alter the macro's (constants) MAP_LEN and MAP_HEIGHT in my C code and off you go, no problems with multiple overlapping maps like you did in heartland, just one big map. There is no 32k limit on the size of the map, nor on the seize of the item data. The only limit there is is the memory limit of the computer and, ofcourse, your fantasy.

> I hope you can show this soon, it is not nice of you to post public
> messages telling everyone how much better your version is, but not
> let anyone see it?

Requests for the finished game can be send to:
mr_ni@mst.tn.utwente.nl
It's my e-mail adress at the university, allowing me to send huge amounts of data cheap and easy. You will receive a copy of heartland 2.0 as soon as I think it's completely finished (let's say before the end of January, writing a program isn't hard, making a complete product is!).

>> Well, you have to test it, but I think you will have to agree it's
>> better.
>
> I would not count on it, I have yet to see it ?

And now?

> Just releasing the program is the problem hey ?
Yes, especially a finished and full debugged program, as soon as the code is working the fun is over, than the boring finishing starts.

> hahahahaha I wish you had put a smiley in the above, I really wish
> you had, Of course you can beat 3000, YOU have to see how,

Well, will have an other look. But I expect to find some extra bokkingen in your game. :-)

> Merry Christmas Hans <SMILE>

And a happy new year?

Bye, Hans Wessels

4129. MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL2OCCUQUp@tos.ak.planet.gen.nz>
Source record: 8072

Although I am unsure about this, I seem to remember hearing somewhere that MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones that look like circles and crossed boxes respectively).

Since the MagiC programmer documentation is in German, it is difficult for me to use these features. Can someone explain how to use MagiC's radio butons and checkboxes (in English)? Thanks!

Also, how can I check for the presence of MagiC?

Any help would be appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4130. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961227114051.16123B-100000@pallas.amp.uni-hannover.de>
Source record: 8073

On Wed, 18 Dec 1996, Martyn Tidd wrote:

> I've been doing a bit of investigation into concurrent launching of
> programs from within other applications and would like to make a plea
> for a bit of cooperation from programmers.
>
> If your program calls another program could you please test for AES >= 4
> and use shel_write() mode 0 in that case rather than shel_write() mode
> 1. Mode 1 will only launch programs concurrently under MagiC. Under all
> other systems (AFAIK) it launches programs as child processes of the

Even under MagiC the launched program will be a child of the starting
process. This is sensible and necessary.

> calling application. I appreciate Andreas' comments of a while back that
> this is more sensible than Atari's mode 0 approach since it works to an
> extent under all systems whereas mode 0 will crash most systems without
> AES 4. However, functionality is reduced if your user is using a
> multitasking system other than MagiC. A number of programs spring to

Why is functionality reduced ? Because others than MagiC's AES do not
bring preemptive multitasking ? That is not MagiC's fault.

> mind, Thing and Kobold being the most obvious.
>
> It's not difficult to do, I've done it for the next version of
> MultiPlicity so it can't be :-), and it's quite small:
>
> If AES >= 4 then use shel_write() mode 0
> else use shel_write() mode 1.

You never thought of a MagiC version that one day will have an AES
version > 4.0 ?

I do not think this is sensible at all. But if you really need to make a
distinction, please do it properly. Check for the MagiC cookie, or even
better, call appl_getinfo to find out what works which way, instead of
just comparing the AES version.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4131. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961227120122.16123D-100000@pallas.amp.uni-hannover.de>
Source record: 8074

On 20 Dec 1996, John Kormylo wrote:

> d > Yes, it does. That also solves the file handle problem. I
> d > wouldn't use the term "PID", though, since that's not what it
> d > is, technically. It's a basepage pointer.
>
> d> Note that you should NOT do this under MagiC, MiNT, or Geneva!
>
> I planned to test the original value of *(_syshdr->_run) to see if
> it matched the ACC's BPA. (You have to read it anyway in order to
> restore it later.) I assume under a multitasking OS the two will be
> the same (when you read it), in which case you don't need to mess
> with it.

This would be proper action. But note that under preemptive multitasking
the variable might not be the same anymore at the time of the Malloc.
It's unlikely, but difficulties may arise. The way to go is to do the
check and the Malloc in Supervisor context.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4132. Re: GEM Metafiles

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961227121050.16123E-100000@pallas.amp.uni-hannover.de>
Source record: 8075

On 22 Dec 1996, Adam Foster wrote:

> Does anyone know how to save output as a metafile (or print it) when
> programming under SozobonX C? Any help would be appreciated, email me
> on afoster@zetnet.co.uk. Thanks!

It's precisely like VDI drawing onto the screen. You only open a metafile workstation, instead of a screen workstation. You'll need META.SYS in your GEMSYS folder, or whatever it's called on your machine, and an entry in ASSIGN.SYS. Some special VDI calls then let you choose the filename, and write extra entries into the file.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4133. Re: Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961227121612.16123F-100000@pallas.amp.uni-hannover.de>
Source record: 8076

On 23 Dec 1996, John Kormylo wrote:

> There are certain functions which should not be called from an
> accessory (after AES has been initialized):
>
> Malloc(), Mxalloc(), Mfree(), Mshrink(), Fcreate(), Fopen(),
> Fclose() or any stdlib function which uses these GEMDOS functions.

Mfree and Fclose do not cause any harm, they may be called at any time.

> This problem can be solved by bracketing the function call with the
> ACCset() - ACCreset() functions:
>
> ACCset();
> p = Malloc(size);
> ACCreset();
>
> If you call ACCset(), you MUST call ACCreset() before the next AES
> call. Do NOT call ACCreset() before ACCset() has been called.

This approach works with single-tasking TOS (i.e. original TOS versions without MiNT, MTOS AES or Geneva). With multi-tasking systems you'll cause problems here. So before using those ACCset and ACCreset calls you must inquire whether you're with multi-tasking, and thus whether you're allowed to use them.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4134. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c3a7c3.1974140@news.airtime.co.uk>
Source record: 8077

On 26 Dec 1996 09:17:09 -0800, JEDI wrote:

>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man

In the UK many years ago, it would seem most people progressing from
Spectrums etc had two choices, Amiga or ATARI. the ATARI was cheaper,
that simple, and was/IS powerfull,
You can pick up an ATARI for 50 UKP or less now, so I think "Power
without the Price" slogan is very apt to this day,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4135. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c3cebf.7642923@news.airtime.co.uk>
Source record: 8078

On Fri, 27 Dec 96 00:18:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>1) If you have to program something the best language to do it in is the
>language you know best. In your case it would be STOS and I prefer C.

Perhaps I should learn C then restate my claim?, I am confident
enough to keep my opinion as it is, STOS is best for making games, *I*
already proved this?

>2) There is also a best languge to do some things. I think the best game
>language is the language that produces the best games, seen from the game
>players view. There it doesn't matter how hard the programming is, how ugly the

NO!, the thread is meant to be from a programmers point of view, that
is why it is posted in a programming group and not a gameplayers
group, so I am right when I say that a programmer, NOW who can program
in STOS and C, he should choose STOS to make a game, because that is
what it is for, If he can not program at all, but his interest is in
programming games then he should learn STOS,

>that matters is the result. (I am not saying that my source is unreadable, nor
>that my C compiler has an ugly interface, and I think we agree good coding is
>usually a hard job.)

Ithink my source is unreadable, verry bad and speghetti linked, it
has line numbers and is hard to follow, but who cares, it is the end
result that counts?

>Has the sample quality to do anything with the power of the language? Don't

You say you can make a better version of Heartland, I say you can
not, are you saying you can make a faster version, but not better?
what is the point of that, you must make a better version or say STOS
is best......

> > Better play area,

>That's also a matter of design, I think.

I meant bigger, to prove your routine is capable of the task, with no
disk accesing during game play,

> > So show me ?.......you have spent a lot of time telling me you can do

>Well, a preview version of heartland is on it's way to you. I send it you via
>i_a, because the mail system on my atari doesn't allow to send me HUGE mails.

Thank you, It is not here yet but it is Christams and the post will
be slow, maybe a few more days,

> > programmer can get away with a lot by using optical illusions, I mean
> > surely thats what the whole concept is based on ?????

>Yes, but I think players will immediately see my version has a larger play
>area. You could call your version a mordern wide screen version. :-)

of course they will....that is not the point, the point is that mine
has a smaller play area and no one noticed, no one complained and no
one said the game suffered because of a small play area, because you
cannot tell it is small, they do not realise, it is an illusion,
Yes if you stick another version under there nose with a bigger play
are they will notice, but they havent got anothetr version, they have
heartland and like it, I realy do not see your point here, my point is
that the screen size is good enough and does the job, maybe a bigger
screen size will spoil the effect?, bigger and faster does not mean
better does it ?????

> > It does not cost any time, it costs me going out and buying a pad,

>Hmm, it does cost time to read the joypad, at least 8 clockcycles, but usually
>around the 100 cycles, so yes, time overhead of reading a joypad is very low.

you mean it takes MORE than reading a joystick ?

> > I hope you can show this soon, it is not nice of you to post public
> > messages telling everyone how much better your version is, but not
> > let anyone see it?
>
>Requests for the finished game can be send to:
>mr_ni@mst.tn.utwente.nl

yes request it, talk about it....but we still have not seen it?

> > Just releasing the program is the problem hey ?
>Yes, especially a finished and full debugged program, as soon as the code is
>working the fun is over, than the boring finishing starts.

<smile> I have a couple of such projects where the main game is
finished, but needs loads of data inputting, pictures cutting out and
allsorts, just cant get myself to do the boring bits so they are on
hold:)

>Well, will have an other look. But I expect to find some extra bokkingen in

"bokkingen" ?????

>And a happy new year?

97 here we come hehehehe

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4136. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c3ce91.7597067@news.airtime.co.uk>
Source record: 8079

On Fri, 27 Dec 1996 00:44:28 +0100, in comp.sys.atari.programmer you wrote:

>> Hans, YOU! are then only person who disputes this, everyone else
>>agrees, thus proving you to be in a miority of ONE!

>Hhmm. You've not counted me, and on your side are how many in this news
>group? 2? I've discussed the thread last night with 5 guys, they are on
>my (or Hans) side...

Have you looked at the whole thread, there are more than 2 people in it, and so far you are only the 2nd person to side with Hans, telling me you have 5 friends that agree is a silly thing to say,Or can I bring in the STOS mailing list, the readers of STOSSER diskzine and the whole UK user base of STOS users and and and, No let's not get silly or we will end up with the old "My dads bigger than your dad",

>>game making is the bone of contention here, I would not say STOS is
>>faster than C,

>In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:

>>is they cannot manage anything that needs speed,timing and power, the
>>choice is easy :)

>Read your last 3 lines very carefully, and you would see that you insist
>that STOS is faster than C... (speed, timing and power)

Ho dear, do you not understand the concept of a programming group, or the whole idea of a debate or discusion?, Yes the above was my belief, I am now saying that due to information since received, that if I am shown what Hans says he can produce then I would not say STOS is faster, better yes!, faster no :), this is what I get out of threads like this, knowledge and information,

>>and C to choose from, then STOS BASIC would be the best choice at this
>>moment in time, maybe not a couple of years ago, But now YES defintaly
>>the best choice!

>BTW: Is the hole thread a trick to influence some programmers to code
> more games? ;-)

Very close, you are nearly right :)))
You see a lot of people have a very big missunderstanding about STOS, they see all the OLD games made years ago with the original STOS, these where terrible slow rubish type games that gave STOS a bad name, I released programs years ago that would be an absolout embarresment now, because STOS was so easy to use then everyone had a go and

produced some total crap, (Including me)
Unfortunatly the Public Domain Libraries stupidly accepted these programs, gave them a great description and sold them,
Now all these years later, those same programs with the same descriptions can be bought from public domain libraries thus giving everyone the idea that STOS is crap,
But now STOS has been upgraded and can produce quality arcade type games that will stand up in todays market and will compare well with any other programming language, it is very hard to change peoples attitude, they think STOS=CRAP, they ignore wihout even testing software simply because they know it is STOS,

I have received emails from people who are amazed that STOS is capable of such software and are getting out there disks and having another go,

This thread IS having the desired effect and making some people realise that STOS is not as bad as it used to be,

Ask Hans and anyone else, what they used to think of STOS, and ask if they have changed there mind in the last couple of months,
If I lose this debate <grin> I will still win because STOS has a better name, I hope you have looked at something made recently in STOS and are not commenting on the STOS of old, thats the mistake a lot of people have made coming into this thread, they have gone away with there tail between there legs :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4137. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-27 00:00:00 UTC
From: Dominique Bereziat <Dominique.Bereziat@inria.fr>
Message-ID: <rw5d8vwngjk.fsf@phoebus.inria.fr>
Source record: 8080

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

Hi everybody,

> I do not think this is sensible at all. But if you really need to make a
> distinction, please do it properly. Check for the MagiC cookie, or even
> better, call appl_getinfo to find out what works which way, instead of
> just comparing the AES version.
>

For your information, AES (with MagiC4) return 3.99 as AES-version,
the "official way" is to check appl_getinfo() for testing new AES
feature (such as shel_write extension). But appl_getinfo() is available
with AES >=4.0 (MultiTos, Geneva, N.AES, Oaesis, Xaaes) execpet MagiC4.
Please, test AESversion >= 3.99 or
AESversion >= 4.00 || get_cookie('MAGX')
and after, check appl_getinfo()

--

Dominique Bereziat | Email: Dominique.Bereziat@inria.fr
Projet AIR | Web: http://www-air.inria.fr/
INRIA Rocquencourt |
Domaine de Voluceau |
BP 105 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30

4138. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <5a3qpt$4j3@neon.airtime.co.uk>
Source record: 7992

Well I can been so entertained by this reproire that I feel I simply
have to jump in and say "Well done!". Ypou two should write for a BBC
comedy series, good family entertainment. Anyway, enough. I have come
back to add a few more (useless?) points?

>>So you happily moved the goal! First was STOS better because it could to
>>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>>better because STOS is better (#define BETTER STOS). It's nicer to write games
>>in?... Let me summarize:

Hmm, don't remember that!

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

You did..

>then said that I would even add C, I never mentiond fast or
>compatability, please do not trry to put words into my mouth,

Fair point, words shoved in ones mouth can leave a bitter aftertaste if
they are off... ;)

> I have since stated some things, but I have not moved the posts, my
>original statment stands good, you have done nothing to prove it
>otherwise, you make a gallant attempt and you do get me into corners
>by talking a good debate,
>
Ahh, how honest of you Tony. A good debate, that is true. Over 100 posts
(most of which were between you two people). To me that is, indeed, a
good debate!

> But really at the end of the day we have to let the software do the
>talking, mine has, your has not.....figure that one out :)

True... unles the C version is released with AT LEAST the same graphics,
sounds, music, options, levels, gameplay, speed, etc of the original.
Add to it if you like Hans but we are still waiting... us STers!

>>* C works on all Atari systems, STOS doesn't

> The only computers a STOS written game does not work on is the so
>called supre computers, Hades and Madusa, I do not see that as a
>compatability problem, so your compatability argument although true,
>is pretty useless ?

Works on mine, so I'm okay Jack. No probs where I am...

>>* C produces working code for all Atari systems, STOS doesn't

> Is that not exactly the same point as above?, and I proved that to be
>a useless point...

True, the same point worded differently... unless in your 1st point you
mean you can not even run STOS on all machines let alone STOS-written
programs? Need to clear this one up Hans!

>>* C will work on newer (not yet existing) TOS versions, STOS won't

> How the hell can you make a statement like that, that is impossible
>to know, you are talking rubish here,

You are asuming that there will be newer TOS versions? Heheheh, are we
all going to wake up and Atari never really went away? Hehehe.

>>* C can do GEM game, STOS can't

> I think that is a dissadvantage to C, thus you just shot yourself in
>the foot,

I agreee, I have not seen a decent looking GEM game. GEM was most
certainly not designed to be used for arcade games I am sure.

>>* C produces faster code than STOS

> Yawn, so what, how fast do you want to PRINT "SOMETHING"

Very true. Okay, so it gives you more processing time to do other things
which might have to be omitted in STOS because you would not get the
free time. In assembler this time is enough but in C it must surely be
minimal, by comparison?

>>* C allows structured programming with functions and data structures,
>> STOS doesn't

> So what, that has got to be the one most stupid statement you have
>made, what point is there to that? you are right, but so what, I may
>as well say STOS is better because it uses line numbers? you seem to
>be scraping the bottom of the barrel for reasons here?

Or... at least STOS does not forse you to use stupid curly brackets ;)

The idea that structured programming = quicker processing is, as any
schoolboy home coder will know, a load of old wotsits. Why? Well, it may
well be easier to read and debug (this I agree is true) but as far as
faster processing? An unconditional "Goto" is often considered a
programming "sin". I have, in the past, done timed tests and found that
it is more often than not more processor effecient to skip true cyclic
programming.

Besides, STOS does allow structured programming if you wish to utilise
it. Functions may easily be created.

>>* C can be used for all kinds of programming, STOS can only do games

> WRONG, See other posting for proof positive that your statement is
>outlandishly ill-informed and to be honest, suprisingly cheap of you,

Oi! STOS can only do games? Rubbish! By that token C can only do
applications :P

>>* C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that

> eeerm again, so what? what is so good about that? it doesent seem to
>do the C "games" programmer any good does it..

Plus you can write subroutines in STOS which can easily be merged into a
program, so you are again wrong mister!

>>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

> "Get a life", if you find my replies to you have taken a sour tint to
>them, it is because you have taken to cheap insults like this, at no
>point have I ever made a personal insult to you, even this message you
>are quoting and replying to was not to you personally, yet you feel
>the need to personally insult me, you tell me to "get a life" ?,

Oooer!! Well Hans, here's some rope to help you out of that hole you
just fell in :)

>>games in, especially for unexperienced programmers, but it is
>>certainly not the best language to do games in.

> Yes it is....you are wrong, but it is not enough to be wrong, today
>you have to be childish and insulting, whats up, game not going to
>plan hahahaha

Hmm, this seems to be the feeling of so many bitter (?) people today.
They HAVE to be right. It is impossible for other people to have
anything correct to say which might contravene them. And you are right,
when they realise they have lost an arguement it gets personal!

>> > This thread IS having the desired effect and making some people
>> > realise that STOS is not as bad as it used to be,

Yes, shame Mandarin couldn't take teh heat and dumped it... they could
have relaunched it as STOS '97 with most of the popular
extensions/commands as default (freeing up more extensions!) and really
shown that STOS is a viable language for games and serious use. There
are still some uninformed peopel out there who think of STOS as a SEUCK
type of affair!

>>But still isn't as good as C always has been.

> I never said STOS was better than C, in fact I have made every effort
>to say that C is better than STOS,
> But if someone wants to make a game, then STOS is the best choice,

Exactly... hehhee, but just so you know... ">>But still isn't as good
as C always has been."!!!! Just in case ;)

>>Yes, it moved from total utter crap to could be sensible.

> How childish :(

Well, Tny, you are obviously dealing with a real debator here... someone who like sdebating a lot, a kind of "mass debator"? ;)

> Please stop talking about how good you are, and start showing, I am
>not going to have a debate with someone who resorts to childish
>witterings and cheap insults.....Goodbye :(

Wahay... hear! hear! Go on Hans, release that version of Heartland... go for it!!! You have nothing to lose, as you say C is so much better that STOS. Therefore we are waiting the game of teh century!! Oh, not too difficult with the lack of new releases, that's true!

Ooh! I look around and think I am lost here. I only came here for a bit of a wind up. Mind you, STOS is better than C, we all know that !!!!

HAHAHA!!

Lighten up everybody... |-|appy |\|ew '/ear

4139. Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <ea9_9612281602@conchbbs.com>
Source record: 7993

```
p > Mfree and Fclose do not cause any harm, they may be called at
p > any time.

They may not cause harm, but they may not free the RAM or close the
file either.

p > So before using those ACCset and ACCreset calls you must
p > inquire whether you're with multi-tasking, and thus whether
p > you're allowed to use them.

Once again, if you are multi-tasking, cooperative or pre-emptive,
*prun will equal the accessory BPA (when you read it) unless it
isn't used at all (in which case changing it should do no harm).

(Actually, putting the test in is overkill, since at worst you will
be re-writing the current value.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4140. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851734220@p24.f101.n323.z205.mbh.org>
Source record: 8081

Uwe Haase wrote:

> In <32c2620c.3526405@news.airtime.co.uk> Tony Greenwood wrote:
>> Hans, YOU! are then only person who disputes this, everyone else
>> agrees, thus proving you to be in a miority of ONE!
>
> Hhmm. You've not counted me, and on your side are how many in this
> news group? 2? I've discussed the thread last night with 5 guys, they
> are on my (or Hans) side...

Doesn't count, only people who bother to respond to this tread count. I think most C coders see the header STOS and just skip. Maybe we should as MAUS.SYS.ATARI.SOFTWARE for their opinion. But determining which language is the best isn't a matter of majority. It can be proven that C beats STOS on any point that matters in game writing, so one person can be right and de rest of the universe can be wrong. Question is: are they willing to accept that, or will I be heretic and burned to death on the firestake? After all, earth is still turning around the sun. :-)

>> C being faster is not being disputed, C being the better choice for
>> game making is the bone of contention here, I would not say STOS is
>> faster than C,
>
> In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
> ...
>> I still feel STOS would taking the above into consideration be the
>> wisest choice, The only draw back STOS has is a slight compatability
>> problem with SUPER comuters, the only drawback other BASICS and C
>> have is they cannot manage anything that needs speed,timing and power,
>> the choice is easy :)
> ...
>
> Read your last 3 lines very carefully, and you would see that you
> insist that STOS is faster than C... (speed, timing and power)

Well, you got the right message there, that's the massage that triggered me into converting the Heartland to C. Thank you!

Bye, Hans Wessels

4141. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851737570@p24.f101.n323.z205.mbh.org>
Source record: 8082

Tony Greenwood wrote:
> On Fri, 27 Dec 96 00:18:10 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>> 1) If you have to program something the best language to do it in is
>> the language you know best. In your case it would be STOS and I prefer
>> C.
>
> Perhaps I should learn C then restate my claim?, I am confident
> enough to keep my opinion as it is, STOS is best for making games,
> *I* already proved this?

You did? Well, yes, from STOS point of view, STOS is best for making games because it's the only thing it can be used for. But that doesn't matter to this discussion, because we were comparing STOS with other languages and then STOS is way behind C, even on it's speciality: arcade games.

>> 2) There is also a best languge to do some things. I think the best
>> game language is the language that produces the best games, seen from
>> the game players view. There it doesn't matter how hard the
>> programming is, how ugly the
>
> NO!, the thread is meant to be from a programmers point of view, that
> is why it is posted in a programming group and not a gameplayers
> group, so I am right when I say that a programmer, NOW who can
> program in STOS and C, he should choose STOS to make a game, because
> that is what it is for, If he can not program at all, but his interest
> is in programming games then he should learn STOS,
>
>> that matters is the result. (I am not saying that my source is
>> unreadable, nor that my C compiler has an ugly interface, and I think
>> we agree good coding is usually a hard job.)
>
> Ithink my source is unreadable, verry bad and speghetti linked, it
> has line numbers and is hard to follow, but who cares, it is the end
> result that counts?

The end result counts? No!, the thread is meant to be from a programmers point of view, that.. etc etc. Well, for the first time in the thread you contradicted yourself between to quotations, congratulations!

Yes, you don't have to tell me basic is easier to learn than C, but if your intention is to write real cool games and you don't want to use assembley you have to use C for the best results, not STOS.

> You say you can make a better version of Heartland, I say you can
> not, are you saying you can make a faster version, but not better?
> what is the point of that, you must make a better version or say STOS

> is best......

Well, by writing a faster game I proved C is at least on par with STOS on the arcade game type, taking all previous mentioned advantages of C in account, C is clearly the best.

> I meant bigger, to prove your routine is capable of the task, with no
> disk accesing during game play,

Do you think a mapsize of 320x200, or 640x100 will be big enhoug? I took these sizes because the complete map can't be displayed on screen when I am using bigger map size.

> bigger screen size will spoil the effect?, bigger and faster does not
> mean better does it ?????

Yep, maybe you are right, start using to old STOS routines again, the current allow you to show a too big screen and the game is also faster. In arcade games bigger and faster usually is better.

>> Hmm, it does cost time to read the joypad, at least 8 clockcycles, but
>> usually around the 100 cycles, so yes, time overhead of reading a
>> joypad is very low.
>
> you mean it takes MORE than reading a joystick ?

No, where did I say that? reading the joystick has to be done by a intterupt routine, or by sending IKBD command to the keyboard to request joystick data. Waiting for IKBD commands to be send takes really a lot of time. Intterupt routines take more time too. How much time does reading the normal joystick need in your oppinion?

Remember, we are talking about clockcycles, not scanlines, on a 8MHz ST one clockcycle is 125ns, a scanline is 512 clockcycles long, ie 64ms. At 50 Hz one screen is 160000 clock cycles. This information, plus a clockcycle table and some extra knowledge of bus usage during DE (display enable) allows you to create exactly synchronized screens, but that's assembly guru level stuff, but it can also done in (Omikron) basic or C.

>> Requests for the finished game can be send to:
>> mr_ni@mst.tn.utwente.nl
>
> yes request it, talk about it....but we still have not seen it?

It will be released. Please allow me some time to finish the product. It will be finished before februari 1997.

>> Well, will have an other look. But I expect to find some extra
>> bokkingen in
>
> "bokkingen" ?????

Yes, bokkingen. It's dutch. According to my dictionary has to be transleted in bloater, but that's no the type we are looking for :-)

Bye, Hans Wessels

4142. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851737591@p24.f101.n323.z205.mbh.org>
Source record: 8083

Tony Greenwood wrote:

>> In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
>
>>> is they cannot manage anything that needs speed,timing and power,
>>> the choice is easy :)
>
>> Read your last 3 lines very carefully, and you would see that you
>> insist that STOS is faster than C... (speed, timing and power)
>
> Ho dear, do you not understand the concept of a programming group, or
> the whole idea of a debate or discusion?, Yes the above was my belief,
> I am now saying that due to information since received, that if I am
> shown what Hans says he can produce then I would not say STOS is
> faster, better yes!, faster no :), this is what I get out of threads
> like this, knowledge and information,

So you happily moved the goal! First was STOS better because it could to
blazing fast arcade games although it isn't as compatible as C is. Now STOS is
better because STOS is better (#define BETTER STOS). It's nicer to write games
in?... Let me summarize:

* C works on all Atari systems, STOS doesn't
* C produces working code for all Atari systems, STOS doesn't
* C will work on newer (not yet existing) TOS versions, STOS won't
* C can do GEM game, STOS can't
* C produces faster code than STOS
* C allows structured programming with functions and data structures,
STOS doesn't
* C can be used for all kinds of programming, STOS can only do games
* C can produce it's own libraries (language extensions), STOS needs
assembley to do that

Yet STOS is the best language to do games in? Get a life! STOS is nice to do
games in, especially for unexperienced programmers, but it is
certainly not the best language to do games in.

> This thread IS having the desired effect and making some people
> realise that STOS is not as bad as it used to be,

But still isn't as good as C always has been.

> Ask Hans and anyone else, what they used to think of STOS, and ask if
> they have changed there mind in the last couple of months,

Yes, it moved from total utter crap to could be sensible.

Bye, Hans Wessels

4143. Re: MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5a277a$j20@orm.southern.co.nz>
Source record: 8084

Hi there!

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: Although I am unsure about this, I seem to remember hearing somewhere that
: MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
: that look like circles and crossed boxes respectively).

It does, although I'm not really sure how to get at them. They may just
have to be called by creating a radio_button or check_box and calling it
extended type 13 or 14 with a resource editor...

: Also, how can I check for the presence of MagiC?

Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
MagiC is running. It also tells me that I'm running AES version 3.99...

Not sure which cookie it is that says this, but I'm sure there is one...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

4144. Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5a1p9a$sgo@snail.stack.nl>
Source record: 8085

Hi all,
I've been scooping around for 'c' and 'c++' compilers. And found Pure C, Borland C and GNU C++. But I've come to the
conclusion that there is no way for a newbie to start without spending hours,days or months on all the functions, bits and bytes for programming. Are the small programs I can start with so I can get familiar with the userunfriendly userinterface of all those C compilers? (There should be a combined interface with the resource editor and the GNU C++ with object library function.).
Now I was wondering if there are any know standards in programming the Atari. Or do I have to find all possible libraries on the net and put them together to find out which functions are best to use?

Also I was wondering if anybody has used the STL include files with GNU C++ compiler. For me the STL is the best thing since it's so darn smart coding. I will try to continue to use the STL header files with GNU. But the compiler might use to much memory so it might be neccesary to use virtual memory. (slow!)

Guess those were my 2 cents,
Fuse

4145. Re: Professional GEM Help!!!

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <48866140_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 8086

Thanks! Gotit!

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

4146. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c51efc.9570796@news.airtime.co.uk>
Source record: 8087

On Sat, 28 Dec 96 02:46:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So you happily moved the goal! First was STOS better because it could to
>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>better because STOS is better (#define BETTER STOS). It's nicer to write games
>in?... Let me summarize:

What are you talking about ? I said that given the choice, STOS is
the best language to make games in 1996 compared to any other BASIC, I
then said that I would even add C, I never mentiond fast or
compatability, please do not trry to put words into my mouth,
I have since stated some things, but I have not moved the posts, my
original statment stands good, you have done nothing to prove it
otherwise, you make a gallant attempt and you do get me into corners
by talking a good debate,

But really at the end of the day we have to let the software do the
talking, mine has, your has not.....figure that one out :)

>* C works on all Atari systems, STOS doesn't

The only computers a STOS written game does not work on is the so
called supre computers, Hades and Madusa, I do not see that as a
compatability problem, so your compatability argument although true,
is pretty useless ?

>* C produces working code for all Atari systems, STOS doesn't

Is that not exactly the same point as above?, and I proved that to be
a useless point...

>* C will work on newer (not yet existing) TOS versions, STOS won't

How the hell can you make a statement like that, that is impossible
to know, you are talking rubish here,

>* C can do GEM game, STOS can't

I think that is a dissadvantage to C, thus you just shot yourself in
the foot,

>* C produces faster code than STOS

Yawn, so what, how fast do you want to PRINT "SOMETHING"

>* C allows structured programming with functions and data structures,
> STOS doesn't

So what, that has got to be the one most stupid statement you have
made, what point is there to that? you are right, but so what, I may
as well say STOS is better because it uses line numbers? you seem to
be scraping the bottom of the barrel for reasons here?

>* C can be used for all kinds of programming, STOS can only do games

WRONG, See other posting for proof positive that your statement is
outlandishly ill-informed and to be honest, suprisingly cheap of you,

>* C can produce it's own libraries (language extensions), STOS needs
> assembley to do that

eeerm again, so what? what is so good about that? it doesent seem to
do the C "games" programmer any good does it..

>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

"Get a life", if you find my replies to you have taken a sour tint to
them, it is because you have taken to cheap insults like this, at no
point have I ever made a personal insult to you, even this message you
are quoting and replying to was not to you personally, yet you feel
the need to personally insult me, you tell me to "get a life" ?,

>games in, especially for unexperienced programmers, but it is
>certainly not the best language to do games in.

Yes it is....you are wrong, but it is not enough to be wrong, today
you have to be childish and insulting, whats up, game not going to
plan hahahaha

> > This thread IS having the desired effect and making some people
> > realise that STOS is not as bad as it used to be,

>But still isn't as good as C always has been.

I never said STOS was better than C, in fact I have made every effort
to say that C is better than STOS,
But if someone wants to make a game, then STOS is the best choice,

> > Ask Hans and anyone else, what they used to think of STOS, and ask if
> > they have changed there mind in the last couple of months,

>Yes, it moved from total utter crap to could be sensible.

How childish :(

Please stop talking about how good you are, and start showing, I am
not going to have a debate with someone who resorts to childish
witterings and cheap insults.....Goodbye :(

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4147. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c51b19.8575480@news.airtime.co.uk>
Source record: 8088

On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > enough to keep my opinion as it is, STOS is best for making games,
> > *I* already proved this?
>
>You did? Well, yes, from STOS point of view, STOS is best for making games

Well done Hans, you just ended this thread...thanks :))

>because it's the only thing it can be used for. But that doesn't matter to this

WHAT!!!!!!! eh? what do you mean its the only thing it can be used
for, we went through this once and I proved you wrong once,

eg: there are more diskzines in the UK using a STOS written shell
than any other,
eg: The only multimedia displayer for a FM that allows text,
animation, sampled sound, music, colourd text, choice of fonts etc in
the one file is a STOS program

And other peoples software, well how about Video Supreme? show me a
rival to that, or how about grafix, both are COMMERCIAL programs, NOT
games and are STOS, Education titles, STOS surely rules in that
department, there are lots of instances of STOS in public domain and
commercialy released software that are not games,

You say STOS can only do games, ???? You are wrong again.....

>discussion, because we were comparing STOS with other languages and then STOS is
>way behind C, even on it's speciality: arcade games.

So you keep saying, I proved STOS is better, and until you can prove
otherwise then you are wrong, talk is cheap!

>intention is to write real cool games and you don't want to use assembley you
>have to use C for the best results, not STOS.

again, I proved STOS is best, now you please stop talking and start
proving...yes?

> > what is the point of that, you must make a better version or say STOS
> > is best......

>Well, by writing a faster game I proved C is at least on par with STOS on the

NO NO NO, you have talked about it, you have proved nothing, I showed
you a good arcade style , fast smooth game, you have not showed me a
arcade type game written in C, you just talked about it, that is NOT
proof,

>allow you to show a too big screen and the game is also faster. In arcade games
>bigger and faster usually is better.

In YOUR opinion...

> > you mean it takes MORE than reading a joystick ?
>
>No, where did I say that? reading the joystick has to be done by a intterupt

You accused me of not adding Joypad support because the main loop
could not handle the time, I say I already check for joystick, so in
the options screen someone chooses a jagpad then I simply swap a few
pointers and the routine looks for jagpad instead of joystick, same
time, no problem....so me not including jagpad was because I havent
got one to test with, and NOT because of proc time as you suggest,
your wrong again,

> >> Requests for the finished game can be send to:
> >> mr_ni@mst.tn.utwente.nl
> >
> > yes request it, talk about it....but we still have not seen it?
>
>It will be released. Please allow me some time to finish the product. It will
>be finished before februari 1997.

So you get a couple of months brainwashing everyone by telling them
you can do it, you tell everyone its faster and better and you tell
everyone you have proved it,
Why not wait until you have done it before you start telling everyone
how good you are ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4148. Re: MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851873514_OASIS_@swampdog.demon.co.uk>
Source record: 8089

In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>Although I am unsure about this, I seem to remember hearing somewhere that
>MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>that look like circles and crossed boxes respectively).
>
>Since the MagiC programmer documentation is in German, it is difficult for
>me to use these features. Can someone explain how to use MagiC's radio
>butons and checkboxes (in English)? Thanks!

If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
If the button is a radio button then a Mac style radio button will be
drawn instead. Normal Gem ignores this and displays the usual way.

>Also, how can I check for the presence of MagiC?

Look in the cookie jar for MAGX. It contains a pointer to the
MAGX_COOKIE structure which is defined in magx.h.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4149. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <851873284_OASIS_@swampdog.demon.co.uk>
Source record: 8090

```
In article <851642272@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > In article <659_JRichard@nest.demon.co.uk>
> > JRichard@nest.demon.co.uk (John Richardson) said:-
> >>
> >> "a" - Append in default mode.
> >> "a+" - Append and read in default mode.
> >> "ra" - Read in ascii mode.
> >> "aa" - Append in ascii mode.
> >> "aa+" - Append and read in ascii mode.
> >> "ab" - Append in binary mode.
> >>
> >> There are other combinations but you get the picture.
> >
> > This is from ANSI?
> >
> > If so, then there are differences between it and K&R! :-(
>
>No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on
>the Ansi standard. The problem is that they don't say the second 'a' is an
>extension of their own.

Ah, I see! I wonder who dreamt that daft idea up? ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html
```

4150. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-28 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5a3mid$naq@nnrp1.news.primenet.com>
Source record: 8091

On 28 Dec 1996 01:23:06, Marcel Veltmaat wrote:
>Hi all,
>Now I was wondering if there are any know standards in programming the
>Atari. Or do I have to find all possible libraries on the net and put them
>together to find out which functions are best to use?
>
The Atari Compendium CD has all sorts of things, including some of the
more recent standards for GEM interfaces, etc. It also contains a lot
of associated source code and samples, as well as the docs on AES,
VDI, XBIOS, etc. I got mine for about $30 USD.

Hope this helps,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

4151. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL4JADWAUp@tos.ak.planet.gen.nz>
Source record: 7994

In <5a277a$j20@orm.southern.co.nz> wrote :

>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>: Although I am unsure about this, I seem to remember hearing somewhere that
>: MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>: that look like circles and crossed boxes respectively).
>
>It does, although I'm not really sure how to get at them. They may just
>have to be called by creating a radio_button or check_box and calling it
>extended type 13 or 14 with a resource editor...

I'm not sure what you mean by "creating a radio_button or check_box".

>: Also, how can I check for the presence of MagiC?
>
>Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
>MagiC is running. It also tells me that I'm running AES version 3.99...

That would be unreliable, since any AES could be version 3.99, and any TOS version could be 3.00. I was wanting to know how to check for the presence of MagiC, not for the AES or TOS version number.

Surely there is some cookie that signifies that MagiC is present?

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4152. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <5a4fgh$5b2@nr1.vancouver.istar.net>
Source record: 7995

On Sat, 28 Dec 96 02:46:16 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>So you happily moved the goal! First was STOS better because it could to
>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>better because STOS is better (#define BETTER STOS). It's nicer to write games
>in?... Let me summarize:

What are you talking about ? I said that given the choice, STOS is
the best language to make games in 1996 compared to any other BASIC, I
then said that I would even add C, I never mentiond fast or
compatability, please do not trry to put words into my mouth,
I have since stated some things, but I have not moved the posts, my
original statment stands good, you have done nothing to prove it
otherwise, you make a gallant attempt and you do get me into corners
by talking a good debate,

But really at the end of the day we have to let the software do the
talking, mine has, your has not.....figure that one out :)

>* C works on all Atari systems, STOS doesn't

The only computers a STOS written game does not work on is the so
called supre computers, Hades and Madusa, I do not see that as a
compatability problem, so your compatability argument although true,
is pretty useless ?

>* C produces working code for all Atari systems, STOS doesn't

Is that not exactly the same point as above?, and I proved that to be
a useless point...

>* C will work on newer (not yet existing) TOS versions, STOS won't

How the hell can you make a statement like that, that is impossible
to know, you are talking rubish here,

>* C can do GEM game, STOS can't

I think that is a dissadvantage to C, thus you just shot yourself in
the foot,

>* C produces faster code than STOS

Yawn, so what, how fast do you want to PRINT "SOMETHING"

>* C allows structured programming with functions and data structures,
> STOS doesn't

So what, that has got to be the one most stupid statement you have
made, what point is there to that? you are right, but so what, I may
as well say STOS is better because it uses line numbers? you seem to
be scraping the bottom of the barrel for reasons here?

>* C can be used for all kinds of programming, STOS can only do games

WRONG, See other posting for proof positive that your statement is
outlandishly ill-informed and to be honest, suprisingly cheap of you,

>* C can produce it's own libraries (language extensions), STOS needs
> assembley to do that

eeerm again, so what? what is so good about that? it doesent seem to
do the C "games" programmer any good does it..

>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

"Get a life", if you find my replies to you have taken a sour tint to
them, it is because you have taken to cheap insults like this, at no
point have I ever made a personal insult to you, even this message you
are quoting and replying to was not to you personally, yet you feel
the need to personally insult me, you tell me to "get a life" ?,

>games in, especially for unexperienced programmers, but it is
>certainly not the best language to do games in.

Yes it is....you are wrong, but it is not enough to be wrong, today
you have to be childish and insulting, whats up, game not going to
plan hahahaha

> > This thread IS having the desired effect and making some people
> > realise that STOS is not as bad as it used to be,

>But still isn't as good as C always has been.

I never said STOS was better than C, in fact I have made every effort
to say that C is better than STOS,
But if someone wants to make a game, then STOS is the best choice,

> > Ask Hans and anyone else, what they used to think of STOS, and ask if
> > they have changed there mind in the last couple of months,

>Yes, it moved from total utter crap to could be sensible.

How childish :(

Please stop talking about how good you are, and start showing, I am
not going to have a debate with someone who resorts to childish
witterings and cheap insults.....Goodbye :(

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4153. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <5a4fpa$5b2@nr1.vancouver.istar.net>
Source record: 7996

On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > enough to keep my opinion as it is, STOS is best for making games,
> > *I* already proved this?
>
>You did? Well, yes, from STOS point of view, STOS is best for making games

Well done Hans, you just ended this thread...thanks :))

>because it's the only thing it can be used for. But that doesn't matter to this

WHAT!!!!!!! eh? what do you mean its the only thing it can be used
for, we went through this once and I proved you wrong once,

eg: there are more diskzines in the UK using a STOS written shell
than any other,
eg: The only multimedia displayer for a FM that allows text,
animation, sampled sound, music, colourd text, choice of fonts etc in
the one file is a STOS program

And other peoples software, well how about Video Supreme? show me a
rival to that, or how about grafix, both are COMMERCIAL programs, NOT
games and are STOS, Education titles, STOS surely rules in that
department, there are lots of instances of STOS in public domain and
commercialy released software that are not games,

You say STOS can only do games, ???? You are wrong again.....

>discussion, because we were comparing STOS with other languages and then STOS is
>way behind C, even on it's speciality: arcade games.

So you keep saying, I proved STOS is better, and until you can prove
otherwise then you are wrong, talk is cheap!

>intention is to write real cool games and you don't want to use assembley you
>have to use C for the best results, not STOS.

again, I proved STOS is best, now you please stop talking and start
proving...yes?

> > what is the point of that, you must make a better version or say STOS
> > is best......

>Well, by writing a faster game I proved C is at least on par with STOS on the

NO NO NO, you have talked about it, you have proved nothing, I showed
you a good arcade style , fast smooth game, you have not showed me a
arcade type game written in C, you just talked about it, that is NOT
proof,

>allow you to show a too big screen and the game is also faster. In arcade games
>bigger and faster usually is better.

In YOUR opinion...

> > you mean it takes MORE than reading a joystick ?
>
>No, where did I say that? reading the joystick has to be done by a intterupt

You accused me of not adding Joypad support because the main loop
could not handle the time, I say I already check for joystick, so in
the options screen someone chooses a jagpad then I simply swap a few
pointers and the routine looks for jagpad instead of joystick, same
time, no problem....so me not including jagpad was because I havent
got one to test with, and NOT because of proc time as you suggest,
your wrong again,

> >> Requests for the finished game can be send to:
> >> mr_ni@mst.tn.utwente.nl
> >
> > yes request it, talk about it....but we still have not seen it?
>
>It will be released. Please allow me some time to finish the product. It will
>be finished before februari 1997.

So you get a couple of months brainwashing everyone by telling them
you can do it, you tell everyone its faster and better and you tell
everyone you have proved it,
Why not wait until you have done it before you start telling everyone
how good you are ?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4154. OK, you win - I'm outta here (was Re: STOS)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5a4gp0$nq4$1@nadine.teleport.com>
Source record: 7997

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

Well, since you guys have turned this newsgroup into the "MPLIBTYPL"
instead of the forum for exchanging programming info that it was
intended for, I guess I have no further use for the waste of
bandwidth. I'm unsubscribing.

It's a damn shame that Atarians have to act like Sinclap.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
------------------ftp://ftp.teleport.com/users/atari----------------------

4155. Re: wierd problem with C and fopen...

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <5a4jb6$5b2@nr1.vancouver.istar.net>
Source record: 7998

In article <851642272@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > In article <659_JRichard@nest.demon.co.uk>
> > JRichard@nest.demon.co.uk (John Richardson) said:-
> >>
> >> "a" - Append in default mode.
> >> "a+" - Append and read in default mode.
> >> "ra" - Read in ascii mode.
> >> "aa" - Append in ascii mode.
> >> "aa+" - Append and read in ascii mode.
> >> "ab" - Append in binary mode.
> >>
> >> There are other combinations but you get the picture.
> >
> > This is from ANSI?
> >
> > If so, then there are differences between it and K&R! :-(
>
>No, "ra", "aa", "aa+" DO NOT EXIST in ANSI C. It's an extension of Lattice C on
>the Ansi standard. The problem is that they don't say the second 'a' is an
>extension of their own.

Ah, I see! I wonder who dreamt that daft idea up? ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4156. Re: MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <5a4jbi$5b2@nr1.vancouver.istar.net>
Source record: 7999

In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>Although I am unsure about this, I seem to remember hearing somewhere that
>MagiC AES has its own inbuilt radio buttons and check boxes ("proper" ones
>that look like circles and crossed boxes respectively).
>
>Since the MagiC programmer documentation is in German, it is difficult for
>me to use these features. Can someone explain how to use MagiC's radio
>butons and checkboxes (in English)? Thanks!

If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
If the button is a radio button then a Mac style radio button will be
drawn instead. Normal Gem ignores this and displays the usual way.

>Also, how can I check for the presence of MagiC?

Look in the cookie jar for MAGX. It contains a pointer to the
MAGX_COOKIE structure which is defined in magx.h.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4157. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5a4ns3$5b2@nr1.vancouver.istar.net>
Source record: 8000

On 28 Dec 1996 01:23:06, Marcel Veltmaat wrote:
>Hi all,
>Now I was wondering if there are any know standards in programming the
>Atari. Or do I have to find all possible libraries on the net and put them
>together to find out which functions are best to use?
>
The Atari Compendium CD has all sorts of things, including some of the
more recent standards for GEM interfaces, etc. It also contains a lot
of associated source code and samples, as well as the docs on AES,
VDI, XBIOS, etc. I got mine for about $30 USD.

Hope this helps,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

4158. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: sinbad@airtime.co.uk
Message-ID: <5a4ssg$5b2@nr1.vancouver.istar.net>
Source record: 8001

Well I can been so entertained by this reproire that I feel I simply
have to jump in and say "Well done!". Ypou two should write for a BBC
comedy series, good family entertainment. Anyway, enough. I have come
back to add a few more (useless?) points?

>>So you happily moved the goal! First was STOS better because it could to
>>blazing fast arcade games although it isn't as compatible as C is. Now STOS is
>>better because STOS is better (#define BETTER STOS). It's nicer to write games
>>in?... Let me summarize:

Hmm, don't remember that!

> What are you talking about ? I said that given the choice, STOS is
>the best language to make games in 1996 compared to any other BASIC, I

You did..

>then said that I would even add C, I never mentiond fast or
>compatability, please do not trry to put words into my mouth,

Fair point, words shoved in ones mouth can leave a bitter aftertaste if
they are off... ;)

> I have since stated some things, but I have not moved the posts, my
>original statment stands good, you have done nothing to prove it
>otherwise, you make a gallant attempt and you do get me into corners
>by talking a good debate,
>
Ahh, how honest of you Tony. A good debate, that is true. Over 100 posts
(most of which were between you two people). To me that is, indeed, a
good debate!

> But really at the end of the day we have to let the software do the
>talking, mine has, your has not........figure that one out :)

True... unles the C version is released with AT LEAST the same graphics,
sounds, music, options, levels, gameplay, speed, etc of the original.
Add to it if you like Hans but we are still waiting... us STers!

>>* C works on all Atari systems, STOS doesn't

> The only computers a STOS written game does not work on is the so
>called supre computers, Hades and Madusa, I do not see that as a
>compatability problem, so your compatability argument although true,
>is pretty useless ?

Works on mine, so I'm okay Jack. No probs where I am...

>>* C produces working code for all Atari systems, STOS doesn't

> Is that not exactly the same point as above?, and I proved that to be
>a useless point...

True, the same point worded differently... unless in your 1st point you
mean you can not even run STOS on all machines let alone STOS-written
programs? Need to clear this one up Hans!

>>* C will work on newer (not yet existing) TOS versions, STOS won't

> How the hell can you make a statement like that, that is impossible
>to know, you are talking rubish here,

You are asuming that there will be newer TOS versions? Heheheh, are we
all going to wake up and Atari never really went away? Hehehe.

>>* C can do GEM game, STOS can't

> I think that is a dissadvantage to C, thus you just shot yourself in
>the foot,

I agreee, I have not seen a decent looking GEM game. GEM was most
certainly not designed to be used for arcade games I am sure.

>>* C produces faster code than STOS

> Yawn, so what, how fast do you want to PRINT "SOMETHING"

Very true. Okay, so it gives you more processing time to do other things
which might have to be omitted in STOS because you would not get the
free time. In assembler this time is enough but in C it must surely be
minimal, by comparison?

>>* C allows structured programming with functions and data structures,
>> STOS doesn't

> So what, that has got to be the one most stupid statement you have
>made, what point is there to that? you are right, but so what, I may
>as well say STOS is better because it uses line numbers? you seem to
>be scraping the bottom of the barrel for reasons here?

Or... at least STOS does not forse you to use stupid curly brackets ;)

The idea that structured programming = quicker processing is, as any
schoolboy home coder will know, a load of old wotsits. Why? Well, it may
well be easier to read and debug (this I agree is true) but as far as
faster processing? An unconditional "Goto" is often considered a
programming "sin". I have, in the past, done timed tests and found that
it is more often than not more processor effecient to skip true cyclic
programming.

Besides, STOS does allow structured programming if you wish to utilise
it. Functions may easily be created.

>>* C can be used for all kinds of programming, STOS can only do games

> WRONG, See other posting for proof positive that your statement is
>outlandishly ill-informed and to be honest, suprisingly cheap of you,

Oi! STOS can only do games? Rubbish! By that token C can only do
applications :P

>>* C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that

> eeerm again, so what? what is so good about that? it doesent seem to
>do the C "games" programmer any good does it..

Plus you can write subroutines in STOS which can easily be merged into a
program, so you are again wrong mister!

>>Yet STOS is the best language to do games in? Get a life! STOS is nice to do

> "Get a life", if you find my replies to you have taken a sour tint to
>them, it is because you have taken to cheap insults like this, at no
>point have I ever made a personal insult to you, even this message you
>are quoting and replying to was not to you personally, yet you feel
>the need to personally insult me, you tell me to "get a life" ?,

Oooer!! Well Hans, here's some rope to help you out of that hole you
just fell in :)

>>games in, especially for unexperienced programmers, but it is
>>certainly not the best language to do games in.

> Yes it is....you are wrong, but it is not enough to be wrong, today
>you have to be childish and insulting, whats up, game not going to
>plan hahahaha

Hmm, this seems to be the feeling of so many bitter (?) people today.
They HAVE to be right. It is impossible for other people to have
anything correct to say which might contravene them. And you are right,
when they realise they have lost an arguement it gets personal!

>> > This thread IS having the desired effect and making some people
>> > realise that STOS is not as bad as it used to be,

Yes, shame Mandarin couldn't take teh heat and dumped it... they could
have relaunched it as STOS '97 with most of the popular
extensions/commands as default (freeing up more extensions!) and really
shown that STOS is a viable language for games and serious use. There
are still some uninformed peopel out there who think of STOS as a SEUCK
type of affair!

>>But still isn't as good as C always has been.

> I never said STOS was better than C, in fact I have made every effort
>to say that C is better than STOS,
> But if someone wants to make a game, then STOS is the best choice,

Exactly... hehhee, but just so you know... ">>But still isn't as good
as C always has been."!!!! Just in case ;)

>>Yes, it moved from total utter crap to could be sensible.

> How childish :(

Well, Tny, you are obviously dealing with a real debator here... someone who like sdebating a lot, a kind of "mass debator"? ;)

> Please stop talking about how good you are, and start showing, I am
>not going to have a debate with someone who resorts to childish
>witterings and cheap insults.....Goodbye :(

Wahay... hear! hear! Go on Hans, release that version of Heartland... go for it!!! You have nothing to lose, as you say C is so much better that STOS. Therefore we are waiting the game of teh century!! Oh, not too difficult with the lack of new releases, that's true!

Ooh! I look around and think I am lost here. I only came here for a bit of a wind up. Mind you, STOS is better than C, we all know that !!!!

HAHAHA!!

Lighten up everybody... |-|appy |\|ew '/ear

4159. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: rog
Message-ID: <32c5faa5.0@news.pinc.com>
Source record: 8002

HI,

I suggest MEGAMAX C, if you can find a copy of it. It came originally with
a visual design interface and code generator for the atari STs and GEM.

This was a 2 pass compiler and made excellent 68000 code. The other
quality C compiler for the STs was the Lattice C compiler. I think
Michtron was handling that one last I looked.

regards.

Pete

4160. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: ekl@metronet.com
Message-ID: <32C61367.4FAF@metronet.com>
Source record: 8003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

> their families. I just received a Toad-M SwitchBox which will let me use
> a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same
> MultiSync. This will also be the Last one Toad makes as their Technician
> is leaving because not enough people wanting to keep him Employed with a
> DEMAND for work. I know about the Crap that Bonafide Atari dealers put up
> with. And how many don't appreciate them. I blame it all on Atari,
> especially their slogan "Power without the Price!"
>
> ==Thanx==
> ===Ben===

Ben, I used to hate it when people said that Atari was dead. But now
its true.
There is no more Atari computer company. Your 'Multisync Switch Box' is
not
only totally unnecessary on new equipment (the need for such was just a
way to
sell monitors anyway), but you can make one yourself with a small platic
box
and a rotary switch. Total cost about $5-$10 and 30 mins to an hour of
work.
So, forgive me if I'm not floored at the loss of the WonderTech and his
super switch box.

Toad prices suck. All Atari prices such. A Pentium 90 w/512K cache,
dual EIDE
controllers, dual 16550 UART serial ports, parallel, full PCI, etc, is
$250!
Add a case, hard disk, monitor, and keyboard - all of which can be had
at your
local sidewalk sale for pennies, and you have a decent machine. Add
Linux for
an OS and you never have to look at MicroSloth either. I hate Intel,
but the
ST just doesn't have the power, and its WAY too expensive to upgrade.
That's
why I dumped the Atari 8-bit - upgrade was too expensive. Now there
isn't any
cheap Atari to upgrade too. Sure a Hades would be great, but if I was
gonna
buy another unsupported piece of hardware, I'd get a BeBox - at least
that has
some upgradeability and a decent price point.

CYA,
Evan

4161. Re: OK, you win - I'm outta here (was Re: STOS)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c65b6c.3832798@news.airtime.co.uk>
Source record: 8004

On 29 Dec 1996 01:16:16 GMT, in comp.sys.atari.programmer you wrote:

>Well, since you guys have turned this newsgroup into the "MPLIBTYPL"

We are discussing the most appropriate programming language between
BASIC and C for making games, please try to understand the thread
before complaining,

>instead of the forum for exchanging programming info that it was

Ho realy ?, read some of the messages, there is more programming
information in this thread than you will find anywhere else, STOS and
C and other BASICS have all been covered, Yes a fair amount of
bickering that we happen to be enjoying thank you,

Nevertheless if you look then you will see a hell of a lot of
programming information, all you have to do is look?,

For examply this is a STOS thread, yet I have learnt more about C
than I ever learnt anywhere else, Hopefully others have learnt about
STOS, try looking at the positive, not the negative,

Your suggestion that programming information has not been exchanged
in this thread is..is well just rediculous to the extreme,

>intended for, I guess I have no further use for the waste of
>bandwidth. I'm unsubscribing.

That is your choice, maybe if we start to talk about knitting then
that will be acceptable ?, but we have a saying for the above, it's
called "Cutting off your nose to spite your face"

>It's a damn shame that Atarians have to act like Sinclap.

You may not like this thread, but it is on topic, it does comply with
the spirit of the newsgroup by the fact that it is about programming
and there is a lot of information, SO WHY HAVE YOU JUST MADE A
PERSONAL INSULT TO ME ??

We all know it would have been simple for you to ignore this thread,
but instead you felt the need to jump in and make ill informed
statements and personal insults :(

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4162. TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <38762485_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 8005

I am trying to learn how to program GEM applications in assembler but
I'm having trouble finding out what text was entered in editable
fields from dialogue boxes.

Can anyone help me with this or point me to somewhere that I can get
more info on the structure of TEDINFO? (on line preferable as I can't
really afford to buy any books on the subject)

--

---
david@ritter.demon.co.uk

4163. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851867476@p24.f101.n323.z205.mbh.org>
Source record: 8006

Here we go agian!

Tony Greenwood wrote:
>
> On Sat, 28 Dec 96 02:15:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>
>> enough to keep my opinion as it is, STOS is best for making games,
>> *I* already proved this?
>>
>> You did? Well, yes, from STOS point of view, STOS is best for making
>> games
>
> Well done Hans, you just ended this thread...thanks :))

This is an argument of type 1. The best programming language to do something in is the computer language you know best. No discussion possible on this point. In this thread we are discussing which programming language is the best one to write games in.

Most important part is here the speed of the resulting game (because the thread evolved to the arcade game type, and arcade games need smooth animations and fast response to user action, to accomplish that the language has to be fast.)

>> because it's the only thing it can be used for. But that doesn't
>> matter to this
>
> WHAT!!!!!!! eh? what do you mean its the only thing it can be used
> for, we went through this once and I proved you wrong once,

I know, I was stating things a bit black white. STOS was primary written as an game programming language, and ofcourse, you can do other things with susch a language.

>> discussion, because we were comparing STOS with other languages and
>> then STOS
> is
>> way behind C, even on it's speciality: arcade games.
>
> So you keep saying, I proved STOS is better, and until you can prove
> otherwise then you are wrong, talk is cheap!

I can prove it, the code is running overhere, for now you simply have to believe me, to morrow (30-12-1996) you can test the game (that is if the mail wont be screwed up again).

>> intention is to write real cool games and you don't want to use
>> assembley you have to use C for the best results, not STOS.
>
> again, I proved STOS is best, now you please stop talking and start
> proving...yes?

I will, I told you I will, so I will, is it so hard to believe what I am claiming? Or are you eager to get a better version of the game?

>> Well, by writing a faster game I proved C is at least on par with STOS
>> on the
>
> NO NO NO, you have talked about it, you have proved nothing, I showed
> you a good arcade style , fast smooth game, you have not showed me a
> arcade type game written in C, you just talked about it, that is NOT
> proof,

It's working on my computer, it does exist, you haven't seen it. Bu again you will get a version real soon (the internet acces is the problem right now).

>> allow you to show a too big screen and the game is also faster. In
>> arcade games bigger and faster usually is better.
>
> In YOUR opinion...

Please tell me yours. Whats a good arcade game? It has to be fast and smooth, doesn't it?

>
>> you mean it takes MORE than reading a joystick ?
>>
>> No, where did I say that? reading the joystick has to be done by a
>> intterupt
>
> You accused me of not adding Joypad support because the main loop
> could not handle the time, I say I already check for joystick, so in
> the options screen someone chooses a jagpad then I simply swap a few
> pointers and the routine looks for jagpad instead of joystick, same
> time, no problem....so me not including jagpad was because I havent
> got one to test with, and NOT because of proc time as you suggest,
> your wrong again,

No, I am reading Jouystick cursor keys and you pad at the same time. You can play whith any of them and change at all times. So I need time to scan the keyboard and get the joystick actions and time to read the joypad. So more input devices will take more time in my case.

> So you get a couple of months brainwashing everyone by telling them
> you can do it, you tell everyone its faster and better and you tell
> everyone you have proved it,
> Why not wait until you have done it before you start telling everyone
> how good you are ?

Either I have to be called sneaky devil because I am not telling I was working on the game or I am salling vapor ware. My delemma is that I have to prove that C is better and at the same time I want to do a realy good game, not just a bit of a game just lloking like heartland, but a bit better like you ask. That will take time. So I am gaving away a preview right now and will release the completed game in a month.

Bye, Hans Wessels

4164. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851872981@p24.f101.n323.z205.mbh.org>
Source record: 8007

Tony Greenwood wrote:

>> So you happily moved the goal! First was STOS better because it could
>> to blazing fast arcade games although it isn't as compatible as C is.
>> Now STOS is better because STOS is better (#define BETTER STOS). It's
>> nicer to write games in?... Let me summarize:
>
> What are you talking about ? I said that given the choice, STOS is
> the best language to make games in 1996 compared to any other BASIC,
> I then said that I would even add C, I never mentiond fast or
> compatability, please do not trry to put words into my mouth,
> I have since stated some things, but I have not moved the posts, my
> original statment stands good, you have done nothing to prove it
> otherwise, you make a gallant attempt and you do get me into corners
> by talking a good debate,

STOS is the best language to make games in 1996.
Can I make a GEM game? No.
Can I make a game for a so called super computer? (including TT's) No.
Will my game work on a not yet released TOS version? No.

Why should I use STOS then?

In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
...
> I still feel STOS would taking the above into consideration be the
>wisest choice, The only draw back STOS has is a slight compatability
>problem with SUPER comuters, the only drawback other BASICS and C have
>is they cannot manage anything that needs speed,timing and power, the
>choice is easy :)
...

Now you are on the point saying STOS isn't as fast as C is. Please tell me
what's left except your feeling STOS is better? What arguments are left for
STOS?

>> * C works on all Atari systems, STOS doesn't
>
> The only computers a STOS written game does not work on is the so
> called supre computers, Hades and Madusa, I do not see that as a
> compatability problem, so your compatability argument although true,
> is pretty useless ?

It isn't working on the TT too. Useless? Please let the programmer decide on
which computers the game should work, not the programming language. Are you to
decide super computer owners shouldn't have games?

>> * C produces working code for all Atari systems, STOS doesn't
>
> Is that not exactly the same point as above?, and I proved that to be
> a useless point...

No, the first is you can program on al the computers, that is writing the code compiling the code into a complet program. The second point is on which systems should the compiled code work. I am writing code on my ST targeted for all other Atari computers, or in the case of heartland 2.0 targeted to ST, STe, Falcon and TT. An hades owner can write code on his Hades that is ment to be used on an ST. So the first is development, the second is the target platform Clearly two different things.

>> * C will work on newer (not yet existing) TOS versions, STOS won't
>
> How the hell can you make a statement like that, that is impossible
> to know, you are talking rubish here,

No, not in case of STOS. STOS has a table with the OS adress of certain routines or tables. In a newer OS the adres will probably be different. Most other languages use trapes and documented system vectors to acces the OS.

>> * C can do GEM game, STOS can't
>
> I think that is a dissadvantage to C, thus you just shot yourself in
> the foot,

Please explain me why... You don't have to use GEM, you CAN use GEM. The choise is to the programmer.

>> * C produces faster code than STOS
>
> Yawn, so what, how fast do you want to PRINT "SOMETHING"

How fast do you want to display your background sprites?

>> * C allows structured programming with functions and data structures,
>> STOS doesn't
>
> So what, that has got to be the one most stupid statement you have
> made, what point is there to that? you are right, but so what, I may
> as well say STOS is better because it uses line numbers? you seem to
> be scraping the bottom of the barrel for reasons here?

Data structures and functions are usefull in more advanced games like tet adventures board games with an 'intelligent' computer opponent.

>> * C can be used for all kinds of programming, STOS can only do games
>
> WRONG, See other posting for proof positive that your statement is
> outlandishly ill-informed and to be honest, suprisingly cheap of you,

Yes it is, I was thinking about a lot of GEM stuff and so on, maybe even a compression program?

>> * C can produce it's own libraries (language extensions), STOS needs
>> assembley to do that
>
> eeerm again, so what? what is so good about that? it doesent seem to
> do the C "games" programmer any good does it..

Well, I designed some routines for heartland. I might put those together in a library for next time use?

> "Get a life", if you find my replies to you have taken a sour tint to
> them, it is because you have taken to cheap insults like this, at no
> point have I ever made a personal insult to you, even this message
> you are quoting and replying to was not to you personally, yet you
> feel the need to personally insult me, you tell me to "get a life" ?,

If getting a live is insulting I will take my words back. I underestimated the power of that saying then. I thought I was a proper way to ask you to review all arguments again.

>> But still isn't as good as C always has been.
>
> I never said STOS was better than C, in fact I have made every effort
> to say that C is better than STOS,
> But if someone wants to make a game, then STOS is the best choice,

That is not the same as saying STOS is the best game language. If someone wants to make a game the programming language he knows best is the best choise. It's not possible to argue about that. We can only argue about which wich language can make the best game.

Bye, Hans Wessels

4165. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851874258@p24.f101.n323.z205.mbh.org>
Source record: 8008

Martin wrote:

>>> So you happily moved the goal! First was STOS better because it could
>>> to blazing fast arcade games although it isn't as compatible as C is.
>>> Now STOS is better because STOS is better (#define BETTER STOS). It's
>>> nicer to write games in?... Let me summarize:
>
> Hmm, don't remember that!

Do I have to quote the quotations of Uwe Haase again?

>> But really at the end of the day we have to let the software do the
>> talking, mine has, your has not.....figure that one out :)
>
> True... unles the C version is released with AT LEAST the same graphics,
> sounds, music, options, levels, gameplay, speed, etc of the original.
> Add to it if you like Hans but we are still waiting... us STers!

Trust me, it will be there. I can either rush a same version out right now
(with al larger visible play field) or a far better version within a month?
Which one do you want?

>>> * C will work on newer (not yet existing) TOS versions, STOS won't
>
>> How the hell can you make a statement like that, that is impossible
>> to know, you are talking rubish here,
>
> You are asuming that there will be newer TOS versions? Heheheh, are
> we all going to wake up and Atari never really went away? Hehehe.

There are new TOS versions (patched versions) in the new super computers. A
complete new TOS comaptible OS is called magic. I think there will be a day
there won't be TOS in ROM but Magic. There is the phenix project develloping a
new TOS version. So yes, there are still changes for a new TOS version.

>>> * C can do GEM game, STOS can't
>
>> I think that is a dissadvantage to C, thus you just shot yourself in
>> the foot,
>
> I agreee, I have not seen a decent looking GEM game. GEM was most
> certainly not designed to be used for arcade games I am sure.

That's true, but you DON'T to have use GEM, you CAN use GEM if you want. For
example if you want to write a game like Free cell. This is exactly what I mean
with moving goal posts. You are thinking about arcade games for ST's. A best
programming language for games has to do all king of games, GEM and non GEM.

Otherwise it's something like the best programing language for arcade games.

>>> * C produces faster code than STOS
>
>> Yawn, so what, how fast do you want to PRINT "SOMETHING"
>
> Very true. Okay, so it gives you more processing time to do other
> things which might have to be omitted in STOS because you would not get
> the free time. In assembler this time is enough but in C it must surely
> be minimal, by comparison?

Well, in my version of heartland I can show a game area of 160 lines on screen instead of 128 let mes see... 160/128*100% = 125% so 25% more screen. I wouldn't call that minimal.

> Oooer!! Well Hans, here's some rope to help you out of that hole you
> just fell in :)

Thank you!

Bye, Hans Wessels

4166. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <f5MRVBA4NsxyEwYM@thegibsons.demon.co.uk>
Source record: 8009

In article <GL2AACAWUP@alkor.sax.de>, Uwe Haase <haase@alkor.sax.de>
writes

>BTW: Is the hole thread a trick to influence some programmers to code
> more games? ;-)
>

I think I came to the same conclusion about this yesterday !!!
Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

4167. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL4RDDVEUp@tos.ak.planet.gen.nz>
Source record: 8010

In <851873514_OASIS_@swampdog.demon.co.uk> wrote :

> In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>
>>Since the MagiC programmer documentation is in German, it is difficult for
>>me to use these features. Can someone explain how to use MagiC's radio
>>butons and checkboxes (in English)? Thanks!
>
>If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
>If the button is a radio button then a Mac style radio button will be
>drawn instead. Normal Gem ignores this and displays the usual way.

Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not want any text to be drawn beside the radio button or check box? (I don't have MagiC myself, so I can't test this.)

Also, how much room should I allow for the button? Under Geneva, for example, an extra three characters are taken up with the button, so the object must be made three characters wider than the text.

Thank you for your help.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4168. Re: OK, you win - I'm outta here (was Re: STOS)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <851891128@p24.f101.n323.z205.mbh.org>
Source record: 8011

Tony Greenwood wrote:

> Ho realy ?, read some of the messages, there is more programming
> information in this thread than you will find anywhere else, STOS and
> C and other BASICS have all been covered, Yes a fair amount of
> bickering that we happen to be enjoying thank you,

Well, Tony, it seems you still enjoying our little discussion. A was afraid I had gone too far... Phew! :-)

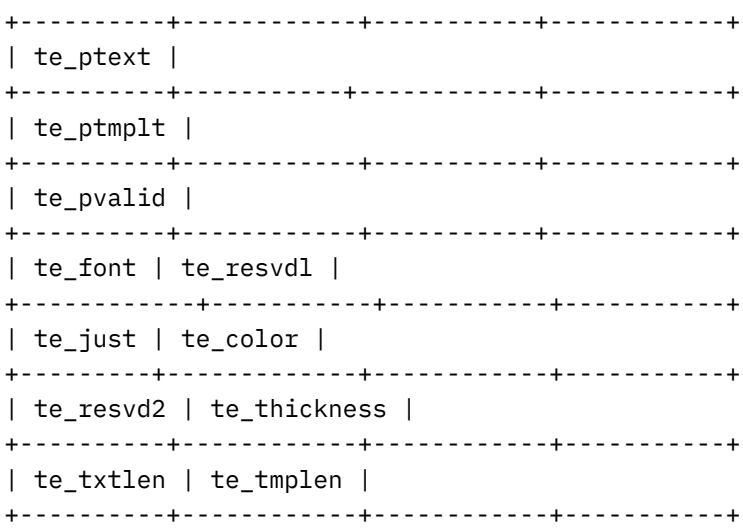
Bye, Hans Wessels

PS: Just after I gave the new game to Arnoud to send it to you (did you receive it already?) I discovered a bug. :-((Let's call it the well known demo effect.) When viewing the map I am scanning joysticks and joypad for the fire button to contine the game, even on normal ST's but on an ST there is no joypad, so a bus error is generated. This won't happen on STe's because joypads are possible there, only ST's and TT have this bug.

4169. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961229210400.QAA18291@ladder01.news.aol.com>
Source record: 8012

The TEDINFO structure lets a user edit formatted text. The object types
G_TEXT, G_BOXTEXT, G_FTEXT, and, G_FBOXTEXT use their ob_spec pointers to
point to TEDINFO structures.



te_ptext - A POINTER to the actual text.

If the first text character is "@", the field is blank, and the
application can use any characters for the remainin character posistions
in the field. For example, a te_ptext string "@xyzpdq" is seven blank
spaces.

te_ptmplt - A POINTER to a text string template for any further data
entry. The editable portion of the field is represented by underscores.

te_pvalid - A POINTER to a text sting containing characters that validate
any entered text.

9 - allow only digits 0 - 9
A - allow only uppercase A - Z plus space
a - allow upper- and lowercase A- Z, plus space
N - allow 0 - 9 and uppercase A- Z, plus space
n - allow 0 - 9 upper- and lowercase A- Z, plus space
F - allow all valid DOS filename characters, plus ? * :
P - allow all valid DOS pathname characters, plus \ : ? *
p - allow all valid DOS pathname characters, plus \ :
X - allow anything

te_font - A WORD identifying the font used to draw the text.

3 - system font: used in menus, dialogs, etc.
5 - small font: used in icons

te_resvdl - Reserved for future use

te_just - A WORD identifying the type of text justification desired.

0 - left-justified
1 - right justified
2- centered

te_color - A WORD identifying the color and pattern of box-type objects.

te_resvd2- Reserved for future use

te_thickness - A WORD containing the thickness in pixels of the border of the text box. This WORD can have the following values:

00 = no thickness

1 - 128 (positive values) = inside thickness: inward from the object's edge
-1 - (-127) (negative values) = outside thickness: outward from the object's edge

te_txtlen - A WORD containing the length of the string pointed to by te_ptext.

te_tmplen - A WORD containing the length of the string pointed to by te_ptmplt.

The following example illustrates how the TEDINFO structure works.

- te_ptext is a string of raw data for a date. Its value is "061384".

- te_ptmplt, also a sting, is a template that shows how to display the data in te_ptext. Its value is "Enter Date: __/__/__".

- te_pvalid is a string of input validation characters. Its value is "999999".

- The editable text facility merges all the above data in one sting, "Enter Date: 06/13/84".

- If the user types "1004", the string becomes "Enter Date: 10/04/84".

- If the user presses the Backspace key after typing "1004", the string become "Enter Date: 10/0_/84".

- If te_ptext has no data or not enough data to fill out the template, the unfilled parts of the template show underscores

4170. C tutorial begins January 1st

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961229210900.QAA18421@ladder01.news.aol.com>
Source record: 8013

Here is your chance to learn C!

Starting January 1st I will be posting lessons on about a biweekly basis on the C programming language. I will be concentrating on the basics of ANSI C, and will move on to Atari specific subjects if there is interest.

I will be using Laser C, but I don't think there will be many compiler specific issues. Nevertheless, I will help anyone who so desires, locate a copy of Laser C...

I plan on going over the basics for about 15 lessons, give or take, and then I will see what kind of interest there is in continuing.

-- Robert Dupuy

4171. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-29 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961229213800.QAA19186@ladder01.news.aol.com>
Source record: 8014

MagiC registers a cookie called "MagX". The cookie value is a pointer to
the following structure (-> MAGX. H):

```
typedef struct
{
long config_status;
DOSVARS *dosvars;
AESVARS *aesvars;
} MAGX_COOKIE;
```

- config_status is the configuration bit-vector, which can be changed
using the configuration module MAGXCONT.CPX (or MAGXCONF.ACC).

- dosvars is a pointer to a DOSVARS structure:

```
typedef struct
{
char *in_dos; /* DOS semaphore
address */
int *dos_time; /* DOS time
address */
int *dos_date; /* DOS date
address */
long res1;
long res2;
long res3; /* alway 0L */
void *act_pd; /* current program
*/
long res4;
int res5;
void res6;
void res7; /* internal DOS
memory list */
void (*resv_intmem) (); /*
extends DOS memory */
long (*etv_critic)(); /*
etv_critic handler */
char *((*err_to_str)(char e)); /*
conv. error to text */
long res8;
long res9;
long res10;
} DOSVARS;
```

- aesvars points to an AESVARS structure:

```
typedef struct
{
long magic; /* must be
$87654321 */
void *membot; /* end of AES
variables */
void *aes_start; /* start address
*/
long magic2; /* is "MAGX"
*/
long date; /* date
ddmmyyyy */
void (chgres)(int res,int txt); /*chg.
resolution */
long (**shel_vector)(void); /* resident
desktop */
char *aes_bootdrv;
int *vdi_device; /* VDI driver used by AES
*/
void *reservd1;
void *reservd2;
void *reservd3;
int version;
int release;
} AESVARS;
```

These variables are read only.

OK, I cannot believe I have typed this much! I got that out of the Magic 2.0 manual.... also in the manual is a C routine which test whether Magic exists and also returns the version number. You can purchase a copy of magic from Toad at www.ataricentral.com

I hoped that I have been of some help!

-Robert

4172. Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <521_9612302031@conchbbs.com>
Source record: 7942

```
p> Mfree and Fclose do not cause any harm, they may be called at
p> any time.

> They may not cause harm, but they may not free the RAM or
> close the file either.

p > They do.

I tested it and have to admit that TOS 3.06 doesn't check the
ownership before freeing RAM. Can you guarentee that this is true
for EVERY single-tasking TOS?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4173. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5a740f$j36@orm.southern.co.nz>
Source record: 8015

Hi there!

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
:
: I'm not sure what you mean by "creating a radio_button or check_box".

Created as objects in a resource file...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

4174. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c71a50.17873035@news.airtime.co.uk>
Source record: 8016

Hans......

Having just tried your version of Heartland, I am suprised, it is
very good, not as good as the original, But I can see it will be and
will maybe even pass it.......

So C is better at making games than STOS is.....now we know ?

However...given the choice, I would use STOS, it's more fun :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4175. Re: OK, you win - I'm outta here (was Re: STOS)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c70510.12432819@news.airtime.co.uk>
Source record: 8017

On Sun, 29 Dec 96 21:09:34 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > C and other BASICS have all been covered, Yes a fair amount of
> > bickering that we happen to be enjoying thank you,

>Well, Tony, it seems you still enjoying our little discussion. A was afraid I
>had gone too far... Phew! :-)

Nagh, we sometimes lose a bit in translation, but thats only to be
expected:), so long as we don't take each other too seriously then we
are happy,

>PS: Just after I gave the new game to Arnoud to send it to you (did you receive
>it already?) I discovered a bug. :-((Let's call it the well known demo effect.)

Got it, but can not get near my ATARI until morning, tried it on
Gemulator but it went no where?,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4176. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c708e3.13412219@news.airtime.co.uk>
Source record: 8018

On Sun, 29 Dec 96 14:24:04 +0100, in comp.sys.atari.programmer you
wrote:

>Here we go agian!

What fun!

> >> You did? Well, yes, from STOS point of view, STOS is best for making

> > Well done Hans, you just ended this thread...thanks :))

>this thread we are discussing which programming language is the best one to
>write games in.

Well you may be, I am not?, I am discussing the programming language
someone would choose to use to make a game at this moment in time,
You may well prove that C is faster and more compatable, I don't
actualy dispute that, I say its NOT the game makers choice, the choice
does not have to be the fastest, it is maybe the most apt, especialy
for someone who has never programmed before and wants to make a game
for the ATARI,

>Most important part is here the speed of the resulting game (because the thread
>evolved to the arcade game type, and arcade games need smooth animations and
>fast response to user action, to accomplish that the language has to be fast.)

You seem pre-occupied with speed, I will say C is faster, there!
Happy!, but still it would not be most peoples choice to make a game
in if they have STOS to choose from, the advantages of using C do not
compensate having to use C, ie no one in there right minds is making
games in C, but lots of people are making them in STOS.....

> > WHAT!!!!!!! eh? what do you mean its the only thing it can be used
> > for, we went through this once and I proved you wrong once,

>I know, I was stating things a bit black white. STOS was primary written as an
>game programming language, and ofcourse, you can do other things with susch a
>language.

Official name is...."STOS The Game creator", however it has evolved
so much that it can no longer be compared with the original,

> > proving...yes?

>I will, I told you I will, so I will, is it so hard to believe what I am
>claiming? Or are you eager to get a better version of the game?

I have it, I have it :)

> >> allow you to show a too big screen and the game is also faster. In
> >> arcade games bigger and faster usually is better.

> > In YOUR opinion...

>Please tell me yours. Whats a good arcade game? It has to be fast and smooth,
>doesn't it?

But not neccasarilly bigger, maybe a status/life/objects etc bar is
needed, maybe it is such a game that big icons showing the above is
needed, maybe some other information has to be shown, as arcade type
games are usually aimed at younger children then tiny status bars are
out, so full screen games are not always a good idea, thus smaller is
better?

> > time, no problem....so me not including jagpad was because I havent
> > got one to test with, and NOT because of proc time as you suggest,
> > your wrong again,

>No, I am reading Jouystick cursor keys and you pad at the same time. You can

Well that is simply another way of doing it, I like the idea of a
menu, giving the user a setup screen ?

> > Why not wait until you have done it before you start telling everyone
> > how good you are ?

>Either I have to be called sneaky devil because I am not telling I was working

I explained that was a lighthearted saying :)

>on the game or I am salling vapor ware. My delemma is that I have to prove that
>C is better and at the same time I want to do a realy good game, not just a bit
>of a game just lloking like heartland, but a bit better like you ask. That will
>take time. So I am gaving away a preview right now and will release the
>completed game in a month.

comments to follow........

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4177. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c705e8.12648873@news.airtime.co.uk>
Source record: 8019

On Sun, 29 Dec 1996 19:16:08 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>>BTW: Is the hole thread a trick to influence some programmers to code
>> more games? ;-)

>I think I came to the same conclusion about this yesterday !!!
>Cheers,

Great!, so what type of a game is it your going to make :)))))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4178. C v STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c71a0d.17806235@news.airtime.co.uk>
Source record: 8020

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4179. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c70945.13509507@news.airtime.co.uk>
Source record: 8021

On Sun, 29 Dec 96 15:05:52 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>STOS is the best language to make games in 1996.
>Can I make a GEM game? No.

Thank goodness, who wants a game in black and white with orrible
green and a splash of red :(

>Can I make a game for a so called super computer? (including TT's) No.

I don't see this as much of a problem, I will be able to include TT
by the next game I release as that has been sorted already, theres
only madusa and hades I cannot support..so what ?

>Will my game work on a not yet released TOS version? No.

YES!....Give us a new TOS version and it will be fixed for it just
like all the rest have ?

>>is they cannot manage anything that needs speed,timing and power, the
>>choice is easy :)

>Now you are on the point saying STOS isn't as fast as C is. Please tell me

I do not recall ever saying STOS was faster than C, I would never say
such a thing, I have stated STOS is the better choice for making
games, not that it is faster?,

>It isn't working on the TT too. Useless? Please let the programmer decide on

the next game (according to the author of the generic fixer) will be
able to work on a TT, it will also work on a falcon without the use of
backwards, by having code inserted that will set the machines to 8mhz
and atari st low :)

> >> * C can do GEM game, STOS can't

> > I think that is a dissadvantage to C, thus you just shot yourself in
> > the foot,

>Please explain me why... You don't have to use GEM, you CAN use GEM. The choise
>is to the programmer.

There you are, I didn't know that?, and the knitting class say this
thread is none informative :)

> >> * C produces faster code than STOS

> > Yawn, so what, how fast do you want to PRINT "SOMETHING"

>How fast do you want to display your background sprites?

NOT so fast that it spoils the game ?

> > as well say STOS is better because it uses line numbers? you seem to
> > be scraping the bottom of the barrel for reasons here?

>Data structures and functions are usefull in more advanced games like tet
>adventures board games with an 'intelligent' computer opponent.

ho give me a break.....
SHAREWARE TITLES STOS Adventure Creator and STOS Graphic Adventure
Creator, a game produced with the latter.."Grannies Garden" won an
award in the now defunct ST format, in 1996...

> >> * C can be used for all kinds of programming, STOS can only do games

> > WRONG, See other posting for proof positive that your statement is
> > outlandishly ill-informed and to be honest, suprisingly cheap of you,

>Yes it is, I was thinking about a lot of GEM stuff and so on, maybe even a
>compression program?

Like my picture compactor currently used by ST+ diskzine and a couple
of personalized programs made on request, people like my picture
compactor because it is soooo fast :),

Hans please stop insisting STOS cannot do certain things, I then have
to start listing them all, again and again, you must concede that STOS
can do a lot more than make games.....

> >> * C can produce it's own libraries (language extensions), STOS needs
> >> assembley to do that
> >
> > eeerm again, so what? what is so good about that? it doesent seem to
> > do the C "games" programmer any good does it..
>
>Well, I designed some routines for heartland. I might put those together in a
>library for next time use?

AND ? so what...I have made a few platformers, didnt need C libraries
?

> > "Get a life", if you find my replies to you have taken a sour tint to

>If getting a live is insulting I will take my words back. I

If there was a top ten list of insults to computer users, get a life
would be top, train spotters are anoraks, man utd fans are
southerners, and so on, it is something none computer users would
normaly say to put a computer user down ?

>underestimated the power of that saying then. I thought I was a proper way to
>ask you to review all arguments again.

hehehe translation breakdown <smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4180. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: bendokus@postoffice.ptd.net
Message-ID: <5a7n72ogi1@news.ptd.net>
Source record: 8022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:

>In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>>
>>On Thu, 19 Dec 1996, Thomas Main wrote:
>>
>>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>>> Compare this with the $299 "special" Toad is offering on USED STe's.
>>> Also, a few days ago on this very group someone was selling a VERY nice TT
>>> for $300. I think people in this group ought to write to Toad and tell
>>> them that we are not willing to pay these prices! I know that Toad has
>>> long supported the Atari platform, but that is not an excuse to excercise
>>> price gouging. If you agree, write to Toad "Toaday" and let them know
>>> their prices are way off. I think the Atari community will be better off
>>> with realistic prices set for equipment.
>>
I personally haven't dealt with Toad since I met the Troy's at an
Atari show several years ago. They had a bin full of 8-bit carts that
were selling for $10 a piece (even though you could find them
elsewhere at the show for a buck or two). Anyway, I found a rare cart
in there and when they saw me looking at it, Mrs. Troy literally
snatched it out of my hands from across the booth and rudely told me
it wasn't supposed to be in the bin! I'd never had someone do this to
me before or since, even with all the hostile people I've dealt with
at flea markets over the years, and I was quite pissed! There could
have been another way to tell me the stupid thing wasn't for
sale...Anyway, I appreciate that they support Atari after all these
years, but get real...they have always charged close to full retail
for EVERYTHING, since the very beginning. How the hell did they
survive this long dealing Atari wares when all the good vendors fell
by the wayside?

Just my 2 cents worth...

Greg

4181. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5a7n6v$bt2@einstein.ebicom.net>
Source record: 8023

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On Wed, 18 Dec 1996, Martyn Tidd wrote:
:
: > I've been doing a bit of investigation into concurrent launching of
: > programs from within other applications and would like to make a plea
: > for a bit of cooperation from programmers.
: >
: > If your program calls another program could you please test for AES >= 4
: > and use shel_write() mode 0 in that case rather than shel_write() mode
: > 1. Mode 1 will only launch programs concurrently under MagiC. Under all
: > other systems (AFAIK) it launches programs as child processes of the
:
: Even under MagiC the launched program will be a child of the starting
: process. This is sensible and necessary.

Ah, but in this case...is it not true that the system is devoted to only
the "child" process until you exit it?

Mind you, I'm no programmer..but I know that from time to time I run
across a program that launches another...such as the way Ant Mail opens
an external editor. Some programs ask the AES to open the application
(like later versions of Ant Mail), and this way your system is still free
to multi task...co-operative, or pre-emptive, and you can choose different
applications that may be running in the mean-time. Other programs will
launch it as a child application, and you're stuck there...all else
sleeping...until you finish and exit from the "child" process. I suppose
the better written programs will check to see what AES is loaded, and use
the best method for that system (isn't that what the cookie jar is for?).

: > calling application. I appreciate Andreas' comments of a while back that
: > this is more sensible than Atari's mode 0 approach since it works to an
: > extent under all systems whereas mode 0 will crash most systems without
: > AES 4. However, functionality is reduced if your user is using a
: > multitasking system other than MagiC. A number of programs spring to
:
: Why is functionality reduced ? Because others than MagiC's AES do not
: bring preemptive multitasking ? That is not MagiC's fault.

See above comments...
Some programs that don't tell the AES an application is open, or out-right
have the AES open it, severely limit your flexability as a user. A good
example is an experience I've had with using Oasis and NOS in Geneva.
Oasis does not tell the AES when it opens another program...hence, you
can't multi-task at all when one of these "child processes" are open.
In this case, I like to run NOS in the back ground, and use Oasis as an

online reader. When Oasis calls one of its many editors, everything else goes to sleep until that editor is closed! While the TCP/IP stack sleeps, the internet provider grows inpatient from a lack of activity and hangs up on me. A good example of an application that works well is Ant Mail...it will have the AES open your editor...hence I can write email, browse the web, do irc chat...and much more all at once and nothing sleeps while I'm using the Ant-Mail-launched-editor unless I tell it to!

:
: > mind, Thing and Kobold being the most obvious.
: >
: > It's not difficult to do, I've done it for the next version of
: > MultiPlicity so it can't be :-), and it's quite small:
: >
: > If AES >= 4 then use shel_write() mode 0
: > else use shel_write() mode 1.
:
: You never thought of a MagiC version that one day will have an AES
: version > 4.0 ?
:
: I do not think this is sensible at all. But if you really need to make a
: distinction, please do it properly. Check for the MagiC cookie, or even
: better, call appl_getinfo to find out what works which way, instead of
: just comparing the AES version.

I agree fully...
A top notch program will check to see what is the best method depending upon what it runs under. Geneva may recommend one way...MagiC another, and the many AES/TOS versions even another.

Brian

4182. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230102102.19561C-100000@pallas.amp.uni-hannover.de>
Source record: 8024

On 27 Dec 1996, Dominique Bereziat wrote:

> Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:
>
> Hi everybody,
>
> > I do not think this is sensible at all. But if you really need to make a
> > distinction, please do it properly. Check for the MagiC cookie, or even
> > better, call appl_getinfo to find out what works which way, instead of
> > just comparing the AES version.
> >
>
> For your information, AES (with MagiC4) return 3.99 as AES-version,
> the "official way" is to check appl_getinfo() for testing new AES
> feature (such as shel_write extension). But appl_getinfo() is available
> with AES >=4.0 (MultiTos, Geneva, N.AES, Oaesis, Xaaes) execpet MagiC4.
> Please, test AESversion >= 3.99 or
> AESversion >= 4.00 || get_cookie('MAGX')
> and after, check appl_getinfo()

For your information, AES (with MagiC5) return 3.99 as AES-version too ;-)

The originally mentioned approach is precisely the reason why Andreas Kromke still could not increase the AES version number beyond 4.0, even though MagiC AES has lots of improvements compared to AES 4.x. MagiC AES lacks a few minor things, and because egg-heads think the AES version number tells them everything about what is there, a MagiC returning 4.x as a version number would not run programs by those people properly. If everybody used the proper method by calling appl_getinfo then MagiC AES could have an appropriate version number that is proportional to it's quality, or service, or whatever, probably 6.0 or 7.0 ;-)

The method you suggest here to find out about appl_getinfo's presence is not appropriate either. It's again checking version numbers, which - I say it again - is not the right way. You noticed the problem already : appl_getinfo is claimed to be there with AES 4.x and later, but MagiC AES has version 3.99 and yet has appl_getinfo.

The only proper way to find out if appl_getinfo is present, is calling appl_find ("?AGI"); this returns 0 instead of -1 if appl_getinfo is present. After this, all AES extra features should be found out via appl_getinfo ! And voila : You do not need the version number anymore.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4183. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230105717.19685B-100000@pallas.amp.uni-hannover.de>
Source record: 8025

On 28 Dec 1996, Marcel Veltmaat wrote:

> Hi all,
> I've been scooping around for 'c' and 'c++' compilers. And found Pure C,
> Borland C and GNU C++. But I've come to the
> conclusion that there is no way for a newbie to start without spending
> hours,days or months on all the functions, bits and bytes for programming.

Well, depends what you're a newbie on. If you're a newbie on programming, then you should refrain of trying to use any graphics features from the operating system, just going for text based programs. That saves you the trouble of bothering with 80 % of all those calls. Once you know the basics of programming well, you can move on.

If you're a firm programmer, just not knowing the Ataris operating system, then go first for the lower parts of it, that is all but the GEM part. Explore BIOS, XBIOS and GEMDOS, that will give you a decent number of system calls to start with and to which you can get used. Then move on to GEM programming (VDI and AES).

I agree for a newbie the operating system provides a vast number of calls, but it is exactly this what makes it flexible and powerful. If you think there aren't needed so many, ask an Xwindow programmer. Only for the graphics part of the operating system he must deal with five times as many calls !

> Are the small programs I can start with so I can get familiar with the
> userunfriendly userinterface of all those C compilers? (There should be a
> combined interface with the resource editor and the GNU C++ with object
> library function.).

I'm not sure what you're talking about.

> Now I was wondering if there are any know standards in programming the
> Atari. Or do I have to find all possible libraries on the net and put them
> together to find out which functions are best to use?

As an english reference the Atari Compendium is a good choice. This is not a tutorial, however. For this, Tim Orens document "Professional GEM" can be recommended. It's quite good, however a little out-dated, so everything you read from the PROGEM document you should compare with the appropriate part from the Compendium. Reading both at the same time you'll get a fairly comprehensive picture of programming Ataris. PROGEM can be found on the net on many ftp-servers, and BBSs, to be printed, the Compendium is available from book stores. Proceed reading this newsgroup and you'll learn about the more recent aspects of Atari programming.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4184. Re: MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230111654.19685C-100000@pallas.amp.uni-hannover.de>
Source record: 8026

On 28 Dec 1996, Chris Wilkinson wrote:

> : Also, how can I check for the presence of MagiC?
>
> Check the TOS version number. It says 3.00 on my TOS 4.04 Falcon when
> MagiC is running. It also tells me that I'm running AES version 3.99...

No, no, no, this is the wrong way.

> Not sure which cookie it is that says this, but I'm sure there is one...

Yes, yes, yes, this is the right way ;-)

Check for the cookie 'MAGX'. But what do you need it for ? I hope not for checking if those radio/crossed buttons are available !!! For this you must use appl_getinfo !

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4185. Re: Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230112006.19685D-100000@pallas.amp.uni-hannover.de>
Source record: 8027

On 28 Dec 1996, John Kormylo wrote:

> p > Mfree and Fclose do not cause any harm, they may be called at
> p > any time.
>
> They may not cause harm, but they may not free the RAM or close the
> file either.

They do.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4186. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230112339.19685E-100000@pallas.amp.uni-hannover.de>
Source record: 8028

On 29 Dec 1996 rog@.MISSING-HOST-NAME. wrote:

> I suggest MEGAMAX C, if you can find a copy of it. It came originally with
> a visual design interface and code generator for the atari STs and GEM.

Oh noooo ! It's so buggy like all those early c compilers. It's
successor, the Laser C is not much better in that.

I'd suggest you go for some recent compiler. Turbo C was the first good
compiler. It's successor, Pure C is even better, and damn fast. If you
got the resources GNU C is a good choice too, and provides the C++
extensions, however compiling is slow. I heard late versions of Lattice
C are rather good too.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4187. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230113136.19685F-100000@pallas.amp.uni-hannover.de>
Source record: 8029

On Sun, 29 Dec 1996, david knight wrote:

> I am trying to learn how to program GEM applications in assembler but
> I'm having trouble finding out what text was entered in editable
> fields from dialogue boxes.
>
> Can anyone help me with this or point me to somewhere that I can get
> more info on the structure of TEDINFO? (on line preferable as I can't
> really afford to buy any books on the subject)

The TEDINFO structure has three entries, te_ptmplt, te_pvalid, and
te_ptext, that are responsible for the strings. The te_ptmplt is a template
that shows the structure of the edit field, where in fact characters can
be edited on the screen. Fixed characters are here, and underscores show
where the user can edit a character. The fixed characters are omitted in
both te_pvalid and te_ptext, there are places only for the editable
characters ! The te_pvalid determines what sort of characters are allowed
at the corresponding place. A '9' for instance allows only digits. The
te_ptext contains the edited characters. This is the entry which is of
most interest here.

A good example is what I had the other day when working on STiK :
An edit field for an IP address was needed. An IP address is four numbers
between 0 and 255, separated by dots. The TEDINFO strings are :
te_ptmplt : "IP Address : ___.___.___.___"
te_pvalid : "999999999999"
te_ptext : "@___________"

You'll see the structure from the te_ptmplt. The underscores are the
places the cursor may roam about. For each of the underscores there is a
character in both te_pvalid and te_ptext : The character in te_pvalid (`9')
means only digits are allowed (as numbers are to be entered). The
te_ptext holds the finally entered characters. The `@' in the first
position of the te_ptext is a trick to have the field cleared and the
cursor in the first position when calling form_do, for instance.

Now form_do does all the work, and you only need to evaluate the te_ptext
string.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4188. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230114720.19685G-100000@pallas.amp.uni-hannover.de>
Source record: 8030

On Sun, 29 Dec 1996, Mario Becroft wrote:

> In <851873514_OASIS_@swampdog.demon.co.uk> wrote :
>
> > In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
> > mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
> >
> >>Since the MagiC programmer documentation is in German, it is difficult for
> >>me to use these features. Can someone explain how to use MagiC's radio
> >>butons and checkboxes (in English)? Thanks!
> >
> >If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
> >If the button is a radio button then a Mac style radio button will be
> >drawn instead. Normal Gem ignores this and displays the usual way.
>
> Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
> want any text to be drawn beside the radio button or check box? (I don't
> have MagiC myself, so I can't test this.)

Don't do this. Although I'm confident that MagiC will survive it, you'll
want your program work with other AES too if they provide the same
radio/checkbox feature. It's so little work to put in a pointer that
points to a $0 byte, indicating an empty string.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4189. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.961230115436.19685H-100000@pallas.amp.uni-hannover.de>
Source record: 8031

On 30 Dec 1996, Brian Roland wrote:

> Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> : On Wed, 18 Dec 1996, Martyn Tidd wrote:
> :
> : > If your program calls another program could you please test for AES >= 4
> : > and use shel_write() mode 0 in that case rather than shel_write() mode
> : > 1. Mode 1 will only launch programs concurrently under MagiC. Under all
> : > other systems (AFAIK) it launches programs as child processes of the
> :
> : Even under MagiC the launched program will be a child of the starting
> : process. This is sensible and necessary.
>
> Ah, but in this case...is it not true that the system is devoted to only
> the "child" process until you exit it?

There is a minor thing to distinguish which might have caused confusion
here. If you Pexec another program then GEMDOS knows that you (as a
process) want to start another process. This other process will be your
child then.

With shel_write things are slightly different. It is not your program
that starts another process, and it's not the desktop either. In fact,
your program asks the AES to launch the new process ! The AES do it, and
thus the new process is a child of the AES. This means that the new
process is not terminated if your process terminates, as you observed.
However, the new process will be terminated by force if the AES terminate !
Sure this is not possible with MagiC, but there are several AES that can
run with MiNT, for instance, and that can very well terminate. Those AES
are Geneva, NAES, XaAES, oAESis ...

> Mind you, I'm no programmer..but I know that from time to time I run
> across a program that launches another...such as the way Ant Mail opens
> an external editor. Some programs ask the AES to open the application
> (like later versions of Ant Mail), and this way your system is still free
> to multi task...co-operative, or pre-emptive, and you can choose different
> applications that may be running in the mean-time. Other programs will
> launch it as a child application, and you're stuck there...all else
> sleeping...until you finish and exit from the "child" process. I suppose
> the better written programs will check to see what AES is loaded, and use
> the best method for that system (isn't that what the cookie jar is for?).

With MagiC or MiNT you're not necessarily stuck when launching another
process using Pexec.

I guess what I wrote above clears up your confusion.

> : > If AES >= 4 then use shel_write() mode 0
> : > else use shel_write() mode 1.
> :
> : You never thought of a MagiC version that one day will have an AES
> : version > 4.0 ?
> :
> : I do not think this is sensible at all. But if you really need to make a
> : distinction, please do it properly. Check for the MagiC cookie, or even
> : better, call appl_getinfo to find out what works which way, instead of
> : just comparing the AES version.
>
> I agree fully...
> A top notch program will check to see what is the best method depending
> upon what it runs under. Geneva may recommend one way...MagiC another,
> and the many AES/TOS versions even another.

Yep, and all the information required is provided by appl_getinfo.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4190. Re: C tutorial begins January 1st

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.961230074245.17283D-100000@usr10.primenet.com>
Source record: 8032

ohhh Great...
PLease do it, and do it from the very start. My problem is how to
start and understand the basic, even including how to compile..
Bye..

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4191. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5cfqqe.ff9.asmolar@nscs.fast.net>
Source record: 8033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man
>
> In 1988, the cheapest PC Clone available in my area was an (PB)
> 8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.
>
> It cost $1000.
>
> A 520ST (w/ SS drive) cost $300.
>
> Despite the appearace that that Clone outspecs this ST, the
> ST ran circles around that machine and was quite a bit more
> useable.
>
> Just because you can't manage it now; it doesn't mean that it
> never was.
>
> Power without the Price, existed once.
>
> It is not a far stretch to say that that is why many of us are here.

In the mid-80's when Atari was using the slogan "Power without the Price"
It was true. You couldn't buy a better system for the money. The problem
is that the prices on Atari hardware became stagnant, while hardware prices in
the PC world dropped rapidly. For instance, in 1992 Atari released the Falcon
'030 (1 meg, no HD) for $799. Today toad is still selling the MK-I falcons
with the same specs for... $799. In 1992, $799 might have bought you a 286
or 386 system with 1meg and a small HD if you were lucky. Now you can buy
a low-end Pentium-class machine with 16meg RAM and a 850meg (or better) HD.

Add-ons are similar. For over $150, you can take your 8mhz ST to 16mhz with
an Adspeed. For about $50 you can replace a 66mhz 486DX2 with a 133Mhz 5x86
CPU on a PC.

I would love to have an Atari clone that was as powerful as my PC (like one of those
Medusas or Hades machines) But at $3500 for what is equivalent to a slower
Pentium at best, I just can't afford it. :(

4192. Intro. to C tutorial, part 1

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>
Source record: 8034

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time, however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments. I believe there is a version of BASIC called STOS available for free download.
(www.airtime.co.uk/users/stosser)

4193. Intro. to C tutorial, part 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>
Source record: 8035

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!

----Robert Dupuy

4194. C Tutorial, Lesson 1, Extra Credit

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961230205300.PAA17974@ladder01.news.aol.com>
Source record: 8036

EXTRA CREDIT

OK, you may add comments to any program by using the following format:

```
/* put comments here */
```

Got that? You type (without the quotes) "/*" to start a comment and a "*/" to end the comment.

The "/*" tells the compiler to ignore all text and the "*/" tells the compiler to stop ignoring text. Comments don't change the way your final program runs or the size of your final program in anyway, but they are usefull for making your long programs readable by other programmers or yourself. Here is the first.c, this time with comments

```
/*
This is my very first program
*/

#include <stdio.h> /* This is a header file. Header file's have the '.h'
extension */

/* Every C program has a function called 'Main' */

main() {
printf("My first program\n"); /*print my first program */
getchar(); /* Wait for return */
}
```

Of course in real life, you would not use this many comments. Comments that only state the obvious detract from readability and our goal is to make our code as readable as possible!

OK, compile this program, its exactly the same as the first! See, I told you....

Thats it for lesson one, in the next lesson we'll go over the format of C programs and what functions are all about.

p.s. always remember to end a comment with the '*/' . Its a common mistake to just start a new line without ending the comment. The compiler ignores all text untill it reaches a '*/' so if you leave one out, the compiler will ignore the rest of the program

4195. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <LXO0+FA8YCyyEwAR@thegibsons.demon.co.uk>
Source record: 8037

Hi Tony !

In article <32c705e8.12648873@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>On Sun, 29 Dec 1996 19:16:08 +0000, Drew Gibson
><drew@thegibsons.demon.co.uk> wrote:
>
>>>BTW: Is the hole thread a trick to influence some programmers to code
>>> more games? ;-)
>
>>I think I came to the same conclusion about this yesterday !!!
>>Cheers,
>
> Great!, so what type of a game is it your going to make :)))))

ROTFL !!! I'm no good at programming tho', so I'm afraid not. I'm the
one who has been emailing you recently about educational software
(dgibson@cameo.co.uk) so I'm afraid I'm one of the ones who are reliant
on programmers like you ! I only follow this newsgroup as I'd like to
get into programming - a 'would be' hacker - if only I could find the
time !

BTW - if anyone from STandard (you know who you are !) is reading, yes
it IS me !

Cheers,

Drew ;^)

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

4196. Programming and Magic PC

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <xHn6qLAZhCyyEwnw@thegibsons.demon.co.uk>
Source record: 8038

Hi Folks.

I was wondering if any of you good Atarians have any experience of programming the 'Atari Way' using Magic PC. The reason I ask is that I've just got a PC, and unfortunately haven't got room for the old ST any more. If I absolutely MUST, I'll keep it, but only if some of my ST software won't run under Magic on the PC.

The software I'm interested in (for programming anyway) is :-

Lattive C 5.52
Personal Pascal 2.05 (using Everest as the editor)

FYI, I have been using these systems under Magic 2 and Ease 3 for a while, and although Lattice has some compatibility issues that I have come across (eg running Batcher from the Lattice editor), it seems to work OK.

Look forward to your reply's !

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

4197. C Tutorial, Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961230205100.PAA17929@ladder01.news.aol.com>
Source record: 8039

LESSON ONE - Get To Know Your Compiler.

If you'll recall from the introduction, the compiler is central to making a C application. The compiler translates the english-like syntax of your program into a binary (1's and 0's) that the computer can execute. In addition, since most C programs are broken into several segments, the compiler will link these segments together and will do some rudimentary error checking.

There are two types of compilers available: those that use and IDE (integrated development environment) and command line compilers. Megamax LaserC (which is the primary compiler for this tutorial) is a good example of an IDE compiler. In an IDE environment, the editor (used for typing in the C programs) and other functions are built in a easy to use shell. Command line compilers tend to be a little more cryptic. With a command line compiler you use any text editor or word processor to write your code. Error checking is harder to do with command line compilers, and you may have to learn and understand how to use scripts to keep track of various modules. Alcyon C that comes with the Atari Developers Kit is an example of a command line compiler. I highly recommend that you do not use a command line compiler to learn C.

The goal of this lesson is to familiarize yourself with how your compiler works and you will type in your first C program. It will not be necessary to understand this program, only to type it in EXACTLY as written, and to compile it.

First, if you have not done so already install Laser C. (or whatever compiler you are using). Refer to your documentation for help. If you still cannot install your compiler then post to this group and someone will help you out.

Double click on the Laser C icon. This will load the Shell and ram resident programs. If you will be using a command line compiler then load a text editor. Select the File menu, then select New. In the window type the following EXACTLY (case is important):

```
#include <stdio.h>

main() {
printf("My first program\n");
getchar();
}
```

OK, now select the file menu again, and then select Save As. Save this file as First.C....

The file should now be saved to disk, you may change the name but be sure that it has the ".C" extension, this is necessary for your compiler to recognize it as a C program.. In Laser C, you may now pull down the Execute menu and select run. If you did not type any errors then Laser C will automatically compile and run the program. Hit return to exit the program. Now exit Laser C, you will find a program called First.prg on your disk. You may run the program again, if you'd like, just double click on it! (Remember to hit return to exit this program)

If you are using a command line compiler, please refer to the documentation. Command line compilers usually work by typing the name of the compiler followed by the program you wish to compile. Also there may be many options and several passes necessary to make them work. Please post to this group if you have questions about using your command line compiler.

4198. Re: Programming for multitasking

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852071936_OASIS_@swampdog.demon.co.uk>
Source record: 8040

In article <5a7n6v$bt2@einstein.ebicom.net>
bjr@edison.ebicom.net (Brian Roland) said:-

>Ah, but in this case...is it not true that the system is devoted to only
>the "child" process until you exit it?

Not necessarily. I can only talk about MagiC here ...

There are two types of child. There's a child launched by Pexec() and
a child launched by shel_write().

A Pexec() child will inherit the status of its parent but the parent
is suspended. If the parent was multitasking then the child will do
so, thus allowing other processes to continue. If the parent was
singletasking then the child will do also.

A shel_write() child is brought up as a separate process. All
processes remain running, including the parent. The only exception to
this is application zero (typically your installed desktop). It is
allowed to bring up processes singletasking. No other process can.

A singletasking process can spawn multitasking children.

So just about anything goes provided it does not interfere with other
processes.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4199. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852070094_OASIS_@swampdog.demon.co.uk>
Source record: 8041

In article <GL4RDDVEUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>In <851873514_OASIS_@swampdog.demon.co.uk> wrote :
>
>> In article <GL2OCCUQUp@tos.ak.planet.gen.nz>
>> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>>
>>>Since the MagiC programmer documentation is in German, it is difficult for
>>>me to use these features. Can someone explain how to use MagiC's radio
>>>butons and checkboxes (in English)? Thanks!
>>
>>If ob_flags bit15 is set in a normal G_BUTTON then a toggle is drawn.
>>If the button is a radio button then a Mac style radio button will be
>>drawn instead. Normal Gem ignores this and displays the usual way.

Hmm, I just found the manual is wrong. You have to set bit15 ob_state
not ob_flags *and* also mask WHITEBAK (0x40) into ob_state, which
means you'll have to set up a keyboard shortcut also.

>Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
>want any text to be drawn beside the radio button or check box? (I don't
>have MagiC myself, so I can't test this.)

I have never tried it because there is no way to do it in my resource
editor. I think you'd be better off with a nul (ie '\0') string, or a
string of spaces though.

>Also, how much room should I allow for the button? Under Geneva, for
>example, an extra three characters are taken up with the button, so the
>object must be made three characters wider than the text.

That should work with MagiC as well.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4200. C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231040000.XAA29215@ladder01.news.aol.com>
Source record: 7943

LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in
order to allow your compiler to work. Other elements are by tradition or
for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand
everything about it at this time:

```
/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* This header file defines printf() */

main() {
int count;

for (count=1; count<11; count++)

printf("\ncount=%d", count);
getchar();
}
```

```
/* Count.C */
/* This program will
count to 10 and
display the output */
```

A program starts with a comment that gives the filename and brief
description of the program.
If you'll remember from lesson one, comments are simply remarks that are
ignored by the compiler, but are useful reminders that aid other
programmers in their understanding of your code. A remark begins (without
the quotes) with a '/*' and must end with a '*/'

```
#include <stdio.h> /* This header file defines printf() */
```

The next portion of a C program is the preprocessor directives. These
are #include and #define. The preprocessor directives are for the
benefit
of the C compiler. The #include <stdio.h> tells the compiler that you
will be

using the stdio.h header file. This header file contains information
about the printf() function. Confusing? Don't worry I'm just trying to
give you an outline of a C program, we will cover header files again.

main() {

Remember, C is a structured language. That means you reuse code. over
and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a
language
made up almost entirely of functions. Every C program contains a main()
function,
and by tradition main() goes first. Our example only has one function,
but in real life
C programs have many.

int count;

Initializes a variable 'count' and tells the compiler that it will be an
integer.

for (count=1; count<11; count++)

A for loop, don't worry about this just yet.

printf("\ncount=%d", count);

printf() is not a keyword! printf() is a function that is being called.
We do not have to
rewrite this function because it has already been written. The printf()
is in the header
file stdio.h which we told the compiler to use at the beginning of the
program.

getchar(); /* waits for the enter key before exiting */

getchar() is another function that is part of the stdio.h file.

}

Clear as mud now? Don't worry, I just wanted to familiarize you with the
makeup of a C program.
To Summarize: Start with some comments so you can remember what the
program is all about later, then you will do some preprocessor directives,
such as telling the compiler what header files you will be calling up in
your program (what prewritten routines you will be borrowing), then you
will write the function main() which contains the logic of your program.
Finally, you write any functions that
main() calls, but are not included in any header files(not necessary in
this tiny example, but done in real life)

4201. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852034934@p24.f101.n323.z205.mbh.org>
Source record: 7944

Tony Greenwood wrote:

>> STOS is the best language to make games in 1996.
>> Can I make a GEM game? No.
>
> Thank goodness, who wants a game in black and white with orrible
> green and a splash of red :(

Poor you, you have seen STOS being upgraded from utter crap to something that is usefull for writing games, but you are still stuck on the GEM idea of the eighties. Please set your gemulator to normal resolution (640x480 and at least 16 colors) get a mordern (German) GEM game and be stunned.

>> Can I make a game for a so called super computer? (including TT's)
>> No.
>
> I don't see this as much of a problem, I will be able to include TT
> by the next game I release as that has been sorted already, theres
> only madusa and hades I cannot support..so what ?

No, you don't see it as a problem, but someone who wants to develop for those super computers does when he wants to use STOS (maybe because he heard in this newsgroup that it is supposed to be the best language for games?).

>> Will my game work on a not yet released TOS version? No.
>
> YES!....Give us a new TOS version and it will be fixed for it just
> like all the rest have ?

So, the answer is no. The TT and the STe are about the same age. It took STOS support over five years to fix it for a TT. Did you cover all TOS versions? There are at least 2! Are there important differences between the German, French and UK versions of the TT TOS? Who can tell?
The Phenix project is trying to make a free TOS version with sources freely available. It's impossible to fix STOS for every diferent compilation of such a TOS version.
The only solution is to fix STOS so it looses it's nasty habit to use fixed adresses.

> I do not recall ever saying STOS was faster than C, I would never say
> such a thing, I have stated STOS is the better choice for making
> games, not that it is faster?,

What about that quotation from Uwe Haase. ('C can't handle anything that needs speed, timing and power' or something like that, the message has already been whased away be new messages.)

>> It isn't working on the TT too. Useless? Please let the programmer
>> decide on
>
> the next game (according to the author of the generic fixer) will be
> able to work on a TT, it will also work on a falcon without the use
> of backwards, by having code inserted that will set the machines to
> 8mhz and atari st low :)

Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say in words 8 milli Hertz).) If your game is supposed to work in 1 vbl then simply wait forthe next vbl when you are done with prparing the next screen, no problem. But when it is supposed to work in 2 vbls like heartland, then make sure it always uses those 2 vbls, even on faster machines. You can keep track of the number of vbls by reading _vbclock, a system variable that counts the number of verical blanks sice system start. You can read it by lpeek($462). A routine waiting for the second vbl could look like this (it's not exactly STOS basic, not C, not Omikron basic but just a discription that should easily be ported to any programming language).

```
if(lpeek($462) & 1) then ' we are doing a bitwise and overhere
' ie (13 & 7) = 5
Vsync() ' wait for a vertical blank
endif

temp=workscreen
workscreen=displayscreen
display=screen=temp ' swap workscreen and display screen

Setscreen(workscreen, displayscreen, -1)
' workscreen is now the logic screen
' display screen the physic
Vsync() ' wat for a vertical blank
```

This code will wait an extra vertical blank if there is an odd number of vertical blanks in the counter.

>> Please explain me why... You don't have to use GEM, you CAN use GEM.
>> The choise is to the programmer.
>
> There you are, I didn't know that?, and the knitting class say this
> thread is none informative :)

Ai, you could have known that, you have a program of mine that hasn't got any Gem init it, although it was written in C! (There a lots of people asking me for a Gem interface to that program.)

>> How fast do you want to display your background sprites?
>
> NOT so fast that it spoils the game ?

High speed background drawing won't spoil the game, bad timing will.

>> Yes it is, I was thinking about a lot of GEM stuff and so on, maybe
>> even a compression program?

>
> Like my picture compactor currently used by ST+ diskzine and a couple
> of personalized programs made on request, people like my picture
> compactor because it is soooo fast :),

Wow, please tell me:
1 is compression fast or only decompression? (Decompression time is the only thing that matters though)
2 what compression algorithm are you using? (Run length encoding is my guess)
3 ratios, what is its ratio? (Let us use the intro picture from heartland as a example picture (in degas PI1 format).)
4 what is the size of the decompression program? (a picture compressor requiering a 2Mb decompression engine is of no use for ST games :-))

(BTW: my results are 7413 bytes for the 1kb decompression routine and 8245 bytes for the 144 byte decompression routine, speed: beats atomic, ice and sentry packer :-) Compression and decompression routines are available in C but for the sake of speed and size I recommend the assembley versions.)

> Hans please stop insisting STOS cannot do certain things, I then have
> to start listing them all, again and again, you must concede that
> STOS can do a lot more than make games.....

Ofcourse, I think that you, as a experienced STOS programmer, can do almost anything with at as long as it doesn't need GEM or compatibility with 'super computers'.

I think less suitable is a better discription.

>> eeerm again, so what? what is so good about that? it doesent seem to
>> do the C "games" programmer any good does it..
>>
>> Well, I designed some routines for heartland. I might put those
>> together in a library for next time use?
>
> AND ? so what...I have made a few platformers, didnt need C libraries
> ?

I think that you have to experience advantages like that to appreciate them, they are not highly necesarry, but make the live of the programmer easy.

Bye, Hans Wessels

4202. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852038675@p24.f101.n323.z205.mbh.org>
Source record: 7945

Tony Greenwood wrote:

>> this thread we are discussing which programming language is the best
>> one to write games in.
>
> Well you may be, I am not?, I am discussing the programming language
> someone would choose to use to make a game at this moment in time,
> You may well prove that C is faster and more compatable, I don't
> actualy dispute that, I say its NOT the game makers choice, the
> choice does not have to be the fastest, it is maybe the most apt,
> especialy for someone who has never programmed before and wants to make
> a game for the ATARI,

When choosing a programming language becomes a matter of taste there is no discussion possible. We can only discuss advantages and disadvantages of certain programming languages. Saying the best for games does IMHO say nothing of someone just getting started in (game) programming, to me its about speed, speed and more speed (thinking about arcade games right now, we covered all other types of games).

> You seem pre-occupied with speed, I will say C is faster, there!
> Happy!, but still it would not be most peoples choice to make a game
> in if they have STOS to choose from, the advantages of using C do not
> compensate having to use C,

Yes, you have first to learn programming before you can switch to C. It's clearly a language for advanced programmers. It's an incredible powerfull language that will hapily carsh if you made a mistake.

> ie no one in there right minds is making
> games in C, but lots of people are making them in STOS.....

Yes, and the mayority is right aren't they? They are going for the easy way to make games, but the easy way isn't the best way. Again, the easy way to make games is to use the programming language you already know, no discussion possible.

>> I will, I told you I will, so I will, is it so hard to believe what I
>> am claiming? Or are you eager to get a better version of the game?
>
> I have it, I have it :)

Hurray!

>> Please tell me yours. Whats a good arcade game? It has to be fast and
>> smooth, doesn't it?
>

> But not neccasarilly bigger, maybe a status/life/objects etc bar is
> needed, maybe it is such a game that big icons showing the above is
> needed, maybe some other information has to be shown, as arcade type
> games are usually aimed at younger children then tiny status bars are
> out, so full screen games are not always a good idea, thus smaller is
> better?

But heartland could get bigger without loosing information. And even with fulls
creen games you can simpley overlay the status bar on the screen?

>> No, I am reading Jouystick cursor keys and you pad at the same time.
>> You can
>
> Well that is simply another way of doing it, I like the idea of a
> menu, giving the user a setup screen ?

No, I don't like those things, it then either use this or that, when no
limitations are necesarry simple support them all without forcing the user to
select the joystick of choise first.

> comments to follow........

I will be waiting for them.

Now signing of for this year, although there are some more messages to be
answered, they have to wait to 1997.

So to all readers of COMP.SYS.ATARI.PROGRAMER:

Happy newyear! May the Powers in the Clouds guide you safely on your quest
through the lonely desert, haunted by Evil User Requests and fearsome Bugs.

Hans Wessels

4203. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 7946

In article <19961229210400.QAA18291@ladder01.news.aol.com>
rdupuy5596@aol.com (RDupuy5596) wrote:-

>te_ptext - A POINTER to the actual text.
>

So let me see if I've got this correct.

I'm finding out the address of the te_ptext by using rsrc_gaddr()

Is the address returned by doing this the actual address of the text
or does the returned address just hold the address of the text?

--

---
david@ritter.demon.co.uk

4204. C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: trevor@stainsby.demon.co.uk
Message-ID: <852096106_OASIS_@stainsby.demon.co.uk>
Source record: 7947

I picked up the announcement about these tutorials in comp.sys.atari.st, but unfortunately I appear to have missed the introduction - could some kind individual re-post or e-mail it to me.

TIA and a Happy New Year to all!

---
trevor@stainsby.demon.co.uk

4205. Re: C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231193700.OAA18272@ladder01.news.aol.com>
Source record: 7948

Subject: Intro. to C tutorial, part 2
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:49:03 GMT
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!

----Robert Dupuy

(***p.s.***) I am brand new at this, and appreciate any help anyone may wish to offer.

4206. Re: Programming and Magic PC

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231194500.OAA18437@ladder01.news.aol.com>
Source record: 7949

I use Gemulator with Magic 2...but I do Atari programming on my pc using Laser C..

I've heard good things about Lattice 5.6 and will probably try that out when I get the funds...

As for Laser C, it does work on the pc, but you must set Gemulator to Atari Disk Mode...I am not sure why this should be a requirement, but it will not work otherwise.

Good Luck, and have a happy new year.

4207. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: Raj Rijhwani <raj@courtfld.demon.co.uk>
Message-ID: <852052484snz@courtfld.demon.co.uk>
Source record: 7950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <5a7n72ogi1@news.ptd.net>
bendokus@postoffice.ptd.net "Greg Bendokus" writes:

> sale...Anyway, I appreciate that they support Atari after all these
> years, but get real...they have always charged close to full retail
> for EVERYTHING, since the very beginning. How the hell did they
> survive this long dealing Atari wares when all the good vendors fell
> by the wayside?

I know not the people of which you speak, but as a business man myself,
I would suggest that the answer to your query lies in the question.

They charge what the market will bear, and in so doing maintain the
viability of their endeavour. Or to turn it the other way round, the
ones you like because they charge less disappear because in keeping
you happy they are themselves unviable in the long term.
--
Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
raj@courtfld.demon.co.uk | ... We know that you can hear us Earthmen
scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all Angels!"
http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)

4208. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231192000.OAA17695@ladder01.news.aol.com>
Source record: 7951

I believe the original question was about the structure of TEDINFO and so
I copied some information regarding the structure out of a GEM manual that
I recently bought, in an attempt to be helpful.

I hope someone else can answer your question, because I am just now
learning myself. sorry.

4209. Re: C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231193500.OAA18218@ladder01.news.aol.com>
Source record: 7952

Subject: Intro. to C tutorial, part 1
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:47:14 GMT
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time, however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments. I believe there is a version of BASIC called STOS available for free download.
(www.airtime.co.uk/users/stosser)

4210. 32meg 70ns 72pin EDO simm for $140

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: root@bytewarecafe.com
Message-ID: <5abth6$7u7@newman.pcisys.net>
Source record: 7953

We are a new site on the internet and we can supply your
hardware needs. As a promotion to get our name out to you, we are
running a special promotion on 32Meg simms. For a very limited time,
we are selling 32Meg/70ns EDO simms for just 140+shipping and handling,
delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary
information about yourself and your credit card information. Goto the
products list and choose the memory item. From here, select the memory
you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for
as long as you wish. If you wish to buy anything else, just select that item
from that category.

If you are satisfied with your selection(s) and your personal information
is correct, click on the submit order button. The bytewarecafe.com
server will respond with an order number and a time stamp. You will
need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

4211. 32meg 70ns 72pin EDO simm for $140

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: root@bytewarecafe.com
Message-ID: <5abth7$7u7@newman.pcisys.net>
Source record: 7954

We are a new site on the internet and we can supply your
hardware needs. As a promotion to get our name out to you, we are
running a special promotion on 32Meg simms. For a very limited time,
we are selling 32Meg/70ns EDO simms for just 140+shipping and handling,
delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary
information about yourself and your credit card information. Goto the
products list and choose the memory item. From here, select the memory
you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for
as long as you wish. If you wish to buy anything else, just select that item
from that category.

If you are satisfied with your selection(s) and your personal information
is correct, click on the submit order button. The bytewarecafe.com
server will respond with an order number and a time stamp. You will
need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

4212. Re: Accessory Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-3112961620480001@dwilga.comm.mtholyoke.edu>
Source record: 7955

In article <521_9612302031@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:
> I tested it and have to admit that TOS 3.06 doesn't check the
> ownership before freeing RAM. Can you guarentee that this is true
> for EVERY single-tasking TOS?

Singletasking GEMDOS does not care who owns a memory block being Mfree'd.
This is true of all TOS versions. I believe MiNT is different, though,
even in unprotected mode.

Dan Wilga
dwilga@mtholyoke.edu

4213. Re: C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c96e8f.25996581@news.airtime.co.uk>
Source record: 7956

On 31 Dec 1996 19:36:36 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>programs for other environments. I believe there is a version of BASIC
>called STOS available for free download.
>(www.airtime.co.uk/users/stosser)

Sorry but STOS is commercial, and not available for download from
anywhere, never has been from my page and never will be,
However there is a STOS file site for support programs and this I
presume is where the missunderstaning occured, an honest mistake by
the original poster <smile>

Looking forward to this tutorial myself, but buggered if I can get
hold of a C compiler ???

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4214. C Tutorial, Lesson 3 1 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231232500.SAA24109@ladder01.news.aol.com>
Source record: 7957

LESSON 3 - printf()

First, a personal aside.

I am using America Online to connect to the internet and anything that I try to post longer than a page will cause a disconnect, so I am going to have to keep splitting up these lessons. Which means, inevitably someone will find themselves missing a part. In addition, some newsgroup servers are so pressed for space that some articles do not last very long. If you need a repost..let me know.

Also, I realize that the example C programs that I have use probably still look like a bunch of gibberish, but don't let that get you down. Like any language things will become more and more familiar to you in time, untill eventually you will wonder why you ever thought it was hard.

I thought long and hard about what the lesson plan should be today. Its a common fault of most tutorials to get bogged down with text formattting issues. Text formatting is great for understanding legacy applications, but not necessarily as important for programming a GUI (Graphical User Interface) environment like GEM.

Nevertheless, the GEM AES (Application Environment Services) will have to wait for more advanced lessons. So lets tackle printf() now, so we can begin programming today and so we can use it to display output as we continue learning the syntax of the C language.

As I mentioned in earlier lessons, printf() is not a C keyword, but a prewritten piece of code which is contained in virtually every C library. To be precise, it is contained in the header file stdio.h. (STanDard Input/Output) It is an output function.

(End part 1 of 4)

4215. C Tutorial, Lesson 3 part 2 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231232700.SAA24162@ladder01.news.aol.com>
Source record: 7958

--How do I recognize a function?

Good question. Every function from the main() function to the most obscure is always the functions name followed by a set of parenthesees. Sometimes there is information inside the parentheseees, such as:

printf("Print this");

the information in the parenthesees is passed to the function. In later lessons, we will cover in greater detail how information is passed to and from functions. For now, just remember when you use printf() you are calling a function, and information you place between the parentheseees is information you are passing to this function, which it will interpret and use to display information on your screen.

In the above example we are passing one argument. This arguement is the STRING CONSTANT "Print this"...we can pass more than one arguement to printf(). Consider the following example:

printf("My name is: %s","Robert");

within a C program, this would display:

My name is Robert

Why? Because %s is a FORMAT SPECIFIER. This tells printf() where to put a value and what kind of value to expect. %s tells it to look for a string. In this example the string is "Robert"

Lets take a look at another format specifier.

printf("I make %d per week",250);

This would display

I make 250 per week

4216. C Tutorial, Lesson 3, part 3 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231232900.SAA24244@ladder01.news.aol.com>
Source record: 7959

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s. I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples, format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* Header file where printf() is located */

main() {

int count;

for (count=1; count<11; count++)

printf("\ncount=%d",count);
getchar();
}
```

If we examine the printf() function call here, we can now see that the value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

4217. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL6JFEWUUp@tos.ak.planet.gen.nz>
Source record: 7960

In <5a740f$j36@orm.southern.co.nz> Chris Wilkinson wrote :

>Hi there!
>
>Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>:
>: I'm not sure what you mean by "creating a radio_button or check_box".
>
>Created as objects in a resource file...

As it turns out, the radio buttons and check boxes should be G_BUTTON with
ob_flags bit 15 set. If the object has the radio button flag set then
a radio button will be drawn.

There is no object type of "radio_button" or "check_box".

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4218. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL6JFEWWUp@tos.ak.planet.gen.nz>
Source record: 7961

In <Pine.A32.3.91.961230111654.19685C-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>Check for the cookie 'MAGX'. But what do you need it for ? I hope not for
>checking if those radio/crossed buttons are available !!! For this you
>must use appl_getinfo !

I was wanting to check for the presence of MagiC so that I can use MagiC style radio buttons and check boxes when MagiC is present.

How should I be using appl_getinfo to determine whether MagiC style radio buttons and checkboxes are present? I was unable to find a mode which returned this information. (By "MagiC style readio buttons" I am referring to a G_BUTTON object with ob_flags bit 15 set.)

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4219. Re: MagiC radio buttons/check boxes - how to acces

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <GL6JFEWYUp@tos.ak.planet.gen.nz>
Source record: 7962

In <Pine.A32.3.91.961230114720.19685G-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On Sun, 29 Dec 1996, Mario Becroft wrote:
>
>> Can I set the ob_spec field of the G_BUTTON to a null pointer if I do not
>> want any text to be drawn beside the radio button or check box? (I don't
>> have MagiC myself, so I can't test this.)
>
>Don't do this. Although I'm confident that MagiC will survive it, you'll
>want your program work with other AES too if they provide the same
>radio/checkbox feature. It's so little work to put in a pointer that
>points to a $0 byte, indicating an empty string.

OTOH, I will only be using this with MagiC. If an other AES supports the same feature, how would I know about it in order to use it? You mentioned previously about using appl_getinfo to find out, but I cannot find an appl_getinfo mode which returns the relevant information.

For example, Geneva supports the same feature, but it uses "extended type" 18 to indicate a radio button or checkbox. So I have to use individual support for each AES anyway.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4220. C Tutorial, Lesson 3, part 4 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231233100.SAA24334@ladder01.news.aol.com>
Source record: 7963

Here is your assignment: Using format specifiers write a program, that states your name, age, and weight, on three lines. Use only one printf() call.

To help you out here is a template for your program.

```
/* NAMEOFPROGRAM.C */
/* THIS PROGRAM DOES SOMETHING */

#include <stdio.h> /* You must use this preprocessor directive, because
it contains the printf() function */

main() { /* the starting bracket tells the compiler where the main
function begins */

LOGIC GOES HERE

getchar(); /* This waits for a return, so you have time to
read the output before the program ends */

} /* Don't forget the ending bracket, the compiler needs to know where
the main function ends too! */
```

Have you all been running into compiler errors? I'm sure you have! I have! Forgetting a quote or a semi-colon gives the compiler fits doesn't it? C is a very exacting language when it comes to syntax, but that is in part why it produces such great code!

oh yes, one other thing, the compiler strips out spaces, all the indentations are for readability and are traditional, they are not absolutely necessary.

4221. Re: C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231232300.SAA24009@ladder01.news.aol.com>
Source record: 7964

You wrote:

>> Sorry but STOS is commercial, and not available for download from
anywhere, never has been from my page and never will be,
However there is a STOS file site for support programs and this I
presume is where the missunderstaning occured, an honest mistake by
the original poster <smile>

Now I'm writing:

Yes, that was an honest mistake on my part! Sorry...was there ever a free version of basic for the Atari or am I going to have to change my introduction? Anyway everyone should check out Tony's page because it has a bunch of great stuff on it!!! As far as C compilers go, it looks like everyone intends to use a different compiler. I am going to use Megamax Laser C...

4222. Repost, C Tutorial Lesson 3, part 3 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1996-12-31 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19961231233300.SAA24367@ladder01.news.aol.com>
Source record: 7965

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s. I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples, format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* Header file where printf() is located */

main() {

int count;

for (count=1; count<11; count++)

printf("\ncount=%d",count);
getchar();
}
```

If we examine the printf() function call here, we can now see that the value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

4223. Repost, C tutorial Lesson 3, 4 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101221400.RAA22880@ladder01.news.aol.com>
Source record: 7892

```
Here is your assignment: Using format specifiers write a program, that
states your name, age, and weight, on three lines. Use only one printf()
call.

To help you out here is a template for your program.

/* NAMEOFPROGRAM.C */
/* THIS PROGRAM DOES SOMETHING */

#include <stdio.h> /* You must use this preprocessor directive, because
it contains the printf() function */

main() { /* the starting bracket tells the compiler where the main
function begins */

LOGIC GOES HERE

getchar(); /* This waits for a return, so you have time to
read the output before the program ends */

} /* Don't forget the ending bracket, the compiler needs to know where
the main function ends too! */

Have you all been running into compiler errors? I'm sure you have! I
have! Forgetting a quote or a semi-colon gives the compiler fits doesn't
it? C is a very exacting language when it comes to syntax, but that is in
part why it produces such great code!

oh yes, one other thing, the compiler strips out spaces, all the
indentations are for readability and are traditional, they are not
absolutely necessary.
```

4224. Lesson 4 Announcement

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101223200.RAA23512@ladder01.news.aol.com>
Source record: 7893

For those of you following the C Tutorial, Lesson 4 will be posted on Saturday, January the 4th.

I originally said every two weeks, but I'm afraid everyone would get bored if I waited that long, by necessity these lessons must be short (AOL won't let me post long articles)...

thanks,

Robert

4225. C Tutorial, Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <861_9612311538@conchbbs.com>
Source record: 7966

For Pure C, you will first need to specify a Project File. Use the DEFAULT.PRJ file provided (use the Project/Select... menu item).

You might also need to specify the default directories where the headers and object libraries are located. I believe it works OK straight out of the box, though.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4226. Re: Repost, C Tutorial Lesson 3, part 3 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c9acd2.41937995@news.airtime.co.uk>
Source record: 7967

On 31 Dec 1996 23:34:36 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Why? because %d is a format specifier for a decimal integer value. It

Intro
Lesson 1
Lesson 3

Lesson 2 never arrived here?

Hey I just Compiled me first C program that printed "My first C
program"......good eh! :))

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4227. Repost, C tutorial Lesson 2, part 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101020600.VAA28432@ladder01.news.aol.com>
Source record: 7968

```
LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in
order to allow your compiler to work. Other elements are by tradition or
for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand
everything about it at this time:

/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* This header file defines printf() */

main() {
int count;

for (count=1; count<11; count++)

printf("\ncount=%d", count);
getchar();
}

-----------------------------------------

/* Count.C */
/* This program will
count to 10 and
display the output */

A program starts with a comment that gives the filename and brief
description of the program.
If you'll remember from lesson one, comments are simply remarks that are
ignored by the compiler, but are useful reminders that aid other
programmers in their understanding of your code. A remark begins (without
the quotes) with a '/*' and must end with a '*/'
```

4228. Repost, Lesson 2, part 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101020700.VAA28465@ladder01.news.aol.com>
Source record: 7969

```
#include <stdio.h> /* This header file defines printf() */

The next portion of a C program is the preprocessor directives. These
are #include and #define. The preprocessor directives are for the
benefit
of the C compiler. The #include <stdio.h> tells the compiler that you
will be
using the stdio.h header file. This header file contains information
about the printf() function. Confusing? Don't worry I'm just trying to
give you an outline of a C program, we will cover header files again.

main() {

Remember, C is a structured language. That means you reuse code. over
and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a
language
made up almost entirely of functions. Every C program contains a main()
function,
and by tradition main() goes first. Our example only has one function,
but in real life
C programs have many.

int count;

Initializes a variable 'count' and tells the compiler that it will be an
integer.

for (count=1; count<11; count++)

A for loop, don't worry about this just yet.

printf("\ncount=%d", count);

printf() is not a keyword! printf() is a function that is being called.
We do not have to
rewrite this function because it has already been written. The printf()
is in the header
file stdio.h which we told the compiler to use at the beginning of the
program.

getchar(); /* waits for the enter key before exiting */

getchar() is another function that is part of the stdio.h file.

}
```

Clear as mud now? Don't worry, I just wanted to familiarize you with the makeup of a C program.
To Summarize: Start with some comments so you can remember what the program is all about later,
then you will do some preprocessor directives, such as telling the compiler what header files you
will be calling up in your program (what prewritten routines you will be borrowing), then you will write
the function main() which contains the logic of your program. Finally, you write any functions that
main() calls, but are not included in any header files(not necessary in this tiny example, but done in real life)

4229. Does anyone need reposts for Intro- Lesson 3

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101022300.VAA28803@ladder01.news.aol.com>
Source record: 7970

OK,

Hopefully everyone has the following parts:

Intro
Lesson 1
Lesson 2
Lesson 3

I am working on Lesson 4 now, but I may pause for a bit to make sure everyone who is interested has got all the lessons...I know some of you are still searching out a compiler. I don't think any two people are using the same compiler, but if everyone gets to the end of Lesson 3 feeling fairly comfortable then I think we can move ahead without any hitches...

By the way, feel free to copy these articles, modify them, do anything with them you'd like ... except claim that you wrote them you stinkin bastard...

ooops, got a bit carried away there, ha! :-) Seriously, do whatever you'd like with them, I'm just writing these for my own edification and would love it if more people found them useful.

Happy New Year to All!

4230. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <117cd$ef10.294@HERMES>
Source record: 7971

david knight (david@ritter.demon.co.uk) wrote:
> In article <19961229210400.QAA18291@ladder01.news.aol.com>
> rdupuy5596@aol.com (RDupuy5596) wrote:-

> >te_ptext - A POINTER to the actual text.
> >

> So let me see if I've got this correct.

> I'm finding out the address of the te_ptext by using rsrc_gaddr()

> Is the address returned by doing this the actual address of the text
> or does the returned address just hold the address of the text?

Given code of the form:

```
TEDINFO *tip; /* TedInfo Pointer */

rsrc_gaddr( R_TEDINFO, itemnum, &tip ); /* get address of TEDINFO structure
associated with TEDINFO #itemnum */
```

This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID)
will not work as they requies the TEDINFO item number within the whole
TEDINFO block in the resource file. This itemnum is not returned by most
(all?) resource editors I know of.

Instead you need to use something of the form:

```
OBJECT *tree;

rsrc_gaddr( R_TREE, treenum, &tree ); /* get treee pointer */
tip = (TEDINFO *)tree[itemnum].ob_spec;
```

This will load tip with the address of the TEDINFO structure within that
tree.

You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4231. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101025500.VAA29618@ladder01.news.aol.com>
Source record: 7972

Wow, lovely discussion.

I'd like to ad a point. I use Gemulator and I cannot run any STOS games so far :-(

I initially thought I would not have any problems running games because Megaroids (written as a demo for the original Megamax C) works just fine.

This has just been my experience so far, but since my Atari ST, (TOS on disk!, its been that long...) was thrown away by my evil brother, who was looking after it...

Gemulator is all I have! And when I buy a real Atari Machine, it will probably be one of those high end systems....

If I had a real ST, I would probably be very glad for STOS, since apparrantly it has spurned the creation of many exciting games, but since I do not, I have to vote with the C crowd. Has anyone run the new Heartland through Gemulator? If it works let me know, I'd like to play it!

4232. Form CPX dialog size?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <117cd$101d24.258@HERMES>
Source record: 7973

What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

(Sods law says that the hypothetical numbers I have just quoted from the top of my head have just correctly answered my question)

I used to have it written down somewhere, but no longer seem to have it available.

I looked in the Compendium, but it appears to mention nothing on this subject.

Is there a good source of info on this subject?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4233. FREE EDUCATIONAL VIDEO/CDs

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: help@spry.com
Message-ID: <5ackjd$5g3@chile.earthlink.net>
Source record: 7974

FREE ACCESS: WORLDS LARGEST COLLECTION OF SELF-HELP, EDUCATIONAL,
INSRUCTIONAL,AND INFORMATIONAL VIDEO TAPES AND CD ROMs.

http://www.totalmarketing.com "IMPORTANT" ACCESS CODE FOR SITE IS "69589"
(69589) PLEASE MAKE A NOTE OF THIS ACCESS CODE, AS YOU WILL NOT BE ABLE
TO USE SITE WITHOUT IT.

" LEARN AT HOME "

4234. Tedinfo

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <98a_9701010045@conchbbs.com>
Source record: 7975

```
d > I'm finding out the address of the te_ptext by using rsrc_gaddr

Actually, the index used to specify the TEDINFO may be difficult to
locate (unless the RSC has only one). One usually accesses it via
the ob_spec pointer:

OBJECT *tree;
char *p;

rsrc_gaddr(R_TREE,T_NAME,&tree);
p = tree[O_NAME].ob_spec.tedinfo->te_ptext; /* Pure C */
or
p = ((TEDINFO*) tree[O_NAME].ob_spec)->te_ptext; /* Laser C */

where T_NAME and O_NAME represent the names you gave the tree and
object in your RSC editor (and defined in a header file provided).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4235. C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32c9b18b.43147177@news.airtime.co.uk>
Source record: 7976

I compiled the small C program from lesson 1,

The compiled program IS 23306 Bytes, sound right?

Using GST C...Anyone have any opinions on this C ???? please?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4236. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32ca400c.798091@news.airtime.co.uk>
Source record: 7977

On 1 Jan 1997 02:57:12 GMT, in comp.sys.atari.programmer you wrote:

>Wow, lovely discussion.

hehe

>I'd like to ad a point. I use Gemulator and I cannot run any STOS games
>so far :-(

Strange?

>I initially thought I would not have any problems running games because
>Megaroids (written as a demo for the original Megamax C) works just fine.

So should STOS?

>This has just been my experience so far, but since my Atari ST, (TOS on
>disk!, its been that long...) was thrown away by my evil brother, who was
>looking after it...

Not doing a very good job of looking after it if he threw it away?

>Gemulator is all I have! And when I buy a real Atari Machine, it will
>probably be one of those high end systems....

hmmmm

>If I had a real ST, I would probably be very glad for STOS, since

Ho you would:)

>apparrantly it has spurned the creation of many exciting games, but since
>I do not, I have to vote with the C crowd. Has anyone run the new
>Heartland through Gemulator? If it works let me know, I'd like to play
>it!

It should...BUT....

STOS itself, the programming language does work under Gemulator,
therefore programs made should also work, if you have the rom cards
206 then everything should work fine, however if you are using a tos
image then its very doubtfull, also if you are using gemulator and
magiC then its also doubtfull as thats a different operating system,

HTH :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4237. Re: Does anyone need reposts for Intro- Lesson 3

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32ca407b.909154@news.airtime.co.uk>
Source record: 7978

On 1 Jan 1997 02:25:08 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Hopefully everyone has the following parts:

>Intro
>Lesson 1
>Lesson 2
>Lesson 3

Lesson three arrived, now lesson 2 seems to be coming through, but
where you list lesson 3 as part 1/4 2/4 etc, lesson 2 arrives as part
1 and part 2, I wonder if there is a part 3,

Strange that lesson 3 arrived before 2

>By the way, feel free to copy these articles, modify them, do anything
>with them you'd like ... except claim that you wrote them you stinkin
>bastard...

I am involved with a couple of uk diskzines, most prominantly ST+
that is released monthly and carries STOS and Assembler tutorials,
they would love this, please give me a header for the tutorial, ie:
who wrote it where when and why, and I will see it gets used starting
in the very next issue If thats alright?

>ooops, got a bit carried away there, ha! :-) Seriously, do whatever you'd
>like with them, I'm just writing these for my own edification and would
>love it if more people found them useful.

well I am, I recently learnt quite a bit about C, what it is and its
possiblities, so this comes along at just the right time, NICE ONE :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4238. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <43511354_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 7979

```
In article <117cd$ef10.294@HERMES>
gmiller@inca.co.nz (Gaven Miller) wrote:-

>
>Given code of the form:
>
>TEDINFO *tip; /* TedInfo Pointer */
>
>rsrc_gaddr( R_TEDINFO, itemnum, &tip ); /* get address of TEDINFO structure
> associated with TEDINFO #itemnum */
>
>
>This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID)
>will not work as they requies the TEDINFO item number within the whole
>TEDINFO block in the resource file. This itemnum is not returned by most
>(all?) resource editors I know of.
>
>Instead you need to use something of the form:
>
>OBJECT *tree;
>
>rsrc_gaddr( R_TREE, treenum, &tree ); /* get treee pointer */
>tip = (TEDINFO *)tree[itemnum].ob_spec;
>
>This will load tip with the address of the TEDINFO structure within that
>tree.
>
>You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.
>

Thanks for the C code for this but unfortunately (as I stated in the
original posting) I'm using assembler and I do not know enough C to
work out what is happening in the above.

--

------------------------------------------------------------------------
david@ritter.demon.co.uk
------------------------------------------------------------------------
```

4239. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <01bbf822$5e63dcc0$259a37ce@quantex-200>
Source record: 7980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad is about the ONLY company tha still regards Atari computers as real computers. Most of you guys still think of Atari as nothing more than a game platform and sell them as a simple game server. Its the users of Atari computers who have driven the prices down in private sales. A guy buys a 1040 for $700 and a few years later nobody will pay more than $50 for it. C'mon now folks, the hardware is much better than that. These are REAL computers, not nintendos.

Toad recognizes this fact and sells their stuff as real computers. They also stand behind their sales if something goes wrong. Toad currently sells a 1 meg 1040 for $199 and thats a very good and realistic price, but if a guy advertised one here for sale as an owner looking to sell his stuff, most of you would say thats too much for a 1040. SO admit it folks, either you have real computers or nintendos for sale in this group. I say that Atari made real computers and I bought them as such and will sell them as such when the time comes.

Raj Rijhwani <raj@courtfld.demon.co.uk> wrote in article
<852052484snz@courtfld.demon.co.uk>...
> In article <5a7n72ogi1@news.ptd.net>
> bendokus@postoffice.ptd.net "Greg Bendokus" writes:
>
> > sale...Anyway, I appreciate that they support Atari after all these
> > years, but get real...they have always charged close to full retail
> > for EVERYTHING, since the very beginning. How the hell did they
> > survive this long dealing Atari wares when all the good vendors fell
> > by the wayside?
>
> I know not the people of which you speak, but as a business man myself,
> I would suggest that the answer to your query lies in the question.
>
> They charge what the market will bear, and in so doing maintain the
> viability of their endeavour. Or to turn it the other way round, the
> ones you like because they charge less disappear because in keeping
> you happy they are themselves unviable in the long term.
> --
> Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
> raj@courtfld.demon.co.uk | ... We know that you can hear us
Earthmen
> scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all
Angels!"
> http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)
>

>

4240. Re: Does anyone need reposts for Intro- Lesson 3

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101210200.QAA20861@ladder01.news.aol.com>
Source record: 7981

Tony-

I posted Lesson 2 in one big part...before I ever posted Lesson 3(4 parts)...however it seems that most people did not get Lesson 2, even though it is on the America Online newsgroup server OK... America Online keeps dropping the connection if I try to send out the lessons in one big message...so I have been forced to split them up...when I reposted Lesson 2, I split them up into two parts.

I like the idea of posting these lessons to the Newsgroup, so I will continue. In the future I will split up the pages and each page will be clearly marked (i.e. Lesson 4 page 1 of 4, etc.) AND I will post on the day when I said I was going to post the lesson so that people will have a chance to get them before the newgroup servers loses them. Btw, the AOL newsgroup server keeps about 350 msgs for this newsgroup, is this similar to your experience??

I will get back to you through Email on your other questions...

4241. Re: Programming and Magic PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <II9EJBAzatyyEwwc@thegibsons.demon.co.uk>
Source record: 7982

Hi Robert,

In article <19961231194500.OAA18437@ladder01.news.aol.com>, RDupuy5596
<rdupuy5596@aol.com> writes

>I use Gemulator with Magic 2...but I do Atari programming on my pc using
>Laser C..

Mmm - I'm going to try Magic PC first - the demo version from System
Solutions first !

>
>I've heard good things about Lattice 5.6 and will probably try that out
>when I get the funds...
>
>As for Laser C, it does work on the pc, but you must set Gemulator to
>Atari Disk Mode...I am not sure why this should be a requirement, but it
>will not work otherwise.
>
>Good Luck, and have a happy new year.

Thanks - and you too ! And thanks also for the well timed C tutorials -
sorry to hear about your upload problems.

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

4242. Repost, C Tutorial Intro 1 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101220400.RAA22573@ladder01.news.aol.com>
Source record: 7983

Subject: Intro. to C tutorial, part 1
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:47:14 GMT
Message-ID: <19961230174500.MAA13314@ladder01.news.aol.com>

Welcome to the C programming tutorial!

This is the introduction to a continuing series. I have two specific goals for this series: to teach the C programming language and to demonstrate its use on Atari compatible computers. That is, to teach the constructs of C, which is portable accross a wide variety of platforms, and to demonstrate its use by creating real world applications for the Atari compatible.

--What is C? What is C++?

C has been around for a long time, but it was during the heydey of Atari, Amiga, and Macintosh when C really came into its own as the language of choice for developing applications. C's popularity is due to three key points. One, C is a structured language. That is, a C application can be broken down into smaller, more maneagable segments that can be written and tested seperately from the application as a whole. Two, C is portable. That is most of the code you write for your Atari application can be reused in applications that you may write for a different platform, like the pc. Only machine specific routines need to be rewritten. Thirdly, C programs tend to run faster than other languages.

C++ is in some respects an entirely different language than C. Over the years, however C and C++ have melded in function. You must know C to understand C++. Some people learning C++ learn C at the same time, however it is wise to learn C first, and thoroughly before moving on to C++. C++ is an object oriented programming (OOP) language.

--Should I learn C or BASIC first?

The fundamentals of programming, i.e. accepting input, manipulating data, formatting output, are universal regardless of which language you choose and learning any language will help you develop analytical skills that you will find useful in other environments. There are versions of BASIC available free for the Atari computer, whereas C usually costs money. It may be wise to start programming in BASIC to see how well you like programming, although C compilers are pretty inexpensive nowadays. C has the advantage of being far more portable, should you choose to develop programs for other environments.

4243. Repost, C Tutorial Intro, 2 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101220500.RAA22600@ladder01.news.aol.com>
Source record: 7984

Subject: Intro. to C tutorial, part 2
From: rdupuy5596@aol.com (RDupuy5596)
Date: 30 Dec 1996 17:49:03 GMT
Message-ID: <19961230174700.MAA13355@ladder01.news.aol.com>

--OK, I want to learn C. What do I need?

You'll need an Atari compatible computer. That is any Atari made ST or TT, or Falcon, or a clone. There are clones such as the Medusa (www.compdirect.com) and the C-LAB Falcon (www.ataricentral.com). Or you can have a pc outfitted with an emulator, such as gemulator 96 (www.emulators.com). In addition you will need a C compiler. I will be using Megamax's Laser C. You can't go wrong with this compiler and I will sell you one for $40US + shipping if you cannot find one elsewhere. (Email: RDupuy5596@aol.com)

A printer would be a great help, although not mandatory. In addition you may wish to purchase additional reference material. Some great reference books are available from Bravo Sierra Computers.(www.teleport.com/~bensmith/bscomputrs.shtml)

--What is this 'compiler' that you are talking about?

C is a structured language, applications are built from many smaller segments. Many of these segments are prewritten. A compiler contains libraries of prewritten program segments for use in your own programs. A compiler will link these segments together to create the final application. In addition, a compiler will check your code for syntax errors (typos and other mistakes). The compiler will make the final executable so anyone, even someone who doesn't own C, can run your programs!

--I'm still confused. Is there any hope for me?

Probably not, but don't despair. :-) Starting on January 1st, and about every two weeks thereafter I will post a lesson. Depending upon the response, I will attempt to answer any question you may have. Please post to the group and don't Email me individually. This is because, one, someone else may have the same question and, two, someone else may have the answer!<<<---Do to the limitations of usenet, I have changed my mind you may Email me individually(01/01/97)

----Robert Dupuy

4244. Repost, C Tutorial Lesson 1, 1 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101220600.RAA22643@ladder01.news.aol.com>
Source record: 7985

LESSON ONE - Get To Know Your Compiler.

If you'll recall from the introduction, the compiler is central to making a C application. The compiler translates the english-like syntax of your program into a binary (1's and 0's) that the computer can execute. In addition, since most C programs are broken into several segments, the compiler will link these segments together and will do some rudimentary error checking.

There are two types of compilers available: those that use and IDE (integrated development environment) and command line compilers. Megamax LaserC (which is the primary compiler for this tutorial) is a good example of an IDE compiler. In an IDE environment, the editor (used for typing in the C programs) and other functions are built in a easy to use shell. Command line compilers tend to be a little more cryptic. With a command line compiler you use any text editor or word processor to write your code. Error checking is harder to do with command line compilers, and you may have to learn and understand how to use scripts to keep track of various modules. Alcyon C that comes with the Atari Developers Kit is an example of a command line compiler. I highly recommend that you do not use a command line compiler to learn C.

The goal of this lesson is to familiarize yourself with how your compiler works and you will type in your first C program. It will not be necessary to understand this program, only to type it in EXACTLY as written, and to compile it.

First, if you have not done so already install Laser C. (or whatever compiler you are using). Refer to your documentation for help. If you still cannot install your compiler then post to this group and someone will help you out.

Double click on the Laser C icon. This will load the Shell and ram resident programs. If you will be using a command line compiler then load a text editor. Select the File menu, then select New. In the window type the following EXACTLY (case is important):

```
#include <stdio.h>

main() {
printf("My first program\n");
getchar();
}
```

OK, now select the file menu again, and then select Save As. Save this file as First.C....

The file should now be saved to disk, you may change the name but be sure that it has the ".C" extension, this is necessary for your compiler to recognize it as a C program.. In Laser C, you may now pull down the Execute menu and select run. If you did not type any errors then Laser C will automatically compile and run the program. Hit return to exit the program. Now exit Laser C, you will find a program called First.prg on your disk. You may run the program again, if you'd like, just double click on it! (Remember to hit return to exit this program)

If you are using a command line compiler, please refer to the documentation. Command line compilers usually work by typing the name of the compiler followed by the program you wish to compile. Also there may be many options and several passes necessary to make them work. Please post to this group if you have questions about using your command line compiler.

4245. Repost, C Tutorial Lesson 1, 2 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101220700.RAA22669@ladder01.news.aol.com>
Source record: 7986

```
EXTRA CREDIT

OK, you may add comments to any program by using the following format:

/* put comments here */

Got that? You type (without the quotes) "/*" to start a comment and a
"*/" to end the comment.

The "/*" tells the compiler to ignore all text and the "*/" tells the
compiler to stop ignoring text. Comments don't change the way your final
program runs or the size of your final program in anyway, but they are
usefull for making your long programs readable by other programmers or
yourself. Here is the first.c, this time with comments

/*
This is my very first program
*/

#include <stdio.h> /* This is a header file. Header file's have the '.h'
extension */

/* Every C program has a function called 'Main' */

main() {
printf("My first program\n"); /*print my first program */
getchar(); /* Wait for return */
}

Of course in real life, you would not use this many comments. Comments
that only state the obvious detract from readability and our goal is to
make our code as readable as possible!

OK, compile this program, its exactly the same as the first! See, I told
you....

Thats it for lesson one, in the next lesson we'll go over the format of C
programs and what functions are all about.

p.s. always remember to end a comment with the '*/' . Its a common
mistake to just start a new line without ending the comment. The compiler
ignores all text untill it reaches a '*/' so if you leave one out, the
compiler will ignore the rest of the program!
```

4246. Repost, C Tutorial Lesson 2, 1 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101220900.RAA22703@ladder01.news.aol.com>
Source record: 7987

```
LESSON 2 - elements of a C program

OK, I'm going to keep things as simple as I can here.

Some elements of a C program are requirements that must be followed in
order to allow your compiler to work. Other elements are by tradition or
for readability and are not absolute design requirements.

Lets examine another sample program, its not necessary to understand
everything about it at this time:

/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* This header file defines printf() */

main() {
int count;

for (count=1; count<11; count++)

printf("\ncount=%d", count);
getchar();
}

-----------------------------------------

/* Count.C */
/* This program will
count to 10 and
display the output */

A program starts with a comment that gives the filename and brief
description of the program.
If you'll remember from lesson one, comments are simply remarks that are
ignored by the compiler, but are useful reminders that aid other
programmers in their understanding of your code. A remark begins (without
the quotes) with a '/*' and must end with a '*/'

#include <stdio.h> /* This header file defines printf() */

The next portion of a C program is the preprocessor directives. These
are #include and #define. The preprocessor directives are for the
benefit
of the C compiler. The #include <stdio.h> tells the compiler that you
will be
```

using the stdio.h header file. This header file contains information about the printf() function. Confusing? Don't worry I'm just trying to give you an outline of a C program, we will cover header files again.

4247. Repost, C Tutorial Lesson 2, 2 of 2

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101221000.RAA22737@ladder01.news.aol.com>
Source record: 7988

```
main() {

Remember, C is a structured language. That means you reuse code. over
and over.
Unlike languages such as BASIC, there are very few keywords in C. C is a
language
made up almost entirely of functions. Every C program contains a main()
function,
and by tradition main() goes first. Our example only has one function,
but in real life
C programs have many.

int count;

Initializes a variable 'count' and tells the compiler that it will be an
integer.

for (count=1; count<11; count++)

A for loop, don't worry about this just yet.

printf("\ncount=%d", count);

printf() is not a keyword! printf() is a function that is being called.
We do not have to
rewrite this function because it has already been written. The printf()
is in the header
file stdio.h which we told the compiler to use at the beginning of the
program.

getchar(); /* waits for the enter key before exiting */

getchar() is another function that is part of the stdio.h file.

}

Clear as mud now? Don't worry, I just wanted to familiarize you with the
makeup of a C program.
To Summarize: Start with some comments so you can remember what the
program is all about later,
then you will do some preprocessor directives, such as telling the
compiler what header files you
will be calling up in your program (what prewritten routines you will be
borrowing), then you will write
the function main() which contains the logic of your program. Finally,
you write any functions that
main() calls, but are not included in any header files(not necessary in
this tiny example, but done in real life)
```

4248. Repost, C Tutorial Lesson 3, 1 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101221100.RAA22780@ladder01.news.aol.com>
Source record: 7989

LESSON 3 - printf()

First, a personal aside.

I am using America Online to connect to the internet and anything that I try to post longer than a page will cause a disconnect, so I am going to have to keep splitting up these lessons. Which means, inevitably someone will find themselves missing a part. In addition, some newsgroup servers are so pressed for space that some articles do not last very long. If you need a repost..let me know.

Also, I realize that the example C programs that I have use probably still look like a bunch of gibberish, but don't let that get you down. Like any language things will become more and more familiar to you in time, untill eventually you will wonder why you ever thought it was hard.

I thought long and hard about what the lesson plan should be today. Its a common fault of most tutorials to get bogged down with text formattting issues. Text formatting is great for understanding legacy applications, but not necessarily as important for programming a GUI (Graphical User Interface) environment like GEM.

Nevertheless, the GEM AES (Application Environment Services) will have to wait for more advanced lessons. So lets tackle printf() now, so we can begin programming today and so we can use it to display output as we continue learning the syntax of the C language.

As I mentioned in earlier lessons, printf() is not a C keyword, but a prewritten piece of code which is contained in virtually every C library. To be precise, it is contained in the header file stdio.h. (STanDard Input/Output) It is an output function.

(End part 1 of 4)

4249. Repost, C Tutorial Lesson 3, 2 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101221200.RAA22807@ladder01.news.aol.com>
Source record: 7990

```
--How do I recognize a function?

Good question. Every function from the main() function to the most
obscure is always the functions name followed by a set of parenthesees.
Sometimes there is information inside the parentheseees, such as:

printf("Print this");

the information in the parenthesees is passed to the function. In later
lessons, we will cover in greater detail how information is passed to and
from functions. For now, just remember when you use printf() you are
calling a function, and information you place between the parentheseees is
information you are passing to this function, which it will interpret and
use to display information on your screen.

In the above example we are passing one argument. This arguement is the
STRING CONSTANT "Print this"...we can pass more than one arguement to
printf(). Consider the following example:

printf("My name is: %s","Robert");

within a C program, this would display:

My name is Robert

Why? Because %s is a FORMAT SPECIFIER. This tells printf() where to put
a value and what kind of value to expect. %s tells it to look for a
string. In this example the string is "Robert"

Lets take a look at another format specifier.

printf("I make %d per week",250);

This would display

I make 250 per week.
\
```

4250. Repost, C Tutorial Lesson 3, 3 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101221300.RAA22843@ladder01.news.aol.com>
Source record: 7991

Why? because %d is a format specifier for a decimal integer value. It takes whatever is on the right of the comma and plugs it into the string on the left. Lets combine the previous two examples.

```
printf("My name is %s. I make %d per week.","Robert",250);
```

What would this display?

In the above examples using format specifiers doesn't make much sense. It would be easier just to type out a string constant such as "My name is Robert. I make 250 per week" But remember, these are just examples, format specifiers do come in handy. Lets take another look at that Count.C program from Lesson 2 and see if it makes any more sense now!

```
/* Count.C */
/* This program will
count to 10 and
display the output */

#include <stdio.h> /* Header file where printf() is located */

main() {

int count;

for (count=1; count<11; count++)

printf("\ncount=%d",count);
getchar();
}
```

If we examine the printf() function call here, we can now see that the value of count is substituted for '%d' We can also see a '\n' that is not printed when we run the program. That is because \n tells the printf() to start a new line. In typewriter speak, it technically does a carriage return and a line feed.

For extra credit. Delete the \n from the above program and recompile and re-run it.

4251. Re: C Tutorial - Help

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HACCAGAFUP@alkor.sax.de>
Source record: 7894

In <32c96e8f.25996581@news.airtime.co.uk> Tony Greenwood wrote:

> Looking forward to this tutorial myself, but buggered if I can get
>hold of a C compiler ???

FYI: There are also C compilers available free of charge.

- Sozobon C
- GNU C/C++

Both are not for beginners, (no IDE) and demand a lot of RAM and disk space.
At least 4 MB RAM and about 5..20 MB empty disk space.

Chatwin from Dirk Haun is a shareware development environment for nearly all
programming languages.

You can find the related files on several ftp servers:

sunsite.cnam.fr/pub/Atari/Programming/soz*.zoo Sozobon C V. 2.0
ftp.uni-kl.de/pub/atari/languages/gcc/* GNU C 2.6.3
(version 2.6.3 is old but more
stable than 2.7.x)

There was a HiSoft C interpreter on coverdisk of ST Format 71.

This one is good for doing the very first steps in C, no large configuration
files and so on, it fits on 2 disks.

Disadvantages: No executable output, IDE not very compatible for newer
ataris.

--
Email: haase@alkor.sax.de

4252. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HACCAGAJUP@alkor.sax.de>
Source record: 7895

In <32c3ce91.7597067@news.airtime.co.uk> Tony Greenwood wrote:

>>> C being faster is not being disputed, C being the better choice for
>>>game making is the bone of contention here, I would not say STOS is
>>>faster than C,
>
>>In <32b03219.1215756@news.airtime.co.uk> Tony Greenwood wrote:
>
>>> I still feel STOS would taking the above into consideration be the
>>>wisest choice, The only draw back STOS has is a slight compatability
>>>problem with SUPER comuters, the only drawback other BASICS and C have
>>>is they cannot manage anything that needs speed,timing and power, the
>>>choice is easy :)
>
>>Read your last 3 lines very carefully, and you would see that you insist
>>that STOS is faster than C... (speed, timing and power)
>
> Ho dear, do you not understand the concept of a programming group, or
>the whole idea of a debate or discusion?, Yes the above was my belief,
>I am now saying that due to information since received, that if I am
>shown what Hans says he can produce then I would not say STOS is
>faster, better yes!, faster no :), this is what I get out of threads
>like this, knowledge and information,

Oh yes I know the concept of a programming group, but please be so kind
and don't say that you never said your earlier statements.

> But now STOS has been upgraded and can produce quality arcade type
>games that will stand up in todays market and will compare well with
>any other programming language, it is very hard to change peoples
>attitude, they think STOS=CRAP, they ignore wihout even testing
>software simply because they know it is STOS,

Most of them will still ignore STOS.

Please have a look at this posting in maus.sys.atari.software:

Subject: Auswertung: Wer hat was zu Hause?
Message-ID: <199612281710.a25767@w2.maus.de>

It's the result of a opinion poll in December 1996 in the german atari news
groups. It's not representative, but you would be impressed...

> Ask Hans and anyone else, what they used to think of STOS, and ask if
>they have changed there mind in the last couple of months, If I lose this
> debate <grin> I will still win because STOS has a
>better name, I hope you have looked at something made recently in STOS

>and are not commenting on the STOS of old, thats the mistake a lot of
>people have made coming into this thread, they have gone away with
>there tail between there legs :))

As you know, I tested your recently made games, they are good for atari
machines designed in 1983, not for the newer, designed in 1988...
^ first ST ^ first TT

--
Email: haase@alkor.sax.de

4253. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HACCAGAMUP@alkor.sax.de>
Source record: 7896

In <32c70945.13509507@news.airtime.co.uk> Tony Greenwood wrote:

>>STOS is the best language to make games in 1996.
>>Can I make a GEM game? No.
>
> Thank goodness, who wants a game in black and white with orrible
>green and a splash of red :(

Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
with GEM games...

>>It isn't working on the TT too. Useless? Please let the programmer decide on
>
> the next game (according to the author of the generic fixer) will be
>able to work on a TT, it will also work on a falcon without the use of
>backwards, by having code inserted that will set the machines to 8mhz
>and atari st low :)

Ohh! I'm very interested in that nice piece of software that can turn a
TT to 8 MHz, because it's impossible to do that without soldering and
redesigning 3 chips! (Reference: Atari TT 030 Hardware Reference Manual,
Atari Corporation, June 1990)

FYI: There are 3 official TT TOS versions: 3.01, 3.05, 3.06.
And some (>4) patched versions...

--
Email: haase@alkor.sax.de

4254. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HACCAGAPUP@alkor.sax.de>
Source record: 7897

In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:

You are confusing me, Tony!

>>apparrantly it has spurned the creation of many exciting games, but since
>>I do not, I have to vote with the C crowd. Has anyone run the new
>>Heartland through Gemulator? If it works let me know, I'd like to play
>>it!
>
> It should...BUT....
>
>STOS itself, the programming language does work under Gemulator,
>therefore programs made should also work, if you have the rom cards
>206 then everything should work fine, however if you are using a tos
>image then its very doubtfull, also if you are using gemulator and
>magiC then its also doubtfull as thats a different operating system,
[...]

That sounds that you can't fix the STOS compiler to produce working code
for newer TOS versions. (I know from earlier postings that you own
MagiC for your ST and Gemulator and a MagiC PC demo.)

In <32c70945.13509507@news.airtime.co.uk> Tony Greenwood wrote:

[...]
>>Will my game work on a not yet released TOS version? No.
>
> YES!....Give us a new TOS version and it will be fixed for it just
>like all the rest have ?
[...]

That sounds that you can fix the STOS compiler to produce working code
for newer TOS versions.

Now here's the question: Can you or can't you fix it?

Are there 2 Tonys?
The first is saying "Yes, yes, it can be done!"
The second: "No, I've never said that!"

A much more important point: _WHY_ must you patch the STOS compiler?
Is this a very good build-in feature of the so called best game programming
language?!? This feature is so unique, I've never seen it in other actual
programming languages of the old year 1996. ;)

At this point: A happy new year to all.

--
Email: haase@alkor.sax.de

4255. Re: Does anyone need reposts for Intro- Lesson 3

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32caf061.45946199@news.airtime.co.uk>
Source record: 7898

On 1 Jan 1997 21:04:29 GMT, rdupuy5596@aol.com (RDupuy5596) wrote:

>Tony-
>
>I posted Lesson 2 in one big part...before I ever posted Lesson 3(4
>parts)...however it seems that most people did not get Lesson 2, even

got them all now though...great stuff:)

>I like the idea of posting these lessons to the Newsgroup, so I will
>continue. In the future I will split up the pages and each page will be
>clearly marked (i.e. Lesson 4 page 1 of 4, etc.) AND I will post on the

yeagh , i wasn't being picky, its just that as the system can fall
down, then not putting the of? would worry me i had missed something,
and I dont wanna miss anything:)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4256. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb0644.51550077@news.airtime.co.uk>
Source record: 7899

On Tue, 31 Dec 96 13:23:48 +0100, in comp.sys.atari.programmer you wrote:

> > in if they have STOS to choose from, the advantages of using C do not
> > compensate having to use C,

>Yes, you have first to learn programming before you can switch to C. It's
>clearly a language for advanced programmers. It's an incredible powerfull
>language that will hapily carsh if you made a mistake.

All languages will crash. I thought one of the most annoying things about STOS was the amount of crashes, and working from floppy disk, one floppy disk only, then this is not only annoying but also time consuming:(

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4257. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32caffa5.49854284@news.airtime.co.uk>
Source record: 7900

On Tue, 31 Dec 96 13:04:30 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > Thank goodness, who wants a game in black and white with orrible
> > green and a splash of red :(

>Poor you, you have seen STOS being upgraded from utter crap to something that

Yes I agree, from utter crap

>is usefull for writing games, but you are still stuck on the GEM idea of the

Aw come on...you can't even admit that it is good for making games,
you are stretching the imagination here, alright you beleive C is
better, but you MUST accept that STOS does a good job of making games?
how can you not admit that?

>eighties. Please set your gemulator to normal resolution (640x480 and at least
>16 colors) get a mordern (German) GEM game and be stunned.

gemulator ??? I only have the demo installed, and that only goes as
high as st high mono and no sound?

> >> Will my game work on a not yet released TOS version? No.

> > YES!....Give us a new TOS version and it will be fixed for it just
> > like all the rest have ?

>So, the answer is no. The TT and the STe are about the same age. It took STOS
>support over five years to fix it for a TT. Did you cover all TOS versions?

haha it took a while to get a fixer, now the fixer is here, it just
needs upgrading to tos versions, the problem as you well know , was
that no TT owner came forward with the information needed to fix for
there machines ?

>There are at least 2! Are there important differences between the German, French
>and UK versions of the TT TOS? Who can tell?

Yes who?....so you cannot argue for or against can you ?

> > I do not recall ever saying STOS was faster than C, I would never say
> > such a thing, I have stated STOS is the better choice for making
> > games, not that it is faster?,
>
>What about that quotation from Uwe Haase. ('C can't handle anything that needs
>speed, timing and power' or something like that, the message has already been
>whased away be new messages.)

yeagh well like i say, you TALK a good debate and get me into
corners, :).....missquoting or quoting parts is a good way to win an
argument, count the number of times i illiterated that C is faster,
not the one time I said it wasnt...sheesh!

> > able to work on a TT, it will also work on a falcon without the use
> > of backwards, by having code inserted that will set the machines to
> > 8mhz and atari st low :)
>
>Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say in words
>8 milli Hertz).) If your game is supposed to work in 1 vbl then simply wait

You can't?....ho I didn't know that?...mute point then ?

> > STOS can do a lot more than make games.....

>Ofcourse, I think that you, as a experienced STOS programmer, can do almost
>anything with at as long as it doesn't need GEM or compatibility with 'super
>computers'.

compatability with super computers is a moot point....we been there

GEM is also a little mute, I don't want to use GEM

and how many C coders could have made that version of heartland you
did?, not many, if they could, then how come no one does?, they cant
all be making poxy gem applications that have already been made ten
time over?

>I think less suitable is a better discription.

Hmmmm maybe :)

> >> together in a library for next time use?

> > AND ? so what...I have made a few platformers, didnt need C libraries
> > ?

>I think that you have to experience advantages like that to appreciate them,
>they are not highly necesarry, but make the live of the programmer easy.

But I have a couple of disks full of much used routines that I can
merge into my program listing whenever I need them, alright this has
to be done when coding rather than when compiling, but much the same
idea?

BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
after learning a little about C from this thread, and after seeing
your heartland demo, that swung the decision to learn C,
I was honestly amazed <smile>

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4258. STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb0676.51599448@news.airtime.co.uk>
Source record: 7901

Only Kiddin..........Get back to your Knitting hahahahaha

Cheers....!ynoT

4259. Re: C tutorial begins January 1st

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5af4lm$41n@nyheter.chalmers.se>
Source record: 7902

In article <19961229210900.QAA18421@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
>Here is your chance to learn C!
>
>Starting January 1st I will be posting lessons on about a biweekly basis
>on the C programming language. I will be concentrating on the basics of

Great idea!

I hope you don't mind if other people jump in and clarify, explain etc. ;-)

>I will be using Laser C, but I don't think there will be many compiler
>specific issues. Nevertheless, I will help anyone who so desires, locate
>a copy of Laser C...

I thought that company went out of business more than five years ago.

Sozobon C (various versions) is freely available on the Internet and can be
used on a 1 Mbyte machine with floppies IIRC.
The very best Atari compiler (not counting compile speed or IDE), GCC, is
also free, but you need 4 Mbyte and a harddrive to use that. G++ is the C++
version of the same compiler (only C++ available for the Atari).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4260. Re: Intro. to C tutorial, part 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5af60q$46d@nyheter.chalmers.se>
Source record: 7903

In article <19961230174500.MAA13314@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
...
>--What is C? What is C++?
...
>C++ is in some respects an entirely different language than C. Over the
>years, however C and C++ have melded in function. You must know C to

Well, C++ was based on C. I think the ANSI-C standard did indeed take a few
features from the newer language, though.

>understand C++. Some people learning C++ learn C at the same time,

Unless you do very strange things, chances are good that your C program is
also a C++ program without you even knowing it. ;-)

You can well do without the things in C that are different in C++.
(I just tried to remember a difference, but I couldn't...)

>however it is wise to learn C first, and thoroughly before moving on to

Many people would disagree with that. I'm one of them.

You can easily use C++ as a 'better C' and not bother with the object
oriented things. The compiler will protect you from more stupid errors and
you can take advantage of many nice features.

Learning object oriented programming from the start is probably also a very
good idea.

>--Should I learn C or BASIC first?
>
>The fundamentals of programming, i.e. accepting input, manipulating data,
>formatting output, are universal regardless of which language you choose

I guess this isn't the place to go into imperative vs logic vs functional
(vs whatever) programming. ;-)

>will find useful in other environments. There are versions of BASIC
>available free for the Atari computer, whereas C usually costs money. It

Hmm, apart from one or two BASIC versions that were released on magazine
disks, I've not heard of a free one.
On the other hand, there are several free C compilers.

>may be wise to start programming in BASIC to see how well you like
>programming, although C compilers are pretty inexpensive nowadays. C has

I'd rather say the main reason for using a traditional (interpreted) BASIC
is that you can more easily test (not too complex) things out. It's very
easy to crash the computer using C and you always have to wait for recompiles.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4261. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5af6pi$474@nyheter.chalmers.se>
Source record: 7904

In article <32c9b18b.43147177@news.airtime.co.uk>,
Tony Greenwood <stosser@airtime.co.uk> wrote:
>
>I compiled the small C program from lesson 1,
>
>The compiled program IS 23306 Bytes, sound right?

That sounds reasonable.

Your main() function is probably no more than 50 bytes or so, but the
printf() library function can be quite large. Your executable also includes
a bunch of stuff used by the initialization code that's run before the call
to main().

>Using GST C...Anyone have any opinions on this C ???? please?

I wonder how many even remembers it. ;-)

The code quality of such an early compiler is not likely to be very good
and it probably doesn't handle function prototypes or other ANSI-C stuff.
It's quite possible that it will be OK for this course, though.

Will the course be using ANSI-C, by the way?
If not, I hope there will at least be function prototypes.
(Does Laser C have that?)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4262. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852178540_OASIS_@swampdog.demon.co.uk>
Source record: 7905

In article <35932880_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

> In article <19961229210400.QAA18291@ladder01.news.aol.com>
> rdupuy5596@aol.com (RDupuy5596) wrote:-
>
>>te_ptext - A POINTER to the actual text.
>>
>
>So let me see if I've got this correct.
>
>I'm finding out the address of the te_ptext by using rsrc_gaddr()
>
>Is the address returned by doing this the actual address of the text
>or does the returned address just hold the address of the text?

I dunno if it's the call itself or just my compiler binding but I've
found most of the rsrc_gaddr() options do not work correctly. Thus,
all I tend to use is R_TREE and some macros. If you do it the same way
then ...

```
#define TePtext(ob,x) ((TEDINFO*)ob[x].ob_spec)->te_ptext

OBJECT *ob;
char *p;

rsrc_gaddr(R_TREE,tree_idx,&ob);
p = TePtext(ob,obi);
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4263. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852179628_OASIS_@swampdog.demon.co.uk>
Source record: 7906

```
In article <43511354_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

> In article <117cd$ef10.294@HERMES>
> gmiller@inca.co.nz (Gaven Miller) wrote:-
>
>
>>
>>Given code of the form:
>>
>>TEDINFO *tip; /* TedInfo Pointer */
>>
>>rsrc_gaddr( R_TEDINFO, itemnum, &tip ); /* get address of TEDINFO structure
>> associated with TEDINFO #itemnum */
>>
>>
>>This call is useless, as it (and R_TEPTEXT, R_TEPTMPLT and R_TEPVALID)
>>will not work as they requies the TEDINFO item number within the whole
>>TEDINFO block in the resource file. This itemnum is not returned by most
>>(all?) resource editors I know of.
>>
>>Instead you need to use something of the form:
>>
>>OBJECT *tree;
>>
>>rsrc_gaddr( R_TREE, treenum, &tree ); /* get treee pointer */
>>tip = (TEDINFO *)tree[itemnum].ob_spec;
>>
>>This will load tip with the address of the TEDINFO structure within that
>>tree.
>>
>>You can then get at the te_pvalid, te_ptext &c via "tip -> te_ptext" &c.
>>
>
>Thanks for the C code for this but unfortunately (as I stated in the
>original posting) I'm using assembler and I do not know enough C to
>work out what is happening in the above.

Once you've got the tree address , index into the OBJECT array ...

p = tree + (itemnum * sizeof(OBJECT));
^^^^^^^^^^^^^
24 bytes iirc

Now add the ob_spec offset ...
```

```
p = p + 12

and fetch the TEDINFO structure address ...

p = *p /* ie something like move.l (a0),a0 */

Now you can access any of the TEDINFO members by adding the desired
offset. The te_ptext offset is zero so a move.l (a0),d0 will leave you
with the address of its nul terminated string in d0.

As my assember knowledge is pretty vague here's another example in
case I've screwed up the above ...

Fetch TEDINFO address for object item 5 say, p = ob[5].ob_spec ...

p = ob + (5 * 24) + 12
move.l (p),te_ptext

--
```

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4264. Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: kabbott@islandnet.com
Message-ID: <5afrdr$i91$3@sanjuan.islandnet.com>
Source record: 7907

[Article crossposted from comp.sys.atari.st]
[Author was Kam Abbott]
[Posted on 2 Jan 1997 08:22:37 GMT]

I'm looking for a patch program that will retro fit my 520ST with the system cookie jar so I can run STiC and AtarIRC etc. where can I find such a program? Any help is great as I am a PC man (yes, yes, I know, kill me later) and don't know much about the world of Atari. Thanks much!

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|\\\\\\\\\"Put your message////\\\\\\\\kabbott@islandnet.com//|
|\\\\\\\\\\\\in a modem////////\\\\\\\\\\\\\\\\\\is//////////|
|\\\\\\\\\\and throw it//////\\\\\\\\\\\\\\\Kam Abbott/////|
|\\\\\\\\in a cyber sea"/////\\\\\\\\\\\\\\Nanaimo B.C.///|
|\\\\\\\\\\\\\\\////////////\\\\\\\\\\\\\\\\\\Canada/////|
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4265. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970102094745.18645D-100000@pallas.amp.uni-hannover.de>
Source record: 7908

On Tue, 31 Dec 1996, david knight wrote:

> In article <19961229210400.QAA18291@ladder01.news.aol.com>
> rdupuy5596@aol.com (RDupuy5596) wrote:-
>
> >te_ptext - A POINTER to the actual text.
> >
>
> So let me see if I've got this correct.
>
> I'm finding out the address of the te_ptext by using rsrc_gaddr()
>
> Is the address returned by doing this the actual address of the text
> or does the returned address just hold the address of the text?

It depends. With rsrc_gaddr you find the address of a specified structure, but you need it's index in the corresponding array. For TEDINFO you'll rarely have it. I normally use the following sequence of lines to get the address of the te_ptext :

```
OBJECT *tree;
TEDINFO *ted;
char *ptext_ptr;

rsrc_gaddr (R_TREE, MY_TREE, & tree);
ted = tree[MY_TED].ob_spec.tedinfo; /* this is Pure C */
/* ted = (TEDINFO *) tree[MY_TED].ob_spec; should almost always work */
ptext_ptr = ted->te_ptext;
```

The first line gives you the address of the root object of the object tree, the name of which is assumed here MY_TREE, and which is specified inside your resource construction set. From that address, using the index of your TEDINFO object MY_TED, again set in the resource construction set, the address of the TEDINFO structure is gained. Note that this notation depends on how your compiler defines the OBJECT structure. You may need to use the notation commented out. Using the address of the TEDINFO you immediately have the te_ptext, as well as any other component of the TEDINFO, like te_pvalid, te_ptmplt, etc.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4266. Re: Form CPX dialog size?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970102100704.18645E-100000@pallas.amp.uni-hannover.de>
Source record: 7909

On Wed, 1 Jan 1997, Gaven Miller wrote:

> What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

The root object of any CPX must be 256 x 176 pixels. I believe the COPS (an Xcontrol replacement) does not require a CPX to be this size. But I highly recommend to not differ from this size, so that other people without COPS can use it too.

> (Sods law says that the hypothetical numbers I have just quoted from the
> top of my head have just correctly answered my question)
>
> I used to have it written down somewhere, but no longer seem to have it
> available.
>
> I looked in the Compendium, but it appears to mention nothing on this
> subject.
>
> Is there a good source of info on this subject?

I could have sworn the Compendium has this info. The ProfiBuch is a even better source of information.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4267. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970102101220.18645F-100000@pallas.amp.uni-hannover.de>
Source record: 7910

On Wed, 1 Jan 1997, Tony Greenwood wrote:

> I compiled the small C program from lesson 1,
>
> The compiled program IS 23306 Bytes, sound right?

Sounds right. The reason is that printf() is a super duper function that is able to do virtually everything in terms of text output. It thus takes some space. There are smaller, more specialized functions, I'm sure they will be covered in later lessons.

> Using GST C...Anyone have any opinions on this C ???? please?

It's a rather old, not all too efficient c-compiler. But this holds for the lessons reference compiler Laser C too. It should certainly do everything required for this series of lessons. But it also means that you should not despair if you can't get a sample program to work, you might have come across a compiler bug. This happened to me, I learned programming C using Megamax C and a few times I was close to despair. But with growing experience you learn how to destinguish compiler bugs from your own ones.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4268. Re: MagiC radio buttons/check boxes - how to access?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ag1q6$o6c@newsserver.rrzn.uni-hannover.de>
Source record: 7911

Chris Wilkinson (chriswil@southern.co.nz) wrote:
: It does, although I'm not really sure how to get at them. They may just
: have to be called by creating a radio_button or check_box and calling it
: extended type 13 or 14 with a resource editor...

NO!!!
Set the WHITEBAK-Flag.

--

4269. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: lecoat@tokay.ief-paris-sud.fr
Message-ID: <5ag53h$rml@upsn6.u-psud.fr>
Source record: 7912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platform such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN and STonX.
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcomed ...
Have fun with my production, bye for now ...

-- Francois LE COAT

4270. C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <671_RCain@nest.demon.co.uk>
Source record: 7913

Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:

s>
s> I compiled the small C program from lesson 1,
s>
s> The compiled program IS 23306 Bytes, sound right?
s>
s> Using GST C...Anyone have any opinions on this C ???? please?

Almost anything you do, however small, will cause library(s) to be linked
into the program. There is a "zero-code" overhead!

Relax! The library(s) are only linked once - you can go on to write megabytes
of your own code with no further overhead.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4271. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970102130225.20797B-100000@pallas.amp.uni-hannover.de>
Source record: 7914

On 2 Jan 1997, Kam Abbott wrote:

> [Article crossposted from comp.sys.atari.st]
> [Author was Kam Abbott]
> [Posted on 2 Jan 1997 08:22:37 GMT]
>
> I'm looking for a patch program that will retro fit my 520ST with the
> system cookie jar so I can run STiC and AtarIRC etc. where can I find such
> a program? Any help is great as I am a PC man (yes, yes, I know, kill me
> later) and don't know much about the world of Atari. Thanks much!

Are you sure that STiK won't install a cookie jar if there is none ?
I'd have guessed STiK and AtarIRC would run without any extra additions.
Just HSMODEM is recommended, but not mandatory.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4272. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb9996.2793204@news.airtime.co.uk>
Source record: 7915

On Thu, 02 Jan 1997 02:21:24 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:
>
>You are confusing me, Tony!

From someone who spends his time looking back through this thread for
possible contradictions, then I don't doubt you are confused...

(I love this thread.....)hahaha

>>STOS itself, the programming language does work under Gemulator,
>>therefore programs made should also work, if you have the rom cards
>>206 then everything should work fine, however if you are using a tos
>>image then its very doubtfull, also if you are using gemulator and
>>magiC then its also doubtfull as thats a different operating system,
>[...]
>
>That sounds that you can't fix the STOS compiler to produce working code
>for newer TOS versions. (I know from earlier postings that you own
>MagiC for your ST and Gemulator and a MagiC PC demo.)

Nope.....you are spending far too much time looking through back
posts, your are soooo confused,

I own the Gemulator DEMO
I do not own and have never owned the MagiC PC demo
I have MagiC but not for my ATARI (MagiC on floppy system????)
I tried MagiC on the Gemulator Demo
I now use Gemulator DEMO and tos image

From postings in c.s.a.st it would seem the Gemulator demo and full
product act considerably different, for example the full version wont
accept a tos image?

If you are going to constantly quote old posting then do try and take
notes of some sort.....

>> YES!....Give us a new TOS version and it will be fixed for it just
>>like all the rest have ?
>[...]

>That sounds that you can fix the STOS compiler to produce working code
>for newer TOS versions.

Not by me, I can only program in BASIC, I do not make the fixers, but
simply quote what the fixers authors claim?

>Now here's the question: Can you or can't you fix it?

I cannot, the authors of the fixers say that if a user of any tos
version will spend 5 minutes helping them then they can fix for any
tos, including madusa and hades....chew on that!!!!!

>Are there 2 Tonys?

Childish of you....

>The first is saying "Yes, yes, it can be done!"

The first is actualy saying as far as he knows it can be done,

>The second: "No, I've never said that!"

bollox, you made that up?

>A much more important point: _WHY_ must you patch the STOS compiler?

ho no....yawn yawn yawn......why must you ask, do we realy need to go
through all this...yawn yawn yawn

>Is this a very good build-in feature of the so called best game programming
>language?!? This feature is so unique, I've never seen it in other actual

WAIT...you are wrong again, who called it the best games programming
language? I certainly never called STOS the best games programming
language,
Ho dear...so confused that you came to the wrong thread?

>At this point: A happy new year to all.

and a Happy new year from me,

BTW for the confused amongst us, and especialy people like Uwe who
does not even understand the thread he is trying to contribute
to..although contribute is a loose term when he writes so much
untruths?

The thread was..STOS is the best BASIC for making games in 1996, then
I added that I would include C and say that STOS would even beat that,

2 POINTS FOR EVERYONE TO NOTE

1) I have since seen a demo of HEARTLAND by Hans and it looks like it
will eventually be better

2) It is now 1997....the thread is mute....

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4273. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb986b.2494707@news.airtime.co.uk>
Source record: 7916

On Thu, 02 Jan 1997 02:18:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

TARGA (TGA) 24bit true colour graphics,

>> the next game (according to the author of the generic fixer) will be
>>able to work on a TT, it will also work on a falcon without the use of
>>backwards, by having code inserted that will set the machines to 8mhz
>>and atari st low :)

>Ohh! I'm very interested in that nice piece of software that can turn a
>TT to 8 MHz, because it's impossible to do that without soldering and

so would I? please re-read the above, take a deep breath then
apologise....I do not say it changes the TT, at least your mistakes
are consistant?....ie: all of them hahaha

Hmmm you don't seem to be getting the hang of this Uwe..... you had
more luck when you spent what must have been an absoloute age looking
back through the whole thread trying to find contradictions by me, at
least you found something then.....
Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4274. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb9dea.3901699@news.airtime.co.uk>
Source record: 7917

On Thu, 2 Jan 1997 10:21:04 +0100, Peter Rottengatter
<perot@pallas.amp.uni-hannover.de> wrote:

>> I compiled the small C program from lesson 1,

>> The compiled program IS 23306 Bytes, sound right?
>
>Sounds right. The reason is that printf() is a super duper function that

So it woould seem, I am suprised that the whole library is used?
>
>
>> Using GST C...Anyone have any opinions on this C ???? please?
>
>It's a rather old, not all too efficient c-compiler. But this holds

hmmmmm

>for the lessons reference compiler Laser C too. It should certainly do

ok then onto something better when needed...

Thanks Peter :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4275. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb9e4c.3999979@news.airtime.co.uk>
Source record: 7918

On 2 Jan 1997 02:33:22 GMT, d8klojo@dtek.chalmers.se (Johan Klockars)
wrote:

>>The compiled program IS 23306 Bytes, sound right?
>
>That sounds reasonable.

Good, you see I had three compiler options, it would seem compile
link is the one to use :)

>Your main() function is probably no more than 50 bytes or so, but the
>printf() library function can be quite large. Your executable also includes
>a bunch of stuff used by the initialization code that's run before the call
>to main().

ho?....so the whole library is used when you only need part of it?,

>>Using GST C...Anyone have any opinions on this C ???? please?

>I wonder how many even remembers it. ;-)

ho dear ?

>The code quality of such an early compiler is not likely to be very good

ho dear ho dear ho dear :(

>and it probably doesn't handle function prototypes or other ANSI-C stuff.

ho no....:(

>It's quite possible that it will be OK for this course, though.

Hooooray!!! :)))))) not a total waste of money then :)

Thank you, that cleared up a couple of points....FANX!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4276. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cb9248.923436@news.airtime.co.uk>
Source record: 7919

On Thu, 02 Jan 1997 02:16:38 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>the whole idea of a debate or discusion?, Yes the above was my belief,
>>I am now saying that due to information since received, that if I am
>>shown what Hans says he can produce then I would not say STOS is
>>faster, better yes!, faster no :), this is what I get out of threads
>>like this, knowledge and information,
>
>Oh yes I know the concept of a programming group, but please be so kind
>and don't say that you never said your earlier statements.

Look!....in the above that YOU quote, it quite clearly states that my
original comments where my belief, but after seeing what Hans has to
say I have since changed that beleif, that is what the above says, if
you do not understand then you should not make such statements, I
conceded that given the information Hans has provided that I would
then be wrong, so just what exactly are you going on about ????

>>attitude, they think STOS=CRAP, they ignore wihout even testing
>>software simply because they know it is STOS,

>Most of them will still ignore STOS.

yes my point exactly, because they have a pre conceived idea of what
STOS can produce, I am trying to change those views, I beleive I have
managed this to a certain extent with many people,
A lot of people now do not automaticaly label STOS as "slow",
"unresponsive", "jerky" and "only good for small crap games", those
statements can NOT now be levelled at STOS,

>
>Please have a look at this posting in maus.sys.atari.software:

>Subject: Auswertung: Wer hat was zu Hause?
>Message-ID: <199612281710.a25767@w2.maus.de>
>
>It's the result of a opinion poll in December 1996 in the german atari news
>groups. It's not representative, but you would be impressed...

EERM WHERE?? I can't see it? did you forget to include it ????

>As you know, I tested your recently made games, they are good for atari
>machines designed in 1983, not for the newer, designed in 1988...
> ^ first ST ^ first TT

Ho don't be so childish, MORE people own ATARI machines you call old,
ie: STFM STe models than own TT, a LOT more, My software also works on
the Falcon...but you like to ignore that, you prefer to keep going on
about the TT, I say it will be supported in my next release,

Stop being so picky!

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4277. Re: Form CPX dialog size?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <137cd$21721.6e@HERMES>
Source record: 7920

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> On Wed, 1 Jan 1997, Gaven Miller wrote:

> > What is the size of a Form CPX dialog? For example: 304 by 152 pixels.

> The root object of any CPX must be 256 x 176 pixels. I believe the COPS
> (an Xcontrol replacement) does not require a CPX to be this size. But I
> highly recommend to not differ from this size, so that other people
> without COPS can use it too.

Thanks for the info. That's 32 x 11 chars using an 8x16 system font.

> > I looked in the Compendium, but it appears to mention nothing on this
> > subject.

> I could have sworn the Compendium has this info. The ProfiBuch is a
> even better source of information.

I looked at my copy of the Compendium (April 1994 edition), and it doesn't
appear to mention (in Chapter 10 [dedicated to XCONTROL]) pixel size of
the root object - only about the callbacks XCONTROL makes (cpx_init,
cpx_call etc) and the utility funcs XCONTROL makes available to a CPX.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4278. Re: Lesson 4 Announcement

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852214974@p24.f101.n323.z205.mbh.org>
Source record: 7921

RDupuy5596 wrote:

> For those of you following the C Tutorial, Lesson 4 will be posted
> on Saturday, January the 4th.
>
> I originally said every two weeks, but I'm afraid everyone would get
> bored if I waited that long, by necessity these lessons must be short
> (AOL won't let me post long articles)...

I think it's wise to put at least one week between the lessons. That gives us time to respond on the lessons and discuss problems found. It also gives the lossons time to reach all of the readers. Bigger messages sometimes need serveral days to reach everybody. No one will get bored, I think but byt going to fast you will loose those who can't spend every evening behind the computer.

I sometimes see repleys to questions that arrive two or three days later. At this moment the lessons get lost in posts, reposts and forwards and that's a pity. The lessons are a great initiative, don't spoil it by rushing it.

Bye, Hans Wessels

4279. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852224292@p24.f101.n323.z205.mbh.org>
Source record: 7922

Tony Greenwood wrote:

> Aw come on...you can't even admit that it is good for making games,
> you are stretching the imagination here, alright you beleive C is
> better, but you MUST accept that STOS does a good job of making
> games? how can you not admit that?

It does a nice job for making games, but its core is still rotten. It works just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be, all else simply won't work. This realy can't get the qualification good from me. Let us stick to ST arcade games:
Assembley is best
C is good
STOS comes right here
Put here all other basics

>> So, the answer is no. The TT and the STe are about the same age. It
>> took STOS support over five years to fix it for a TT. Did you cover
>> all TOS versions?
>
> haha it took a while to get a fixer, now the fixer is here, it just
> needs upgrading to tos versions, the problem as you well know , was
> that no TT owner came forward with the information needed to fix for
> there machines ?

It JUST needs upgrading to TOS versions? I am sorry, but I think this is not a small disadvantage of a programming language. For most programmers it's unacceptable. They will call any language needing this kind of fixing utter crap.

>> There are at least 2! Are there important differences between the
>> German,
> French
>> and UK versions of the TT TOS? Who can tell?
>
> Yes who?....so you cannot argue for or against can you ?

It simply means you can never tell STOS will work on a certain machine because you can not no if the TOS version used in that machine is known by STOS. You can never say: STOS will work on an ST compatible computer. It always has to be something like:
This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06, 2.06....

A game written in most other languages only need ST, Ste, Falcon or TT hardware to work. TOS version is not important.

>> Forget the point about 8 MHz. (You can't set a Falcon to 8 mhz (to say
>> in words 8 milli Hertz).) If your game is supposed to work in 1 vbl
>> then simply wait
>
> You can't?....ho I didn't know that?...mute point then ?

You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9 between
those ratings.

> and how many C coders could have made that version of heartland you
> did?, not many, if they could, then how come no one does?, they cant
> all be making poxy gem applications that have already been made ten
> time over?

I really don't know. I expect all members of the TOS-crew could have done the
same thing. Of the TOS crew 3 out of five members switched to other systems. One
of them has written a MUD in C.

In general I think most of the C coders are doing more interesting things then
writing games, just like I have been doing for the past years. Secondly a good
game concept and graphics are as important as a good programming language to
write the game in. That's why STOS still exists. It allows people with good game
ideas or good game graphics and not enhough programmings skill to write a game
themselves to write a game never the less.

A C simply makes an other type of program when there is no one to inspire him
with good ideas and graphics. There are lots of good assembley coders out there
too, but it needs more than a good coder to write a game.

>> I think that you have to experience advantages like that to appreciate
>> them, they are not highly necesarry, but make the live of the
>> programmer easy.
>
> But I have a couple of disks full of much used routines that I can
> merge into my program listing whenever I need them, alright this has
> to be done when coding rather than when compiling, but much the same
> idea?

Yes, the same idea, a bit clumsy though, but it works.

> BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
> after learning a little about C from this thread, and after seeing
> your heartland demo, that swung the decision to learn C,
> I was honestly amazed <smile>

Be warned, you need more then some knowledge about C to do a game like I did.
You also have to know how the graphics system of the Atari works.
Bye, Hans Wessels

4280. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852215543@p24.f101.n323.z205.mbh.org>
Source record: 7923

Uwe Haase wrote:

> A much more important point: _WHY_ must you patch the STOS compiler?
> Is this a very good build-in feature of the so called best game
> programming language?!? This feature is so unique, I've never seen it
> in other actual programming languages of the old year 1996. ;)

I now a bit of the answer: STOS is using fixed ROM adresses to do some things. I don't know why it needs those adresses but every STOS program hase a table of ROM adresses that's used to get some fital information. So STOS has a build in incompatibility to every not yet released or unknown TOS version. I think the author of the gerneral STOS fixer can explain us which adresses are exactly needed and why.

Bye Hans Wessels

4281. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852225003@p24.f101.n323.z205.mbh.org>
Source record: 7924

Tony Greenwood wrote:

> On Tue, 31 Dec 96 13:23:48 +0100, in comp.sys.atari.programmer you
> wrote:
>
>> Yes, you have first to learn programming before you can switch to C.
>> It's clearly a language for advanced programmers. It's an incredible
>> powerfull language that will hapily carsh if you made a mistake.
>
> All languages will crash. I thought one of the most annoying things
> about STOS was the amount of crashes, and working from floppy disk,
> one floppy disk only, then this is not only annoying but also time
> consuming:(

One of the advantages of C is that you can do almost anything in it, but it's also one of its disadvantages. You can do very stupid things and the compiler won't warn you that what you are doing is stupid. It just compiles it and the program will tell you you were stupid by crashing in a horrible way. :-) ? :-(

A good example is writing over array boudaries. Most pascal programs will stop with an error telling you tried to acces an array alement that doesn't exist. C will let you do it, allowing you to alter data that isn't part of the array you think you are accessing. Normally this causes the program to crash on very strange points or do very strange things. This is an well known hard to find bug in a C program. The most common error of this type is the off by one error: you are accessing one element too much.

But don't ley me spoil all those nice things to be discovered for you. You will meet this kind of problems soon enhough. ;-)

Bye, Hans Wessels

4282. GFA source -> ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: Daan Scherft <scherft@bart.nl>
Message-ID: <32CC7310.50C9@bart.nl>
Source record: 7925

I am looking for a DOS utility to convert GFA BASIC source files to an ASCII text-file. Can anyone help me?

Thank you.

Greetings from

Daan Scherft
(scherft@bart.nl)

4283. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cc195a.23919906@news.airtime.co.uk>
Source record: 7926

On Thu, 02 Jan 97 15:34:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > better, but you MUST accept that STOS does a good job of making
> > games? how can you not admit that?

>It does a nice job for making games, but its core is still rotten. It works

hehehe you just cant say it wihout adding something can you :)

>just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be, all else
>simply won't work. This realy can't get the qualification good from me. Let us

what else is there?...ho yeagh, madusa and hades..hmmmm

>stick to ST arcade games:
>Assembley is best
>C is good
>STOS comes right here
>Put here all other basics

Well after seeing what YOU accomplished with C then I would now agree
with the above, this of course means Uwe will instantly quote me
saying I said different last week :(
But the above now looks about right to me,

However :)....a couple of months ago and you would have put STOS at
the bottom of the list, yes? ?

> > that no TT owner came forward with the information needed to fix for
> > there machines ?
>
>It JUST needs upgrading to TOS versions? I am sorry, but I think this is not a
>small disadvantage of a programming language. For most programmers it's

It is absoloutly no dissadvantage to me, and I am programming ?, the
compiler fixes the programs when compiling, so I wouldn't even notice
now?

> > Yes who?....so you cannot argue for or against can you ?

>It simply means you can never tell STOS will work on a certain machine because

But surely thats true of any language, you can never be sure, lok at
magiC, Not doing very well even on a Falcon....it's not just STOS that
this kind of comment can be aimed at..

>never say: STOS will work on an ST compatible computer. It always has to be
>something like:
>This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06, 2.06....

I see that as reasonable, a far better solution than saying it works
on everything...then it doesn't ?

>A game written in most other languages only need ST, Ste, Falcon or TT hardware
>to work. TOS version is not important.

True, in MOST other languages, not all ?

> >> in words 8 milli Hertz).) If your game is supposed to work in 1 vbl
> >> then simply wait

> > You can't?....ho I didn't know that?...mute point then ?

>You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9 between
>those ratings.

So what was the point of the above?, trying to confuse me?

> > and how many C coders could have made that version of heartland you
> > did?, not many, if they could, then how come no one does?, they cant
> > all be making poxy gem applications that have already been made ten
> > time over?
>
>I really don't know. I expect all members of the TOS-crew could have done the
>same thing. Of the TOS crew 3 out of five members switched to other systems. One
>of them has written a MUD in C.

So your average C user could not have made your version of
heartland?, that tells us a lot doesn't it?, we are then back to given
the choice, then STOS would be the language to choose, I have a
feeling a program like that would scare the hell out of MOST c
programers:)

>In general I think most of the C coders are doing more interesting things then
>writing games, just like I have been doing for the past years. Secondly a good

that is a very biased opinion, more interesting?, who defines what is
interesting?, you may think making an archiver that will never become
standard is interesting, I say making a game that people enjoy is more
interesting?, seeing graphics come to life is far more interesting
than getting something to pack down one more byte :)

>write the game in. That's why STOS still exists. It allows people with good game
>ideas or good game graphics and not enhough programmings skill to write a game
>themselves to write a game never the less.

Ho back to insults now, so I do not have enough programming skills to
write a game....tsk:(
the above is stupid, anyone playing a good game written in stos will
not think the programmer has no skill, good grief man! what the hell
are you talking about ?

>A C simply makes an other type of program when there is no one to inspire him
>with good ideas and graphics. There are lots of good assembley coders out there
>too, but it needs more than a good coder to write a game.

Really? a minute ago all you needed was STOS and an idea?

> >> I think that you have to experience advantages like that to appreciate

> > But I have a couple of disks full of much used routines that I can

>Yes, the same idea, a bit clumsy though, but it works.

I take it that was you way of saying I am right.....hehehe

> > BTW I now have GST C and am taking the C tutorial in c.s.a.p, this is
> > after learning a little about C from this thread, and after seeing
> > your heartland demo, that swung the decision to learn C,
> > I was honestly amazed <smile>
>
>Be warned, you need more then some knowledge about C to do a game like I did.
>You also have to know how the graphics system of the Atari works.

ho and of course STOS programmers don't know anything about the ATARI
graphics system do they, hmmmm making cups of tea and the odd game,
nothing too taxing for us STOS users hey?....tsk tsk tsk

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4284. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-02 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <28431808_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 7927

Thanks to everyone who has helped me on this. I have now managed to
read the text from the te_ptext.

One point however.

Someone mentioned that putting '@' at the start of the field resets
the cursor to the start of the field.

I have found that this works fine under normal TOS but under Magic (on
my falcon and Magic PC for that matter) it doesn't seem to work.
The solution to this appears to be to put a null at the start of the
field instead of @. Is there any reason why I shouldn't do this?

--

---
david@ritter.demon.co.uk

4285. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103102643.22602A-100000@pallas.amp.uni-hannover.de>
Source record: 7843

```
On Fri, 3 Jan 1997, Hans Wessels wrote:

> Roger Cain wrote:
> > Reply-To: RCain@nest.demon.co.uk
> >
> > Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
> >
> s>>
> s>> I compiled the small C program from lesson 1,
> s>>
> s>> The compiled program IS 23306 Bytes, sound right?
> s>>
> s>> Using GST C...Anyone have any opinions on this C ???? please?
> >
> > Almost anything you do, however small, will cause library(s) to be
> > linked into the program. There is a "zero-code" overhead!
> >
>
> Either the GST linker isn't very smart or extensive debug info is linked with
> the program. Pure C needs for the same job 21kb with debug info and 12kb without
> debug info.

Yes, but this is only because Pure C treats the floating point stuff
separatly. You very likely linked a printf() version that is not capable
of %f, %g and others. In case of Pure C you need to use the PCFLTLIB for
floating point support, and then even this grows bigger. This behaviour
is not all to common, most compiler's libraries only have one version of
printf(). On top of all this : Yes, the GST linker is probably not very
smart, but this makes not much difference here.

Cheers Peter

---------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---------------------------------------------------------------------
```

4286. Re: Debugging with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103103259.22602B-100000@pallas.amp.uni-hannover.de>
Source record: 7844

On Fri, 3 Jan 1997, Mike De.Petris wrote:

> What do you use to develp programs uner MagiC and then debug within the
> multitasking environment ? Ok, you can compile C programs with Lattice or
> Pure C as a task, but the debugging procedure is much more tricky.... can it
> still be done, or is it necessary to switch to monotask ?

No, the Pure Debugger works brilliantly under MagiC's preemptive
multitasking.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4287. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103195043.18753A-100000@pallas.amp.uni-hannover.de>
Source record: 7845

On Thu, 2 Jan 1997, david knight wrote:

> Thanks to everyone who has helped me on this. I have now managed to
> read the text from the te_ptext.
>
> One point however.
>
> Someone mentioned that putting '@' at the start of the field resets
> the cursor to the start of the field.
>
> I have found that this works fine under normal TOS but under Magic (on
> my falcon and Magic PC for that matter) it doesn't seem to work.
> The solution to this appears to be to put a null at the start of the
> field instead of @. Is there any reason why I shouldn't do this?

Doesn't cause harm. However one of the many bugs with normal TOS leads to
the situation that an edit field filled with underscores is shown, which
is the same as an empty field but the cursor is at the end.

I use MagiC too, and I'm pretty sure I used the trick and it worked under
MagiC ...

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4288. Re: STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.970103105152.29378A-100000@student.canberra.edu.au>
Source record: 7928

On Thu, 2 Jan 1997, Tony Greenwood wrote:

> Only Kiddin...........Get back to your Knitting hahahahaha

How 'bout a new newsgroup "comp.sys.atari.knitting" then? :)

But seriously, there is a sort of knitting program for the TT called "Stitchitiser" (sp?). It is used to design emblems/logos for clothing and then "prints" them to a machine which sews them onto fabric. The package lets you use multiple colours, stitch widths, etc.

When the package was demonstrated to the local user group here a few years back, we were told it was $30000 (Australian) for the software, TT and the other hardware (which I would say is the bulk of the cost).

Just thought it would be interesting for all the knitters out there :)


```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

4289. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852247192@p24.f101.n323.z205.mbh.org>
Source record: 7929

Roger Cain wrote:
> Reply-To: RCain@nest.demon.co.uk
>
> Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
>
s>>
s>> I compiled the small C program from lesson 1,
s>>
s>> The compiled program IS 23306 Bytes, sound right?
s>>
s>> Using GST C...Anyone have any opinions on this C ???? please?
>
> Almost anything you do, however small, will cause library(s) to be
> linked into the program. There is a "zero-code" overhead!
>

Either the GST linker isn't very smart or extensive debug info is linked with the program. Pure C needs for the same job 21kb with debug info and 12kb without debug info.

Bye, Hans Wessels

4290. TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: JRichard@nest.demon.co.uk
Message-ID: <672_JRichard@nest.demon.co.uk>
Source record: 7930

Dave,

> Can anyone help me with this or point me to somewhere that I can get
> more info on the structure of TEDINFO? (on line preferable as I can't
> really afford to buy any books on the subject)

Ok the start of the TEDINFO structure is pointed to by the OBJECT.ob_spec field of the object structure, the text of the actual object (the edited) text is pointed to by the TEDINFO.te_ptext field.

Below is a macro I wrote many moons ago to calculate the start address of the TEDINFO structure of an object. Field \1 contains the address the resource tree and field \2 contains the address of the object. a5 will then contain the address of the TEDINFO structure.

Because TEDINFO.te_ptext field is at the top of the structure to read the text all you have to do is - move.l (a5),a5 - and then copy from the address stored in a5. Example shown below.

To find other information fron the TEDINFO structure reference the the table shown below.

```
;----
;tedinfo_str macro
;Calculates address of tedinfo structure!
;----
tedinfo_str macro
move.l \1,a5
add.l #(\2*24)+12,a5
move.l (a5),a5
endm

get_text:
tedinfo_str dial_addr,obj

move.l (a5),a5
lea string,a4

loop
tst.b (a5) * tst for null
beq .done
move.b (a5)+,(a4)+
bra .loop
done
move.b #0,(a4) * add null

; a similar method maybe used to write text to the dialogue field.
```

```
TEDINFO:
te_ptext: ds.l 1 ; Pointer to text
te_ptmplt: ds.l 1 ; Pointer to template
te_pvalid: ds.l 1 ; Pointer to string containing valid chars.
te_font: ds.w 1 ; Font used, 3=sys font, 5=small font.
te_junk1: ds.w 1 ; reserved
te_just: ds.w 1 ; text justification, 0=left,1=right,2=centre
te_color: ds.w 1 ; object colour and pattern
te_junk2: ds.w 1 ; reserved
te_thick: ds.w 1 ; border thickness
te_txtlen: ds.w 1 ; length of te_ptext (inc. NULL)
te_tmplen: ds.w 1 ; length of te_ptmplt (inc. NULL)
```

Hope you find this information useful.

Jr,

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4291. Debugging with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1666_mike@bbsgate.interware.it>
Source record: 7931

What do you use to develp programs uner MagiC and then debug within the multitasking environment ? Ok, you can compile C programs with Lattice or Pure C as a task, but the debugging procedure is much more tricky.... can it still be done, or is it necessary to switch to monotask ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4292. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <677_RCain@nest.demon.co.uk>
Source record: 7932

Hi stosser@airtime.co.uk, on 02 Jan 97 you wrote:

s> ho?....so the whole library is used when you only need part of it?,

Ermm .. probably :)

There are some linkers which will optimise the object program so that only
CALLED items are linked.

I have a Modula 2 system which does this - not sure which C linkers do simi

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4293. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852284060_OASIS_@swampdog.demon.co.uk>
Source record: 7933

In article <852247192@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Roger Cain wrote:
> > Reply-To: RCain@nest.demon.co.uk
> >
> > Hi stosser@airtime.co.uk, on 01 Jan 97 you wrote:
> >
> s>>
> s>> I compiled the small C program from lesson 1,
> s>>
> s>> The compiled program IS 23306 Bytes, sound right?
> s>>
> s>> Using GST C...Anyone have any opinions on this C ???? please?
> >
> > Almost anything you do, however small, will cause library(s) to be
> > linked into the program. There is a "zero-code" overhead!
> >
>
>Either the GST linker isn't very smart or extensive debug info is
>linked with the program.

Possibly GST is linking in the floating point printf() stuff as well?

>Pure C needs for the same job 21kb with debug info and 12kb without
>debug info.

MWC omits the floating point parts by default, saving quite a bit of
space. Can PureC do something similar?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4294. GFA source -> ASCII

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <5ajd0b$2q7@news.pacifier.com>
Source record: 7934

Daan,

DS> I am looking for a DOS utility to convert GFA BASIC source files to
DS> an ASCII text-file. Can anyone help me?

I assume you are talking about converting a tokenized GFA BASIC program into an ASCII text listing of the program? (A GFA BASIC .LST file is already standard ASCII text)

As far as I know, the only way to do this is with a copy of GFA BASIC. Just load the GFA BASIC program, and then Save As ASCII (may be called WRITE? I can't remember what its called right now).

Anthony Watson
awatson@pacifier.com

4295. Re: STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <QgwCTCADCFzyEw52@thegibsons.demon.co.uk>
Source record: 7935

In article <32cb0676.51599448@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>
> Only Kiddin.....Get back to your Knitting hahahahaha

I think that using size 3 needles, I can knit a better jumper with an
Atari logo on it than anyone else with any other size needles, assuming
it's a bog standard Atari logo and not a high powered clone logo (vbg).

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

4296. Docs for Window minimize (iconize)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ajm6t$b1g@nnrp1.news.primenet.com>
Source record: 7936

Anyone have the documentation on how to iconize windows under TOS 4.1
and above. I can't seem to find my copy.

Thanks,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

4297. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj8nr$nu8@lana.zippo.com>
Source record: 7937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
>
>Toad is about the ONLY company tha still regards Atari computers as real
>computers. Most of you guys still think of Atari as nothing more than a
>game platform and sell them as a simple game server. Its the users of Atari
>computers who have driven the prices down in private sales. A guy buys a
>1040 for $700 and a few years later nobody will pay more than $50 for it.

Not just a few years later... 8 YEARS later.
RAM is dirt cheap, the disk drive is obsolete & the CPU is
nearly 20 years old. 50bux is about right.

Demand is another matter.
```

4298. CD-R Media for Sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: tccs@sprintmail.com
Message-ID: <5ajol1$i8i@newsfep3.sprintmail.com>
Source record: 7938

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Pioneer
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

4299. C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <3a8_9701032040@conchbbs.com>
Source record: 7939

s > ho?....so the whole library is used when you only need part of
s > it?,

That depends on the linker.

The main problem is that printf() can format strings, chars, ints, longs, and floats, and calls a bunch of other functions to handle all of these cases. It also uses stream I/O, which requires a considerable number of functions to handle its buffering and error handling peculiarities. It also needs to parse the format string.

You could save considerable amounts of RAM calling functions like Cconws(), strcat() and ltoa() and doing all of the formatting yourself, but that is hardly to goal of a tutorial.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4300. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852332221@p24.f101.n323.z205.mbh.org>
Source record: 7940

Guy Harrison wrote:

> Hans Wessels <mr_ni@mbh.org> said:-
>
>> Either the GST linker isn't very smart or extensive debug info is
>> linked with the program.
>
> Possibly GST is linking in the floating point printf() stuff as well?
>
> MWC omits the floating point parts by default, saving quite a bit of
> space. Can PureC do something similar?

Yep, as soon as you link the floating point library the floating point printf is linked too. But I am not very familiar with this part of Pure C, I almost never use it.

Bye, Hans Wessels

4301. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-03 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852331986@p24.f101.n323.z205.mbh.org>
Source record: 7941

Tony Greenwood wrote:

> On Thu, 02 Jan 97 15:34:22 +0100, Hans Wessels <mr_ni@mbh.org> wrote:
>
>> It does a nice job for making games, but its core is still rotten. It
>> works
>
> hehehe you just cant say it wihout adding something can you :)

Nope!

>> just fine on a 8 MHz ST, accelerated ST and the Falcon are a may be,
>> all else simply won't work. This realy can't get the qualification
>> good from me. Let us
>
> what else is there?...ho yeagh, madusa and hades..hmmmm

TT, Hades, Medusa, Magic Mac, Magic PC, Tos2win, Gemulator + Magic...

>> stick to ST arcade games:
>> Assembley is best
>> C is good
>> STOS comes right here
>> Put here all other basics
>
> Well after seeing what YOU accomplished with C then I would now agree
> with the above, this of course means Uwe will instantly quote me
> saying I said different last week :(

Only if you say you never said something different. You are making fun of Uwe
right here, but I think he is right. We can start a whole new thread about this,
concluding in the end that most of it were misunderstandings...

> But the above now looks about right to me,
>
> However :)....a couple of months ago and you would have put STOS at
> the bottom of the list, yes? ?

I wouldn't even have mentioned STOS.

>> It simply means you can never tell STOS will work on a certain machine
>> because
>
> But surely thats true of any language, you can never be sure, lok at
> magiC, Not doing very well even on a Falcon....it's not just STOS
> that this kind of comment can be aimed at..

Dear Tony, Magic is exactly the kind of program that has to eat all the shit the hardware brings, that is because it is an operating system. All programs running under the OS don't have to worry about the particular hardware because the OS does.

STOS is an programming language, just as C, Pascal, Modula 2 and the other basics. A programming language can use the OS to acomplish certain tasks. The programmer can decide not to use the OS and go directly to the hardware for the sake of speed, knowing he has to pay the price of incompatibility.

The problem with STOS is that the programming language itself doesn't use the OS the right way, forcing you ino a lot of problems. It's like a paint program expecting the screen memory to start at $78000 (that's rthe start of screen memory in a half Mb Atari ST), needing fixing for all other memory configurations. (There was actually a game that had this problem, it was Hacker.)

>> never say: STOS will work on an ST compatible computer. It always has
>> to be something like:
>> This game will work on TOS 1.0 (UK) 1.02 (UK and German), 1.04, 1.06,
>> 2.06....
>
> I see that as reasonable, a far better solution than saying it works
> on everything...then it doesn't ?

I can say that my compression program works on all Atari compatible computers. And if there are trouble it is my own mistake, I did something wrong then, not the programming language I use.

The samething can be said about Heartland 2.0, it will work on all Atari compatible computers with ST compatible videohardware, a soundchip and a MFP. Because I know I am directly accessing that hardware and I am depending on some properties of that hardware.

>> A game written in most other languages only need ST, Ste, Falcon or TT
>> hardware to work. TOS version is not important.
>
> True, in MOST other languages, not all ?

I can't think of an other example like STOS, but I am not 100% sure there is none. Maybe there still are some obscure languages that won't work on a 68020 and higher because the stackframes are different and some instructions became privilidged. But depending on the TOS version like STOS does is (AFAIK) unique.

>> You can switch a Falcon to 8 MHz, not 8 mHz. There is a factor 10^9
>> between those ratings.
>
> So what was the point of the above?, trying to confuse me?

Ok, let me unconfuse you.
1 ST, Mega ST and STe work on 8MHz.
2 There are accelerated ST's, switching back to 8MHz might be possible but the way to do that is accelerator card specific.
3 A Mega STe works on 16MHz, it can be switched bac to 8 MHz

4 A TT works on 32 MHz (there are a few pre production TT's working on 16 MHz), clockspeed can be switched back to 8 MHz
5 A Falcon works on 16MHz, it can be switched back to 8MHz
6 There are accelerated Falcons. I don't know what happens when you try to witch back to 8MHz on these Falcons.
7 Clones and emulated Atari's work on a variety of clockspeeds, no change of switching back.

Bottom line is: Don't rely on the hardware to be 8MHz for correct timing of your programs. Make sure your timing is independend of the clockspeed, how that can be done was shown in my previous mail. Feel free to ask if you have questions about the code, that's what a newsgroup like this is for, isn't it?

>> and how many C coders could have made that version of heartland you
>> did?, not many, if they could, then how come no one does?, they cant
>> all be making poxy gem applications that have already been made ten
>> time over?
>
> So your average C user could not have made your version of
> heartland?, that tells us a lot doesn't it?,

I realy can't tell, honest, not the slightest idea. I don't know what an average C user knows about the language he is using, I don't know how much he knows about the OS and don't know howmuch he knows about the hardware. I don't even know how much knowledge is needed to do something like that. I only do know one can write better games in C then in STOS.

For me it was quite easy. Most of the time was spend hacking your game to get the graphics and to convert them into the format I could use for my game.

> we are then back to
> given the choice, then STOS would be the language to choose, I have a
> feeling a program like that would scare the hell out of MOST c
> programers:)

The whole idea of coding a game would scare a lot of people. For a C programmer, knowing he has to use basic will be enhough to commit suicide. A C programmer won't go back to basic, unless he really has to, because there is no C available.

>> In general I think most of the C coders are doing more interesting
>> things then writing games, just like I have been doing for the past
>> years. Secondly a good
>
> that is a very biased opinion, more interesting?, who defines what is
> interesting?

Why are people programming?
1 Because is't their job.
2 Because they like it.
We can forget the first group of people, unless they belong also to the second group as well.

The people of group 2 will program because they like it. It doesn't matter what they program or why they do it. So the people who program for fun are the people who define what's interesting. You said you haven't seen many C games lately, let me give you some hypothesis explaining it:
1 you didn't look good enough.
2 there are far less C coders as STOS coders
3 most C coders are doing more intresting things then coding games

I am only quite sure that point isn't true.

> you may think making an archiver that will never become
> standard is interesting, I say making a game that people enjoy is
> more interesting?

Yes, you may say so. (BTW: my compression program is the only compression program still being supported on the Atari ST platform and the lastest version does create LZH archives.)

> seeing graphics come to life is far more
> interesting than getting something to pack down one more byte :)

Not for me, the best days for me are when a new routine is working as it should, packing a few bytes better, or a few seconds faster. Writing the game engine was also nice, but designing new graphics and a new game map is not my idea of having fun.

>> write the game in. That's why STOS still exists. It allows people with
>> good
> game
>> ideas or good game graphics and not enhough programmings skill to
>> write a game themselves to write a game never the less.
>
> Ho back to insults now, so I do not have enough programming skills to
> write a game....tsk:(

Nope, you proved you could do it with STOS. But could you have done it whithout STOS? It is easy to get started in programming with STOS. That's what a basic is all about. To program a game in C requiers more programming skill, but the result can be better too!

> the above is stupid, anyone playing a good game written in stos will
> not think the programmer has no skill, good grief man! what the hell
> are you talking about ?

And all STOS programmers admire the programming skills of the writers of the language extensions, because they can't do things like that themselves? The players of those games don't bother about how much prohramming skill was needed to create the game. But as an programmer I can say you need probably less programmings skills to write a game in STOS then in C. STOS is easier, but at the same time I can say C can make the better games and is therefore the better language for writing games.

>> A C simply makes an other type of program when there is no one to
>> inspire him with good ideas and graphics. There are lots of good

>> assembley coders out there too, but it needs more than a good coder to
>> write a game.
>
> Really? a minute ago all you needed was STOS and an idea?

No, you are mixing up my words. With an idea you can write the game in STOS. If you read the above you will see the assembly coders have the programming language, but they are missing nice ideas or graphics.

> ho and of course STOS programmers don't know anything about the ATARI
> graphics system do they, hmmmm making cups of tea and the odd game,
> nothing too taxing for us STOS users hey?....tsk tsk tsk

Well, you showed me you knew nothing about the graphics hardware of the ST! With knowing about the graphics system of the ST I mean knowing about the hardware registers on adres $ff8200 and up. When I was happily poking around in those hardware registers in an example program you told me you didn't understand, and that you were using STOS so there was no need to understand it.

Bye, Hans Wessels

4302. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32CE1B00.5DCB@netcomuk.co.uk>
Source record: 7846

Uwe Haase wrote:
>
> In <32ca400c.798091@news.airtime.co.uk> Tony Greenwood wrote:
>
> You are confusing me, Tony!
>
> >>apparrantly it has spurned the creation of many exciting games, but since
> >>I do not, I have to vote with the C crowd. Has anyone run the new
> >>Heartland through Gemulator? If it works let me know, I'd like to play
> >>it!
> >
> > It should...BUT....
> >
> >STOS itself, the programming language does work under Gemulator,
> >therefore programs made should also work, if you have the rom cards
> >206 then everything should work fine, however if you are using a tos
> >image then its very doubtfull, also if you are using gemulator and
> >magiC then its also doubtfull as thats a different operating system,
> [...]
>
> That sounds that you can't fix the STOS compiler to produce working code
> for newer TOS versions. (I know from earlier postings that you own
> MagiC for your ST and Gemulator and a MagiC PC demo.)

Right... as of 45mins ago it can probably be fixed for all true Atari
versions of TOS. I will add Magic code soon, hopefully...

Now, discounting this new (currently unreleased) version of the
interpreter/compiler, I shall explain...

The reason STOS doesn't work with Magic is simply because magic needs
a different set of values in the table of addresses. Obvious. Now,
STOS doesn't know about magic (written before it was released), and
so only checks the TOS version - not the AES version. Thus, a Magic
based machine appears to be the TOS version of the original TOS.
(definately true for Magic 2 - it returned 1.62 on an STE when tested.)
This makes it impossible to have values for both Magic and TOS in
the same table - the same OS version.

Now, the reason that STOS doesn't work with TOS images is due to the
VERY wierd way that STOS found the OS version. This is now fixed in
my latest compiler mods, so hopefully this problem is resolved. (yet
to be tested). There may also be problems with the contents of the
tables - I'm looking into these...

> Now here's the question: Can you or can't you fix it?

Yes. Not necessarily in a way that it will work with all OS's at once
(without my new code), and definately not with image files...

> A much more important point: _WHY_ must you patch the STOS compiler?

Good question... someone thought that it would be a good idea to have
a table which had offsets (?) to certain frequently used routines
and addresses so that they could easily be found by each different
module. (STOS is written in a VERY modular way... Dynamic linking,
effectively... not bad fo 1987)

Anthony

--
---------------------------------------+--------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
---------------------------------------+--------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
---------------------------------------+--------------------------

4303. Re: STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cd9fc6.48462129@news.airtime.co.uk>
Source record: 7847

On Fri, 3 Jan 1997 00:19:15 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>> Only Kiddin.....Get back to your Knitting hahahahaha

>I think that using size 3 needles, I can knit a better jumper with an
>Atari logo on it than anyone else with any other size needles, assuming

No way, not with size three, have you tried this ? or is it all talk?

>it's a bog standard Atari logo and not a high powered clone logo (vbg).

Yes but what type of wool? there are differing types, you cannot make
such a brash statement like that, you will have programmers
complaining to you ?.... har de har har :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4304. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cda103.48778753@news.airtime.co.uk>
Source record: 7848

On Thu, 02 Jan 97 17:58:30 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

> > All languages will crash. I thought one of the most annoying things
> > about STOS was the amount of crashes, and working from floppy disk,
> > one floppy disk only, then this is not only annoying but also time
> > consuming:(
>
>One of the advantages of C is that you can do almost anything in it, but it's
>also one of its disadvantages. You can do very stupid things and the compiler
>won't warn you that what you are doing is stupid. It just compiles it and the

Haa the difference?, I have only recently discovered this?, you see
when I talk about crashes, I mean in STOS itself while testing
routines, well before compilation, in the editor?, it would seem C
does not have this luxury,

>But don't ley me spoil all those nice things to be discovered for you. You will
>meet this kind of problems soon enhough. ;-)

I can imagine :))

BTW Hans, would you know what "Intercon96" is?, I just today recieved
a German diskmagazine, there is a great review of Heartland and the
reviewer says he first saw the game at the "Intercon96", I/we have no
idea what this is? is it German? any ideas please?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4305. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cda074.48635239@news.airtime.co.uk>
Source record: 7849

On 3 Jan 1997 07:31:07 -0800, JEDI wrote:

>>Toad is about the ONLY company tha still regards Atari computers as real
>>computers. Most of you guys still think of Atari as nothing more than a
>>game platform and sell them as a simple game server. Its the users of Atari
>>computers who have driven the prices down in private sales. A guy buys a
>>1040 for $700 and a few years later nobody will pay more than $50 for it.

> Not just a few years later... 8 YEARS later.
> RAM is dirt cheap, the disk drive is obsolete & the CPU is
> nearly 20 years old. 50bux is about right.

> Demand is another matter.

Boy are you in for it, wait until the knitting class see this, at
least our thread was about programming, WTF is this?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4306. C-Lab Polyframe synth editor

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: harryw@sn.no
Message-ID: <harryw-0401970614220001@fp7-6.ppp.sn.no>
Source record: 7850

Including Manuals & Dongle (latest version)
Taking offers
(also trades...not for Atari stuff though.I don't have it anymore)

4307. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: dforrai@erinet.com
Message-ID: <5akh41$k27@server1.erinet.com>
Source record: 7851

In <5afrdr$i91$3@sanjuan.islandnet.com>, kabbott@islandnet.com (Kam Abbott) writes:

>I'm looking for a patch program that will retro fit my 520ST with the
>system cookie jar so I can run STiC and AtarIRC etc. where can I find such
>a program? Any help is great as I am a PC man (yes, yes, I know, kill me
>later) and don't know much about the world of Atari. Thanks much!

It's been a long time since I've done any ST programming, but from what
I remember of the cookie jar protocol, a program that utilizes the
cookie jar but does not find one on the system should CREATE the cookie
jar and install it.

Assuming the the programs you wish to run don't do that, I think there
is a cookie jar CPX that will do this. Otherwise, find a TSR that will
install the cookie jar for you and run it first.

4308. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852374922_OASIS_@swampdog.demon.co.uk>
Source record: 7852

In article <28431808_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (david knight) said:-

>Thanks to everyone who has helped me on this. I have now managed to
>read the text from the te_ptext.
>
>One point however.
>
>Someone mentioned that putting '@' at the start of the field resets
>the cursor to the start of the field.
>
>I have found that this works fine under normal TOS but under Magic (on
>my falcon and Magic PC for that matter) it doesn't seem to work.
>The solution to this appears to be to put a null at the start of the
>field instead of @. Is there any reason why I shouldn't do this?

None at all as far as I know. My own library routines walk the trees
and replace the '@' with NUL on startup and I've had no complaints!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4309. Re: Docs for Window minimize (iconize)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852376772_OASIS_@swampdog.demon.co.uk>
Source record: 7853

In article <5ajm6t$b1g@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>
>Anyone have the documentation on how to iconize windows under TOS 4.1
>and above. I can't seem to find my copy.

Mask in the SMALLER attribute to wind_create().

When you click on it you'll get this message ...

msg[0] = WM_ICONIFY
msg[3] = window handle
msg[4,7] = area of iconified window (ie do a wind_set())

and the reverse is ...

msg[0] = WM_UNICONIFY
msg[3] = handle
msg[4,7] = original area (wind_set() again).

A CTRL click will send you WM_ALLICONIFY if you want to bother
implementing it.

Sorry, I haven't got the actual values to hand. :-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4310. strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <678_9701041141@conchbbs.com>
Source record: 7854

```
g > p = strtok(s,"|");
g > while (p) p = strtok(NULL,"|");

I'm not sure what strtok(NULL,"|") is supposed to do (other than
cause a two bomb error). This usage is certainly not in my ANSI C
reference.

However, it works fine with Pure C, stopping at the right spot.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4311. Beginners Guide to STOS Basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: Mark B Thomson <mark@cemoc.co.uk>
Message-ID: <01bbfa76$c6896a80$991d989e@cemoc.demon.co.uk>
Source record: 7855

Beginners guide to stos basic comes on four disks containing 620 page manual and 192 example programs. Takes user from basic principles through to the development of complete shoot-em-up games, art packages, educational programs, databases, workdprocessors, etc.

If interested then please email MARK@CEMOC.CO.UK

4312. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: Bill Merik <bmerik@worldgate.com>
Message-ID: <32CEB78B.5F83@worldgate.com>
Source record: 7856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
> >
> >Toad is about the ONLY company tha still regards Atari computers as real
> >computers. Most of you guys still think of Atari as nothing more than a
> >game platform and sell them as a simple game server. Its the users of Atari
> >computers who have driven the prices down in private sales. A guy buys a
> >1040 for $700 and a few years later nobody will pay more than $50 for it.
>
No, Toad is not the ONLY company. Computer Direct is pretty well
exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs
(with Gemulator built in) and their Internet service provider business.
They still sell Atari stuff, and provide support, but appear to be
winding down their involvement in the world of TOS computing. Computer
Direct, on the other hand, will only sell you a Mac or Mac Clone if you
REALLY insist, and steadfastly refuse to have anything whatsoever to do
with PCs. Check them out at http://compdirect.com. They are doing some
really amazing stuff.

Bill Merik
VERY satisfied Computer Direct customer and beta tester.
--
/*******************************************************/
/ We'll Fight on to Victory /
/ Or Choke your Rivers with Our Dead ! /
/ /
/ Bart Simpson /
/*******************************************************/
```

4313. Re: Intro. to C tutorial, part 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970104223900.RAA01642@ladder01.news.aol.com>
Source record: 7857

In my first writing of the introduction, I was under the impression that a certain unnamed BASIC was free, which in fact, it turns out is not free.

However, with most computers, C64, Atari 800 or MS-DOS, have a free version of BASIC included (Commodore BASIC, Atari BASIC or GW BASIC) what have you...If there are free versions of C for TOS, then PLEASE, seriously PLEASE tell me where to find them so I can test my programs on this compiler and tell all those people who do not have compilers where they can get one. That will solve some of the problems related to this tutorial.

As for your other comments, I'm not going to argue with them, the fact is there are some good points in your posting, and .... C and C++ are related languages, obviously, but the concept of programming object oriented code places an emphasis on different skills...in any event so few Atarians have a C++ compiler that the point is moot.

4314. Re: C tutorial begins January 1st

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970104224200.RAA01727@ladder01.news.aol.com>
Source record: 7858

Yes, feel free to clarify,

Yes, Megamax is out of business. I am not current on all of the Atari issues, so please jump in when I stick a foot in my mouth.

I thought most compilers would come from a company that has since abandoned the Atari platform since Atari has abandoned the Atari platform...

If you find a company that has active support, I would choose it over Megamax anyday.

Thanks for your help.

4315. Re: Lesson 4 Announcement

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-04 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970104224500.RAA01795@ladder01.news.aol.com>
Source record: 7859

Hans-

I like your advice and will take it. After lesson 4, I will slow things down a bit.

4316. C Tutorial, Lesson4 page 1 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105024700.VAA08357@ladder01.news.aol.com>
Source record: 7860

Lesson 4 - Variables and printf();

OK, in lesson 3, you were introduced to the world of printf(). Today, we are going to learn about variables. We will then demonstrate the use of variables with printf().

Variables are a basic component of every computer program. Variables are used to set aside a portion of the computers memory. This portion of memory is then identified by an easy to remember name. This name is assigned when you define the variable. I'll give you an example. Let's say that I added the following line to a C program:

```
int lives;
```

What I've done is told the compiler that I will be using a variable, and that the name of this variable will be 'lives'. Also I've told the compiler that this variable will be an integer. (whole number)

In C you cannot use a variable unless you first define it. This is because the compiler needs to know exactly what type of data is going to be stored so it can make the most efficient and logical use of memory.

In the above example 'int' told the compiler to set aside space for an INTeger variable and that the variables name is lives. We are now ready to use the variable. We can assign a value to this variable. We could add the following line to our C program:

```
lives = 4;
```

With this bit of code we have assigned the integer value 4 to the variable lives. To save some time, most compilers allow you to combine the two example C statements into one, thus:

```
int lives = 4;
```

Another shorthand is to declare more than one variable of the same type at once:

```
int month, day, year;
```

4317. C Tutorial, Lesson 4, page 4 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105083300.DAA17101@ladder01.news.aol.com>
Source record: 7861

That does it for this lesson. I'm sure you all still have some questions. For example: what happens if you mismatch format specifiers? The answer is C will do its best to interpret the variable in the format you requested. Try experimenting with the format specifiers in the above program to see what happens. Another question you probably have is: why are character values stored with whole digit numbers from -128 to 127. The answer is that the numbers correlate to letters using a lookup table. Try adding the following code to the above program:

```
printf("\n %c%c",72,73);
```

In the above line of code I didn't give printf() a character that the format specifier %c calls for. Instead I gave it a whole number. Printf() will not display the number, but instead display the character the corresponds to it!

OK, we've covered a lot of ground in this lesson and there are bound to be many questions generated. Please post to this newsgroup with your questions. I am going to pause for a week and give everyone time to digest the material.

NEXT LESSON: The next lesson will be posted January 11th and will cover operators.

4318. C Tutorial, Lesson 4, page 3 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105083100.DAA17033@ladder01.news.aol.com>
Source record: 7862

```
Format Specifier | Use

%c | single character
%s | string
%d | signed decimal integer
%f | floating point in decimal notation

Got all that?

Lets put what we've learned together with a program.

Project: Write a program that uses variables to hold information about
the number pi and the number of sides of a triangle.
Answer:

/* Lesson4.C */
/* This program demonstrates the use of variables and format specifiers */

#include <stdio.h>

main() {

int sides;
float pi;

sides = 3 ;
pi = 3.14 ;

printf("\nThe value of pi is: %f",pi);
printf("\nA triangle has %d sides.",sides);

getchar();
}

When you run this program, pi is displayed as 3.140000! That is not
correct of course, but without anyfurther information printf() assumes
that a float value should be displayed to six digits of precision. We can
correct this problem by either defining pi to six digits or by providing
printf() some additional information which will tell it to display the
variable to only t digits of precision. Try the following
line of code:

printf("\nThe value of pi is: %.2f",pi);

The ".2" tells printf() to only display two digits after the decimal
point.
```

4319. C Tutorial, Lesson4, page 2 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105090800.EAA17616@ladder01.news.aol.com>
Source record: 7863

There are other variable types besides integer. The following chart shows some of the common types:

(*Chart deleted -see post named C Tutorial Chart- sorry about not including it here but America Online has disconnected the connection the last 10 times I tried to send this page*)

Got all that?

For now, I recommend using 'int' when you need to use whole numbers (used when you need to count something). Use float when you need a measured value. (example : float wage = 8.82;) And char for character values. (example: char grade = 'A';)

Question: Can't I just make things simple and use float all the time? Answer : No. Because of the way variables are stored in memory, this is not a good idea. Use 'int' for counting. Otherwise you will end up in the same predicament as government statisticians...that is with 2.4 children and owning 1.5 cars. It will become clear as you program more and more, why using the wrong variable type can have amusing consequences.

OK, you all understood lesson 3? In lesson 3, you were introduced to printf() and we covered two FORMAT SPECIFIERS. They were %s and %d. There are many format specifiers. There are specifiers for scientific notation, octal, and hexadecimal, among others. The following chart shows four common format specifiers. For the purpose of this tutorial I will only introduce new format specifiers as they become necessary.

4320. C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105091200.EAA17672@ladder01.news.aol.com>
Source record: 7864

Because of America Online, I cannot even send one full page before I get
disconnected. So here is the chart that, otherwise, would have been on
page 2 of C Tutorial Lesson 4:

Variable type | Keyword | Memory Useage | Use

integer | int | 2 bytes | Whole numbers
| -32,768 to
| +32,768

long integer | long | 4 bytes | Whole numbers
| -2,147,483,648 to
| +2,147,483,648

floating point | float | 4 bytes | Measured values
| +/- 10E38
| 6 digits of precision

double float | double | 8 bytes | Measured values
| +/- 10E308
|15 digits of precision

character | char | 1 byte | non numeric values
| -128 to 127

4321. Re: STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <ehhF9AAbawzyEwoH@thegibsons.demon.co.uk>
Source record: 7865

Hi Tony !

In article <32cd9fc6.48462129@news.airtime.co.uk>, Tony Greenwood
<stosser@airtime.co.uk> writes
>On Fri, 3 Jan 1997 00:19:15 +0000, Drew Gibson
><drew@thegibsons.demon.co.uk> wrote:
>
>>> Only Kiddin.....Get back to your Knitting hahahahaha
>
>>I think that using size 3 needles, I can knit a better jumper with an

<snip>

>such a brash statement like that, you will have programmers
>complaining to you ?.... har de har har :)
>

Better not really get started, eh ?!

Happy New Year !

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

4322. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1715_SBagley@cameo.co.uk>
Source record: 7866

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied stosser@airtime.co.uk.
Steven moved forward, and whispered something.
s> Organization: STOSSER Software

s> I never said STOS was better than C, in fact I have made every
s> effort to say that C is better than STOS,
s> But if someone wants to make a game, then STOS is the best choice,

Rubbish, The ONLY language that games should be programmed in is assembler. :)

I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at all the big companies that use C and such like instead of creating games in assembler. Then perhaps we wouldn't see the PC market requiring a new processor every week.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

4323. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32cfa558ddbe75@xs4all.nl>
Source record: 7867

on Sat 04-01-97 10:14 John Kormylo wrote:

>g > p = strtok(s,"|");
>g > while (p) p = strtok(NULL,"|");
>
>I'm not sure what strtok(NULL,"|") is supposed to do

Find the next token in s.
>This usage is certainly not in my ANSI C
>reference.

Kernighan & Ritchie:

A sequence of calls of strtok(s,ct) splits s into tokens, each
delimited by a character from ct. The first call in a sequence has a
non-NULL s. It finds the first token in s consisting of characters not
in ct; it terminates that by overwriting the next character of s with
'\0' and returns a pointer to the token. Each subsequent call,
indicated by a NULL value of s, returns the next such token, searching
from just past the end of the previous one. strtok returns NULL when
no further token is found. The string ct may be different on each
call.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

4324. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cfa241.1264836@news.airtime.co.uk>
Source record: 7868

On Sun, 05 Jan 97 04:30:30, in comp.sys.atari.programmer you wrote:

> s> I never said STOS was better than C, in fact I have made every
> s> effort to say that C is better than STOS,
> s> But if someone wants to make a game, then STOS is the best choice,
>
>Rubbish, The ONLY language that games should be programmed in is assembler. :)

YOU have to follow and understand the thread before you jump in with
your size tens shouting "rubbish" at me,
The thread is best BASIC for making games, with C thrown in, we ALL
already know assembler is tops, only a fool would say STOS or C is
better, IF you had followed the thread then you would have understood
the context of the statement, just like everyone else did, nagh na na
naaa nagh ;--)
You have the wrong end of the stick, <smile>

>I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4325. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <167cd$22c9.356@HERMES>
Source record: 7869

Steven Bagley (SBagley@cameo.co.uk) wrote:
> I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at
> all the big companies that use C and such like instead of creating games in
> assembler. Then perhaps we wouldn't see the PC market requiring a new
> processor every week.

Errr... the culprit is not C, but a combination of C++ [more object oriented (and "buzzword compliant"), but slower than C] and Widows [like a snail pulling a locomotive through near-frozen treacle]. Oh, and the extreme register starvation and tedious instruction set of Itel processors.

(Read: The Evil Empire didn't get its sweeties before bedtime, so it is making everyone suffer)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4326. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852478505@p24.f101.n323.z205.mbh.org>
Source record: 7870

John Kormylo wrote:

> I'm not sure what strtok(NULL,"|") is supposed to do (other than
> cause a two bomb error). This usage is certainly not in my ANSI C
> reference.

Time to throw away your ANSI C reference, because it is certainly ANSI C.
strtok is a function to tokenize a string, that is the string is cut when a
separator is found. The second parameter is a string with separators. The first
time you call strtok the first parameter is the string that has to be tokenized,
the result is the first part of the string. All
subsequent calls of strtok() with as first parameter NULL will give the second,
third etc. part of the string.

Bye, Hans Wessels

4327. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852477025@p24.f101.n323.z205.mbh.org>
Source record: 7871

Tony Greenwood wrote:

> when I talk about crashes, I mean in STOS itself while testing
> routines, well before compilation, in the editor?, it would seem C
> does not have this luxury,

Just get a buggy editor. ;-)

> BTW Hans, would you know what "Intercon96" is?, I just today recieved
> a German diskmagazine, there is a great review of Heartland and the
> reviewer says he first saw the game at the "Intercon96", I/we have no
> idea what this is? is it German? any ideas please?

According to my knowledge Intercon96 was a (computer) party organized from 1-3 November by Inter, TSCC and New Trend. I think it was somewhere in Germany.

Bye, Hans Wessels

4328. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852479084@p24.f101.n323.z205.mbh.org>
Source record: 7872

Steven Bagley wrote:
s>> I never said STOS was better than C, in fact I have made every
s>> effort to say that C is better than STOS,
s>> But if someone wants to make a game, then STOS is the best choice,
>
> Rubbish, The ONLY language that games should be programmed in is
> assembler. :)

Wow, an assembly die hard? I think it's easier to write the game in C and then optimeze all parts that take too much time in assembley. SO you can use C for memory management and disk io and getting raw speed for the graphics parts.

> getting at all the big companies that use C and such like instead of
> creating games in assembler. Then perhaps we wouldn't see the PC market
> requiring a new processor every week.

Most of those big companies you talk about are writing games for intel x68 processors and there is absolutly no joy found in doing assembly for that type of processors.

Bye, Hans Wessels

4329. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852477824@p24.f101.n323.z205.mbh.org>
Source record: 7873

Anthony Jacques wrote:

>> A much more important point: _WHY_ must you patch the STOS compiler?
>
> Good question... someone thought that it would be a good idea to have
> a table which had offsets (?) to certain frequently used routines
> and addresses so that they could easily be found by each different
> module. (STOS is written in a VERY modular way... Dynamic linking,
> effectively... not bad fo 1987)

A table with frequently used functions and adresses is no problem, as long as you fill in that table at run time. The weird part about STOS is that it the table has to be filled in at compile time and the program is trying to find out which table has to be used when the program is started. That's begging for problems. As you can create new tables for STOS you seem to know exactly which adresses are needed. Can't you patch STOS in such a way that the table is filled in at runtime? So when the program is started first your code is filling the tables with the right adresses and after that starting the rest of the program?

Bye, Hans Wessels

4330. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852480627@p24.f101.n323.z205.mbh.org>
Source record: 7874

rdupuy5596@aol.com wrote:

> Variable type | Keyword | Memory Useage | Use
>
> integer | int | 2 bytes | Whole numbers
> | -32,768 to
> | +32,768

Ho, stop, now we are in compiler specific things. Time to grap the ANSI standard and correct a few things.

An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use 32 bit ints.

> long integer | long | 4 bytes | Whole numbers
> | -2,147,483,648 to
> | +2,147,483,648

Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64 bit on a Alpha processor.

> floating point | float | 4 bytes | Measured values
> | +/- 10E38
> | 6 digits of precision
>
> double float | double | 8 bytes | Measured values
> | +/- 10E308
> |15 digits of precision

Same thing here. In Pure C floats and doubles are the same thing. The minimum number of digits of a double is 10. The minimum value of a float or double is at least 10E-37, the maximum value is at least 10E37

> character | char | 1 byte | non numeric values
> | -128 to 127

Compiler specific, some compilers use unsigned chars by default, other use signed chars by default.

All quoted values come from my copy of K&R2, not from the real ANSI standard, but there aren't much differences between K&R2 and ANSI.

The exact minimum and maximum values of all these types can be found in limits.h.

Bye, Hans Wessels

4331. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852476170@p24.f101.n323.z205.mbh.org>
Source record: 7875

Guy Harrison wrote:

> Hmm, I think my strtok() is buggy. Given this string ...
>
> Anybody got some source for one?

Yep, I have one. It comes with a complete unix string library, that is all ANSI string functions plus some extra like strend(). The library is under GNU licence so no problems with copying it including the source. It comes with all functions in C, discription of those functions and a 68000 assembley optimized (by me) version of most of the functions. In the library is also an complete printf() function with al its diveratives and called functions (and it are less than 42 in this library, especially if you use the assembley optimized version, because most called functions like strlen are included in the source for the sake of speed).

The library is about 2Mb, but this includes all documentation. I can pack it down to a 340 kb file. I can mail it to you if you like.

bye, Hans Wessels

4332. Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25826_SSweet@mettav.demon.co.uk>
Source record: 7876

FROM: SSweet@mettav.demon.co.uk
SUBJ: Cookie jar patch program

k> I'm looking for a patch program that will retro fit my 520ST with the
k> system cookie jar so I can run STiC and AtarIRC etc. where can I find
k> such a program? Any help is great as I am a PC man (yes, yes, I know, kill
k> me later) and don't know much about the world of Atari. Thanks much!

Look for a prog called JARxxx, best to do a search on JAR*.*

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Borg Moderator: your Topic is irrelevant.
--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4333. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: dlord@gte.net
Message-ID: <5aoo3c$fc7$1@news4.gte.net>
Source record: 7877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron Pothier" <falken@tstonramp.com> says:

>Toad recognizes this fact and sells their stuff as real computers. They
>also stand behind their sales if something goes wrong. Toad currently sells
>a 1 meg 1040 for $199 and thats a very good and realistic price, but if a
>guy advertised one here for sale as an owner looking to sell his stuff,
>most of you would say thats too much for a 1040. SO admit it folks, either
>you have real computers or nintendos for sale in this group. I say that
>Atari made real computers and I bought them as such and will sell them as
>such when the time comes.

I need to correct you in that you may TRY to sell your Atari for any price you wish to ask for, but finding a sucker to pay it is another matter altogether. I can go to local electronic discount resellers(USED) and find 1040ST computers stacked in bins for $30 to $50 each depending on condition. If you purchased your computer thinking it would hold its value like a fine collectable, you are VERY mistaken. Computers lose their value almost as fast as the ice-cream cone you purchase from a street-side vendor on a HOT summer day. If I constantly thought about what I have paid for hardware and what its worth now. I would NEVER buy another computer again...

4334. Re: new progamming site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cfdf59.16907286@news.airtime.co.uk>
Source record: 7878

On 5 Jan 1997 15:36:12 GMT, "Ryan Rife" <rife2676@alpha.esper.com>
wrote:

>New progamming site (recently updated):
>http://www.geocities.com/siliconvalley/6223/

Does this mean we are getting visual basic for the atari?...

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4335. PC 68000/80x86 hybrid Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: dave@flavious.prestel.co.uk
Message-ID: <32cffecc.13992629@news.prestel.co.uk>
Source record: 7879
Cross-posted to: comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

```
Crossfire
PC 80x86/68000 hybrid Macro Assembler

If you want a 68k assembler or pine for the 68k chip then read this

A friend has written an assembler called 'Crossfire' which supports
both 680xx and a modified form of 8086 (actually 80386). It needs a
386 minimum but I guess thats no problem these days.

With output both for 68k and 80x86 - its goal was two fold:-

1) To allow you to write 68k programs using a PC for running on a 68k
machine - (NOTE: It does not allow you to run them on a PC) The
pattern was DEVPAC which it now surpasses IMHO.

2) To write 68K alike programs on the PC. Using predominantly 68k
instructions and address modes, but 80x86 registers it is very
similar to writing 68k code especially PMODE code (which is the
preferred method)

; a nonsence example (and the .X's are not necessary - just habit)

move.l [esi],eax
lsl.l #1,eax
move.l eax,[edi]
add.l #4,edi ; no post increment (YET!)
swap ebx 'pseudo op'
clr.w bx 'pseudo op'
tst.w ax 'pseudo op'
beq.s .skip
not.l eax
.skip bsr fred
rts

That is not to say that a 80x86 programmer would be lost using
Crossfire.
It is not all things to all men - the dedicated 80x86 programmer would
perhaps not appreciate some of the features. If you have 68k'ed at
one time and perhaps pine for those times this could be for you, or
maybe not - the extra modes, instructions and methods are optional
- you can even mix styles, though as you can imagine this looks rather
messy.

NOTE: I will not dwell on the basic 68k mode - it's just that - more
than a match for most. Suffice that it has Nested Macros, INCLUDE,
```

INCBIN, local labels, string handling, opcode overides, repeat loops,
conditional assembly etc....

It is modified in the respect that it is geared for the 680xx
programmer wanting to write 80x86.

Some of the more important features are:

* allows operand reversal (for 68k alike):-

Conventional 8086 mov al,5
reversed 8086 mov 5,al

* allows 68k instructions

'MOVE' as well as 'MOV'
'Bcc' as well as 'Jcc'
+ many others

* optional pseudo instructions + address modes

'CLR.W [eax]'
'TST.B DL
'MOVE.B 3[ESI],2[EDI]'
'SWAP'

* Uses .B/.W/.L/.D rather than byte_ptr word_ptr etc

'ADD.W #$1000,AX'
'OR.L #$101010,EDX'

* immediate numbers specification preceded with #

'MOVE #$20,AL'
'MOVE.B #$40,AL' NOTE .B suffix optional

What follows is the beginning of part of the docs written by Paz just
to give
you a little more.

CrossFire Assembler, By Mark Parry
80x86.DOC

This document explains the Intel 80x86 processors/instruction set from
the perspective of a Motorola 680x0 programmer. It is not a intended
as a complete guide to programming the 80x86 range of processors. You

should also look at the document "FILETYPE.DOC" to see how various
output file formats are supported, especially for types ".COM",
".EXE", ".SYS" and ".EXL".

Introduction

The reason for CrossFire? Originally, I wanted to write a 680x0 assembler on the PC, to take advantage of the much faster processor speed. I could of probably have coped with the annoying quirks of PC assemblers, but I could just not get my head around the opposite syntax of the instructions. For this reason, I had to write an 80x86 assembler that I could work with. CrossFire's version of 80x86 is as close to 680x0 as I could make it.

Example: store value (41 hex) in memory on different assemblers

MOV BYTE PTR [BX],41h TASM/MASM/etc.
MOV.B [BX],41h XFire 80x86 (normal syntax)
MOVE.B [BX],#$41 XFire 80x86 (normal syntax)

MOVE.B #$41,[BX] XFire 80x86 (reverse syntax)
MOVE.B #$41,(A0) XFire 680x0

Being used to programming the 68000, it was a major culture shock switching to the 80x86. The assemblers do not help, they seem to be lumbered with a lot of unnecessary and awkward features.

I don't like having to keep modifying segment registers. Earlier versions of the assembler had to, and it was a nightmare. To try to make life easier for myself, I now program the 80x86 in one of two ways;

If all the code, data and buffers will fit in 64k, I can write the program in a 16-bit segment. ('.COM')

If code, data and buffers will not fit in 64k, or I need to use expanded memory, I will use a DOS extender and write the program in a 32-bit segment. I now tend to write all programs using this method,as I have a library of routines that handle memory, input, output and files. The DOS extender seems very stable, and works under DPMI, VCPI and XMS. ('.EXE')

A 32-bit segment works similar to the 68000. With reverse syntax and the equivalent instructions (the branches, set conditionally, shifts, CLR, TST, SWAP, etc.) 80386 code can look remarkably similar to 68000.

I find 68000 branches, set conditionally and shifts more logical, and CLR, TST and SWAP make source code more readable. Using MOVE/MULU/MULS/DIVU/DIVS/ADDX/SUBX/JSR/EOR/EXG instead of MOV/MUL/IMUL/DIV/IDIV/ADC/SBB/CALL/XOR/XCHG are just a matter of preference.

BTST, BCHG, BCLR and BSET (only with an immediate bit number) have been included from before 80386- instructions were added. However, I still only use BT, BTC, BTR and BTS if I use a bit field or a register bit number. xBCHG, xBCLR and xBSET are included because they take less

than half the bytes of BCHG, BCLR and BSET (but they do not set the flags properly). xBTST is included for parity.

Use of the extra instructions is optional, all of the 80x86 instructions can still be used (I like having the choice). However, BSR (bit scan reverse) and LSL (load segment limit) have been renamed (@BSR and @LSL), because of the 680x0 instructions BSR (branch to subroutine) and LSL (logical shift left). BTTST (BT), BTCLR (BTR), BTCHG (BTC), BTSET (BTS), BTSF (BSF) and BTSR (@BSR) were added because I prefer the syntax.

I tried to make the assembler as flexible as possible. There are a lot of duplicate instructions, and the same address mode can be specified in a number of ways. There are a lot of ways to do the same thing, for example :-

```
LODSD = LODS.D = LODSL = LODS.L
[BX] = (BX)
CS:[BX] = CS:(BX) = [CS:BX] = (CS:BX)
offset[address] = [offset,address] = [offset+address]
$12 = 12h = 12xh
$ABCD = 0ABCDh = 0ABCDxh
%100 = 100b = 100xb
```

Although the assembler will recognize round brackets on 80x86 address modes, (BX) is considered the same as [BX] for example, you can only use square brackets for direct memory addressing; [100] is allowed, (100) is not. It is therefore recommended that you use only square brackets for 80x86 address modes.

Differences Between CrossFire and MASM/TASM

For the purposes of this document, MASM and TASM are considered the same.

CrossFire does not LINK.

No need to define segments.
No need to define procedures as near or far.
BYTE PTR, WORD PTR, etc. are not used (.B/.W are).

Immediate numbers need a hash (#) before them, for example :-
ADD AL,4 (MASM/TASM)
ADD AL,#4 (XFire, normal 80x86 syntax)

Label offsets are handled differently :-
MOV AX,OFFSET LABEL (MASM/TASM)

```
MOV AX,#LABEL (XFire, normal 80x86
syntax)

The way you define a label on MASM/TASM affects the way it is used,
example:-

(MASM/TASM)
LABEL DB 0
MOV LABEL,1 move byte to LABEL

LABEL DW 0
MOV LABEL,1 move word to LABEL

MOV BYTE PTR LABEL,1 override LABEL type,
move byte
MOV WORD PTR LABEL,1 override LABEL type,
move word

(XFire, normal 80x86 syntax)
MOV.B [LABEL],#1 move byte to LABEL
MOV.W [LABEL],#1 move word to LABEL

- The file continues...........
--------------------------------------------------------------------------------

Now the thing is with all this is :-

The assembler is very much finished in the sense that we use it all
the time, but more output filetypes and features could be added but
as yet we don't have any use for them. Constant use means fewer (if
any) bugs and many improvements - this is not just an end user
product.Its a ongoing production tool. If you can provide the
technical reference for filetypes or features - within reason these
can perhaps be added.

We use Pmode by Thomas Pytel (aka TRAN - thanks TRAN) which has been
converted to our hybrid format for ease of use and modification, as
our dos extender together with a pretty extensive pmode Dos call
library. This will be supplied too.

I think that a fair few people would be interested in it, he does not.
Hence the DOCs are not finished because he can't be bothered, he does
however have a working evaluation copy running (limited source
capacity). Okay okay so its crippled, but given the measly amout he
wants for registration I think this is fair.

Penciled in is a provisional registration fee of only £10
(UK pounds about $17.50 US) or £25 including the full source code.
Thisis only provisional - but no way is it not going to cost you $40
or more like some s/w apps.

Maybe some mail will arouse his interest again so:-

IF YOU HAVE ANY INTEREST IN CROSSFIRE - MAIL ME @
```

dave@flavious.prestel.co.uk

Note this is a quick lashup excuse spelling.

4336. Re: new progamming site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Digital Anarchy <digital_anarchy@corpcomm.net>
Message-ID: <digital_anarchy-0501971519540001@fgo3-a39.corpcomm.net>
Source record: 7880
Cross-posted to: comp.lang.java.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.codewarrior,comp.sys.mac.programmer.games,comp.sys.mac.programmer.help

In article <01bbf59e35995620d00447cc@ryanrife>, "Ryan Rife"
<rife2676@alpha.esper.com> wrote:

>New progamming site (recently updated):
>http://www.geocities.com/siliconvalley/6223/

this is a Visual Basic site.....Not a CodeWarrior related site......

DA

4337. 256 colors on the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <x3NWkn9.greg_evans@delphi.com>
Source record: 7881

I am not a GEM programmer so I am asking this question, partly out of ignorance and partly out of frustration.

Why do programs which work fine i 16 color mode have problems or refuse to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs but can't display the graphics. SARA runs but refuse to display images. WICOPAGE (an icon displayer) says "sorry I can run in 256 colors". Why does a program have a hard time when it has _more_ colors than it needs? Why not just use the 16 colors it wants to use and just ignore the rest? What am I missing?

Greg

4338. atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: avrisham@beitza.jct.ac.il
Message-ID: <5apdjb$6hv@news.huji.ac.il>
Source record: 7882

BE'EZRAT HA'SHEM, WITH GOD'S HELP.

HELLO.
Can someone please tell me : is there a way to transfer file from
atari to pc & how ?

THANK U VERY MUTCH IN ADVANCE.

SORY FOR THE POOR ENGLISH.

ODED AVRISHAMI.

avrisham@avoda.jct.ac.il

4339. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <EWV1IBAqjD0yEwBK@thegibsons.demon.co.uk>
Source record: 7883

In article <19970105091200.EAA17672@ladder01.news.aol.com>, RDupuy5596
<rdupuy5596@aol.com> writes
>Because of America Online, I cannot even send one full page before I get
>disconnected. So here is the chart that, otherwise, would have been on
>page 2 of C Tutorial Lesson 4:

I'd be thinking about another ISP if I were you :(, sounds like a
really bad service.

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

4340. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHAFUP@alkor.sax.de>
Source record: 7884

In <32cda103.48778753@news.airtime.co.uk> Tony Greenwood wrote:

>[...]
> BTW Hans, would you know what "Intercon96" is?, I just today recieved
>a German diskmagazine, there is a great review of Heartland and the
>reviewer says he first saw the game at the "Intercon96", I/we have no
>idea what this is? is it German? any ideas please?

"InterCon Autumn '96" was a demo group convention organized by INTER, TSCC
and NEW TREND (german falcon demo coder groups) hold 1.-3. November 1996.

--
Email: haase@alkor.sax.de

4341. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHALUP@alkor.sax.de>
Source record: 7885

In <32cb9248.923436@news.airtime.co.uk> Tony Greenwood wrote:

>On Thu, 02 Jan 1997 02:16:38 +0100, haase@alkor.sax.de (Uwe Haase)
>wrote:

>>Please have a look at this posting in maus.sys.atari.software:
>
>>Subject: Auswertung: Wer hat was zu Hause?
>>Message-ID: <199612281710.a25767@w2.maus.de>
>>
>>It's the result of a opinion poll in December 1996 in the german atari news
>>groups. It's not representative, but you would be impressed...
>
> EERM WHERE?? I can't see it? did you forget to include it ????

This is a large posting in a german news group. I won't confuse all readers
of c.s.a.programmer with a german text. If your newsreader is able to search
for a message-ID, the infos above should be enough.
If your newsreader is unable to catch the posting (maybe its already deleted)
you can use DejaNews:

http://www.dejanews.com

Please enter "Rainer Wiesenfeller Auswertung TOS" (without quotation marks)
as search string.

Remark: All hardware listed in the opinion poll must be used with atari
TOS compatible software. Each 'X' stands for one of the 85 votes.

>>As you know, I tested your recently made games, they are good for atari
>>machines designed in 1983, not for the newer, designed in 1988...
>> ^ first ST ^ first TT
>
> Ho don't be so childish, MORE people own ATARI machines you call old,
>ie: STFM STe models than own TT, a LOT more, My software also works on
>the Falcon...but you like to ignore that, you prefer to keep going on
>about the TT, I say it will be supported in my next release,

Look into this posting, must of them own a TT... :-)

--
Email: haase@alkor.sax.de

4342. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHAOUP@alkor.sax.de>
Source record: 7886

In <32cb986b.2494707@news.airtime.co.uk> Tony Greenwood wrote:

>On Thu, 02 Jan 1997 02:18:28 +0100, haase@alkor.sax.de (Uwe Haase)
>wrote:
>
>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
>
>TARGA (TGA) 24bit true colour graphics,

Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
work in 24bit true colour graphics?

>>> the next game (according to the author of the generic fixer) will be
>>>able to work on a TT, it will also work on a falcon without the use of
>>>backwards, by having code inserted that will set the machines to 8mhz
>>>and atari st low :)
>
>>Ohh! I'm very interested in that nice piece of software that can turn a
>>TT to 8 MHz, because it's impossible to do that without soldering and
>
> so would I? please re-read the above, take a deep breath then
>apologise....I do not say it changes the TT, at least your mistakes
>are consistant?....ie: all of them hahaha

Let's have a look: ... a TT... ...a falcon... ...will set the machines...
that's one machine, another one, both machines ^

OK. I know what you like to say. And you see why I missunderstood you?

BUT: Why don't you use the higher power of these machines to make more
redraws or so? Why do you want to kick them back to 8 MHz?

--
Email: haase@alkor.sax.de

4343. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHARUP@alkor.sax.de>
Source record: 7887

In <32cb9996.2793204@news.airtime.co.uk> Tony Greenwood wrote:

>>> YES!....Give us a new TOS version and it will be fixed for it just
>>>like all the rest have ?
>>[...]
>
>>That sounds that you can fix the STOS compiler to produce working code
>>for newer TOS versions.
>
> Not by me, I can only program in BASIC, I do not make the fixers, but
>simply quote what the fixers authors claim?
>
>>Now here's the question: Can you or can't you fix it?
>
> I cannot, the authors of the fixers say that if a user of any tos
>version will spend 5 minutes helping them then they can fix for any
>tos, including madusa and hades....chew on that!!!!!

But it sounds that you are very very sure that it can be done. Now you
say that somebody else have told you that it should be possible, if someone
else helps him. Please make a difference between hearsay (you hope that it
can be fixed) and proofed truth (you definatly know that it can be fixed for
all known and unknown TOS versions).

--
Email: haase@alkor.sax.de

4344. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHAUUP@alkor.sax.de>
Source record: 7888

In <32cc195a.23919906@news.airtime.co.uk> Tony Greenwood wrote:

> what else is there?...ho yeagh, madusa and hades..hmmmm

And much other machines/emulators too...

>
>>stick to ST arcade games:
>>Assembley is best
>>C is good
>>STOS comes right here
>>Put here all other basics
>
> Well after seeing what YOU accomplished with C then I would now agree
>with the above, this of course means Uwe will instantly quote me

Yes, I qoute you Tony, and I agree with the above...

>saying I said different last week :(

As long as you don't say that you never said that STOS is better than C
for making arcade games, I won't proceed against you... ;)

> But the above now looks about right to me,

We win, we win!

[...]
> So your average C user could not have made your version of
>heartland?, that tells us a lot doesn't it?, we are then back to given
>the choice, then STOS would be the language to choose, I have a
>feeling a program like that would scare the hell out of MOST c
>programers:)

But you can show us other STOS games at the same quality level as heartland
made by other STOS programmers in 1996?

--
Email: haase@alkor.sax.de

4345. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HAFWFHAXUP@alkor.sax.de>
Source record: 7889

In <32CE1B00.5DCB@netcomuk.co.uk> Anthony Jacques wrote:

>> That sounds that you can't fix the STOS compiler to produce working code
>> for newer TOS versions. (I know from earlier postings that you own
>> MagiC for your ST and Gemulator and a MagiC PC demo.)
>
>Right... as of 45mins ago it can probably be fixed for all true Atari
>versions of TOS. I will add Magic code soon, hopefully...
>
>Now, discounting this new (currently unreleased) version of the
>interpreter/compiler, I shall explain...
>
>The reason STOS doesn't work with Magic is simply because magic needs
>a different set of values in the table of addresses. Obvious. Now,
>STOS doesn't know about magic (written before it was released), and
>so only checks the TOS version - not the AES version. Thus, a Magic
>based machine appears to be the TOS version of the original TOS.
>(definately true for Magic 2 - it returned 1.62 on an STE when tested.)

Hhmm. In which way do you request the OS version?
Looking at $FC0000 or $E00000? Why don't you use _sysbase at $4F2?
If I boot up MagiC 2 on TOS 1.04 and look at $FC0002 I get $0104,
if I look to the OSHEADER structure pointed in _sysbase, I get $0200,
date 10.08.1993. That's the same like it shows you the GENERAL.CPX.
This method (using _sysbase) does also work with image files.

(If you need a source code, I will post it, it's 2 KByte C code including
comments...)

>This makes it impossible to have values for both Magic and TOS in
>the same table - the same OS version.

Look above...

>Now, the reason that STOS doesn't work with TOS images is due to the
>VERY wierd way that STOS found the OS version. This is now fixed in
>my latest compiler mods, so hopefully this problem is resolved. (yet
>to be tested). There may also be problems with the contents of the
>tables - I'm looking into these...

>> Now here's the question: Can you or can't you fix it?
>
>Yes. Not necessarily in a way that it will work with all OS's at once
>(without my new code), and definately not with image files...
>
>> A much more important point: _WHY_ must you patch the STOS compiler?

>
>Good question... someone thought that it would be a good idea to have
>a table which had offsets (?) to certain frequently used routines
>and addresses so that they could easily be found by each different
>module. (STOS is written in a VERY modular way... Dynamic linking,
>effectively... not bad fo 1987)

What certain frequently used routines and addresses are used by STOS?
Why not divert them to a documented way to access the OS? (I mean the
trap routines of definatly all atari TOS versions.)

"Using the OS version number to determine the location of undocumented
variables is not acceptable. You have been warned."
(Pexec-Cookbook, Atari Corporation, 19.03.1991)

Greetings,
Uwe.

--
Email: haase@alkor.sax.de

4346. Re: STOS 1997 new thread

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cfa287.1334726@news.airtime.co.uk>
Source record: 7890

On Sun, 5 Jan 1997 01:40:43 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>Hi Tony !

snip

>>>I think that using size 3 needles, I can knit a better jumper with an

snip

>Better not really get started, eh ?!

chicken!.....<smile>

>Happy New Year !

and yourself :)

Cheers.....!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4347. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852476874_OASIS_@swampdog.demon.co.uk>
Source record: 7891

In article <678_9701041141@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>g > p = strtok(s,"|");
>g > while (p) p = strtok(NULL,"|");
>
>I'm not sure what strtok(NULL,"|") is supposed to do (other than
>cause a two bomb error). This usage is certainly not in my ANSI C
>reference.

char* strtok(char* s1, char* s2)

strtok has an internal static pointer which it uses to keep track of
the remainder of s1. When you pass s1 as non NULL it initialises this
pointer. Subsequent calls with s1=NULL cause it to use the internal
pointer. That was a (general) summary of my docs. Another thing my
strtok does, is scribble nul chars over the string. Any mention of
this in ansi? I guess the only other possible mechanism would be this? ...

p = strtok(s,"|");
while (p) p = strtok(p,"|");

>However, it works fine with Pure C, stopping at the right spot.

Wierd! My strtok is from Mark Williams C which is mostly K&R but was
moving toward ansi as best it could, considering the standard was not
finalised.

I'm beginning to suspect the mechanism has changed and that I have the
old mechanism. In addition, it appears to be buggy as well!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4348. playing samples on ST/F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5app7l$c0nu_002@news.ti.com>
Source record: 7793

Is there any good documentation on how to play samples on the ST/STE/F030/TT?
I have read my Compendium but still don't have a good idea of doing it, it
states that the ST range have hardware to play sound samples. There are WAV,
AVR, SND format of sound samples. So which format does the ST understand?

Appreciates any help to understand this.

Thanks
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

4349. ! MASS POST Was Here! (OhENpP)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Ones-And-Zeros@prodigy.net
Message-ID: <5aq356$3no6@usenet1y.prodigy.net>
Source record: 7794

```
MASS POST--the program by Ones and Zeros--has been used to send this message
to thousands of newsgroups.

(OhENpP)
```

4350. Re: Programming and Magic PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D0BCC4.167EB0E7@etlxdmx.ericsson.se>
Source record: 7795

Drew Gibson wrote:
>
> I was wondering if any of you good Atarians have any experience of
> programming the 'Atari Way' using Magic PC. The reason I ask is that

> snip

> The software I'm interested in (for programming anyway) is :-
>
> Lattive C 5.52
> Personal Pascal 2.05 (using Everest as the editor)
>
Don't know about MagiC PC but certainly both Lattice C 5.6 and Everest
work fine on my Falcon under MagiC 5. Theoretically this means that they
should work under MagiC PC too.

Regards
Martyn

4351. Re: Standards for programming in GEM??

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D0BF53.2781E494@etlxdmx.ericsson.se>
Source record: 7796

rog wrote:
>
> quality C compiler for the STs was the Lattice C compiler. I think
> Michtron was handling that one last I looked.

Depends where you are. Hi-Soft handle it in the UK. Of course, first you
have to persuade them to talk to you....

Regards
Martyn

4352. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0d23d.4274136@news.airtime.co.uk>
Source record: 7797

On Sun, 05 Jan 1997 22:48:30 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Now here's the question: Can you or can't you fix it?
>>
>> I cannot, the authors of the fixers say that if a user of any tos
>>version will spend 5 minutes helping them then they can fix for any
>>tos, including madusa and hades....chew on that!!!!!
>
>But it sounds that you are very very sure that it can be done. Now you
>say that somebody else have told you that it should be possible, if someone
>else helps him. Please make a difference between hearsay (you hope that it
>can be fixed) and proofed truth (you definatly know that it can be fixed for
>all known and unknown TOS versions).

There is another posting in this thread from the author of the Generic
fixer, that should answer all compatability queries, it can and will
be done, see for yourself,

That's another attempt to try and "trip me up" from my own words just
gone down the drain,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4353. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0ceef.3427744@news.airtime.co.uk>
Source record: 7798

On Sun, 05 Jan 1997 23:04:44 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>> BTW Hans, would you know what "Intercon96" is?, I just today recieved

>"InterCon Autumn '96" was a demo group convention organized by INTER, TSCC
>and NEW TREND (german falcon demo coder groups) hold 1.-3. November 1996.

Thanks Uwe :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4354. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0cf90.3588659@news.airtime.co.uk>
Source record: 7799

On Sun, 05 Jan 1997 23:28:22 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>As you know, I tested your recently made games, they are good for atari
>>>machines designed in 1983, not for the newer, designed in 1988...
>>> ^ first ST ^ first TT

>> Ho don't be so childish, MORE people own ATARI machines you call old,
>>ie: STFM STe models than own TT, a LOT more, My software also works on

>Look into this posting, must of them own a TT... :-)

hahaha You are not seriously suggesting that TT owners are in the
majority, hahaha thats a wild thing to say :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4355. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0d25b.4303883@news.airtime.co.uk>
Source record: 7800

On Sun, 05 Jan 1997 23:37:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it
>>
>>TARGA (TGA) 24bit true colour graphics,
>
>Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
>work in 24bit true colour graphics?

This is the question?, I only own a standard STe, maybe a STOS using
Falcon owner can answer that, but from what I am lead to believe, YES,
but for crying out please don't quote me as I am not sure,

>> so would I? please re-read the above, take a deep breath then
>>apologise....I do not say it changes the TT, at least your mistakes
>>are consistant?....ie: all of them hahaha
>
>Let's have a look: ... a TT... ...a falcon... ...will set the machines...
> that's one machine, another one, both machines ^
>
>OK. I know what you like to say. And you see why I missunderstood you?

Ho stop crying....:)

>BUT: Why don't you use the higher power of these machines to make more
>redraws or so? Why do you want to kick them back to 8 MHz?

Ho thats easy...because I havn't got one to test on, getting other
people to test for program compatability is good, but when something
may work differently, at a different speed or have something enhanced
or added, then I refuse to make such a thing without first seeing it
myself,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4356. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0d28d.4354065@news.airtime.co.uk>
Source record: 7801

On Sun, 05 Jan 1997 23:37:28 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>>>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

>>TARGA (TGA) 24bit true colour graphics,

>Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
>work in 24bit true colour graphics?

hmmm now I think about it ..yes!, if the picture displays then it can
be used in a game, that simple.......

If you had read the STOS FAQ then you would have known STOS can
handle 24bit true colour, maybe then you would not have looked like a
fool telling everyone in this group that it could not, you did not
ask, you told everyone it could not, tut tut tut

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4357. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0cdc6.3130058@news.airtime.co.uk>
Source record: 7802

On Sun, 05 Jan 1997 22:59:00 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

>> Well after seeing what YOU accomplished with C then I would now agree
>>with the above, this of course means Uwe will instantly quote me
>
>Yes, I qoute you Tony, and I agree with the above...

Well no suprise there!

>>saying I said different last week :(

>As long as you don't say that you never said that STOS is better than C
>for making arcade games, I won't proceed against you... ;)

Who are you, the group policeman?

>> But the above now looks about right to me,

>We win, we win!

Who the hell is WE?...actualy the thread is best BASIC or C to choose
to make a game, I said C can do a better job, if you look at my other
postings (as I am sure you will) then you will see that I also state
that it would still not be the best choice , I also state my reasons
for claiming this......But you just quote what you want to make you
look good :(

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4358. Re: 256 colors on the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <177cd$1430.3d4@HERMES>
Source record: 7803

greg_evans@delphi.com wrote:
> I am not a GEM programmer so I am asking this question, partly out of
> ignorance and partly out of frustration.
>
> Why do programs which work fine i 16 color mode have problems or refuse
> to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs
> but can't display the graphics. SARA runs but refuse to display
> images. WICOPAGE (an icon displayer) says "sorry I can run in 256
> colors". Why does a program have a hard time when it has _more_
> colors than it needs? Why not just use the 16 colors it wants to
> use and just ignore the rest? What am I missing?

It's known as the "Calamus mentality".

This translates roughly into "I am doing everything myself, irrespective of whether the hardware already has the functionality".

It is also a hangover from the old days when you essentially had to program the hardware directly for speed (as the system code was usually too slow or buggy to rely upon), or added functionality in your app), and any hardware which differed from what was known when the app was written was deemed "unsuitable".

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4359. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852558428_OASIS_@swampdog.demon.co.uk>
Source record: 7804

In article <852476170@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > Hmm, I think my strtok() is buggy. Given this string ...
> >
> > Anybody got some source for one?
>
>Yep, I have one. It comes with a complete unix string library, that is
>all ANSI string functions plus some extra like strend(). The library
>is under GNU licence so no problems with copying it including the
>source. It comes with all functions in C, discription of those
>functions and a 68000 assembley optimized (by me) version of most of
>the functions. In the library is also an complete printf() function
>with al its diveratives and called functions (and it are less than 42
>in this library, especially if you use the assembley optimized
>version, because most called functions like strlen are included in the
>source for the sake of speed).
>
>The library is about 2Mb, but this includes all documentation. I can
>pack it down to a 340 kb file. I can mail it to you if you like.

Yes please, that would be very handy indeed! :-))

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4360. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852558810_OASIS_@swampdog.demon.co.uk>
Source record: 7805

In article <852480627@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>rdupuy5596@aol.com wrote:
>
> > Variable type | Keyword | Memory Useage | Use
> >
> > integer | int | 2 bytes | Whole numbers
> > | -32,768 to
> > | +32,768
>
>Ho, stop, now we are in compiler specific things. Time to grap the ANSI
>standard and correct a few things.
>
>An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use
>32 bit ints.
>
> > long integer | long | 4 bytes | Whole numbers
> > | -2,147,483,648 to
> > | +2,147,483,648
>
>Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64
>bit on a Alpha processor.
>
> > floating point | float | 4 bytes | Measured values
> > | +/- 10E38
> > | 6 digits of precision
> >
> > double float | double | 8 bytes | Measured values
> > | +/- 10E308
> > |15 digits of precision
>
>Same thing here. In Pure C floats and doubles are the same thing. The minimum
>number of digits of a double is 10. The minimum value of a float or double is at
>least 10E-37, the maximum value is at least 10E37
>
> > character | char | 1 byte | non numeric values
> > | -128 to 127
>
>Compiler specific, some compilers use unsigned chars by default, other use
>signed chars by default.
>
>All quoted values come from my copy of K&R2, not from the real ANSI standard,
>but there aren't much differences between K&R2 and ANSI.

>
>The exact minimum and maximum values of all these types can be found in
>limits.h.

Yep Hans, I wondered if I ought to say anything myself - guess I
should have but I couldn't think how to say it in non technical terms
yesterday! Here's today's effort ;-) ...

Firstly, people ought to check with their compiler manual. Like any
language, there is no guarantee a particular datatype on one compiler
uses the same amount of space as the next compiler. 'C' tries to help
with this by having certain rules. Basically, the fundamental unit of
storage is 'char' - all other datatypes use x amount of 'char' for
storage. You can also assume this ...

'short' always uses the same or more space as 'char'.
'long' always uses the same or more space as 'short'.
'int' is either 'short' or 'long' - see your compiler docs for which.

There is a function to help deal with this called sizeof(). It returns
the number of 'char' units required to store the datatype, even ones
you make up yourself. Thus sizeof(char) is always 1, sizeof(short) is
always >= sizeof(char), and sizeof(long) is always >= sizeof(short).

There's still a problem. We do not know how big a 'char' is. This gets
into the realm of portability - a complex and vague issue so I'll be
atari specific now ...

sizeof(char) = 1 byte.
sizeof(short) = 2 bytes.
sizeof(long) = 4 bytes.
sizeof(int) = either 2 or 4 bytes.

This little program will tell you how many bytes an 'int' needs in
its signed and unsigned states ...

```
main()
{
printf("6\n",sizeof(signed int));
printf("6\n",sizeof(unsigned int));
}
```

In almost all cases there will be no problem - the compiler will sort
it out for you. Those of you with K&R compilers will have to be a
little more careful though because the compiler cannot tell if you are
passing garbage between functions.

One area to keep an eye on is printf() and similar functions like
fprintf() and sprintf(). A common cause of error is something like
this ...

```
main()
{long l =5;
```

```
printf("6\n",l);
}
```

Now, this may or may not work depending on your compiler *but* in
either case it _is_ 'broken'. There are three fixes ...

```
/* if you really wanted to print a long */
main()
{long l =5;

printf("6\n",l);
----------^------------ long decimal
}

/* if you really wanted to print an int */
main()
{int l =5;
-^^^------------------- declare it properly
printf("6\n",l):
}

/* if you want a long printed as an int */
main()
{long l =5;

printf("6\n",(int)l);
---------------^^^^^--- forces the compiler to convert it
}
```

See, just shows how powerful 'C' is - three ways to fix two lines of
code! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4361. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32D1CF79.228@netcomuk.co.uk>
Source record: 7806

Uwe Haase wrote:
> >>Can you use up to 16.7 mill colors in your STOS games? No? But you can do it

16.8mil, surely? 16.777mil should be rounded up...

> >TARGA (TGA) 24bit true colour graphics,
>
> Hhmm, and the story is??? Can you make (in theory) a game using STOS, that
> work in 24bit true colour graphics?

No, just a little confusion.

My STOS Falcon extension will load 24-bit TGA images, however they are
converted down to 16-bit for display with standard Falcon hardware. There
is no reason why you couldn't write a routine that would do something simular
to the Apex file viewers from Doug Little to display in 24-bit though.

Anthony

--
--+--------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
--+--------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
--+--------------------------

4362. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32D1CE20.1782@netcomuk.co.uk>
Source record: 7807

Uwe Haase wrote:
>
> In <32CE1B00.5DCB@netcomuk.co.uk> Anthony Jacques wrote:
>
> >> That sounds that you can't fix the STOS compiler to produce working code
> >> for newer TOS versions. (I know from earlier postings that you own
> >> MagiC for your ST and Gemulator and a MagiC PC demo.)
> > >
> > >Right... as of 45mins ago it can probably be fixed for all true Atari
> > >versions of TOS. I will add Magic code soon, hopefully...
> > >
> > >Now, discounting this new (currently unreleased) version of the
> > >interpreter/compiler, I shall explain...
> > >
> > >The reason STOS doesn't work with Magic is simply because magic needs
> > >a different set of values in the table of addresses. Obvious. Now,
> > >STOS doesn't know about magic (written before it was released), and
> > >so only checks the TOS version - not the AES version. Thus, a Magic
> > >based machine appears to be the TOS version of the original TOS.
> > >(definately true for Magic 2 - it returned 1.62 on an STE when tested.)
>
> Hhmm. In which way do you request the OS version?
> Looking at $FC0000 or $E00000? Why don't you use _sysbase at $4F2?

Ah, but its not /me/. Well, it is now. STOS wasn't written by me,
and the original authors chose to do it the bad way ($FC0000/E00000).
My new version 2.07 which has just been started in beta testing
has had this modified to use _sysbase (I was shocked they weren't
using this). This has been tested on the GEMulator demo with image
files, and seems to work (a couple of minor bugs still to be ironed
out)

> If I boot up MagiC 2 on TOS 1.04 and look at $FC0002 I get $0104,
> if I look to the OSHEADER structure pointed in _sysbase, I get $0200,
> date 10.08.1993. That's the same like it shows you the GENERAL.CPX.
> This method (using _sysbase) does also work with image files.

Oh? I was told this doesn't work... in that case, Magic can now be
done... :)

BTW I dont have any versions of Magic, so this is all second hand
info.

> What certain frequently used routines and addresses are used by STOS?

things like the address of the ikbd handler, line-a graphics routines
and others. Get STOS Fix 2.7/3.0 and it will list all of the routines
it looks for, and the addresses found for your OS.

> Why not divert them to a documented way to access the OS? (I mean the
> trap routines of definatly all atari TOS versions.)

Yea, could do this. I am investigating ways of removing the TOS table,
but not just yet...

> "Using the OS version number to determine the location of undocumented
> variables is not acceptable. You have been warned."

Yea, I know. Looking for AES 4.0 isn't good enough either for testing
for a 'new' AES. - you should use appl_ginfo (or whatever it is) under
Magic/MTOS - despite that this is documented in the Atari compendium and
others as not available until AES 4.0 (magic=3.99). Bad.

Anthony

--
--+---------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
--+---------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
--+---------------------------

4363. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32D1D27E.1822@netcomuk.co.uk>
Source record: 7808

Hans Wessels wrote:
> A table with frequently used functions and adresses is no problem, as long as
> you fill in that table at run time. The weird part about STOS is that it the
> table has to be filled in at compile time and the program is trying to find out
> which table has to be used when the program is started.

Yep.

> That's begging for problems.

Yes, I agree. However,

> As you can create new tables for STOS you seem to know exactly which
> adresses are needed.

Well, actually I am using a (clean GEM based) program that another STOS
hacker wrote a while back. I have no contact for him, and I believe that
he has left the Atari without distributing his source.

> Can't you patch STOS in such a way that the table is filled
> in at runtime?

Not with the routines in use currently - as the routine to detect the
joystick address requires the user to move the joystick. Maybe this code
could be added for unrecognized OS versions...

> So when the program is started first your code is filling the
> tables with the right adresses and after that starting the rest of
> the program?

Yea, I will investigate if this is possible once I have got a couple of
other things sorted. (btw. STOS 2.07 will not corrupt the screen upon
exiting to a Falcon screenmode, so STOS can now be run from 640x480x256
without problems - no need to switch to ST-Low)

Anthony

--
--+--------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
--+--------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
--+--------------------------

4364. Re: playing samples on ST/F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32D1D4D7.581D@netcomuk.co.uk>
Source record: 7809

William Wong wrote:
>
> Is there any good documentation on how to play samples on the ST/STE/F030/TT?

You have it - the compendium. If you are writing a nice clean app, then use WavePlay(), and insist they have SAM isntalled. On a Falcon you can use the OS calls - see my WWW pages for info on this. On an STe/TT you'll have to access the hardware registers directly.

> I have read my Compendium but still don't have a good idea of doing it, it
> states that the ST range have hardware to play sound samples.

The original ST[f|m|fm] doesn't really have sample playback ability - it can be done, but is quite tricky. Use STe and above hardware as a minimum IMO.

> There are WAV,
> AVR, SND format of sound samples. So which format does the ST understand?

Tbere is no major diference between the above formats. The main difference is approx. the first 128 bytes - ie. the header info. The actually sample data is stored in the same way (almost) - just the header (ie. the bit which gives the sample name, frequency, midi note etc.) is different.

The ST doesn't 'understand' any of format. If you interpret the header correctly then you can simply set up sample hardware to play the actual sample data.

That wasn't a terribly good/consise description, but I hope it helped a little.

Anthony

--
--+--------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
--+--------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
--+--------------------------

4365. C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <012_9701061642@conchbbs.com>
Source record: 7810

```
m > In Pure C floats and doubles are the same thing.

You mean doubles and long doubles are the same thing. floats are
still 4 bytes.

Even more confusing, sizeof(double) varies depending on the compiler
options. Normally, sizeof(double) == 10, but when using the FPU
sizeof(double) == 12. The accuracy doesn't change, but the FPU uses
the extra 2 bytes during it's internal operations.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4366. Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <014_9701061642@conchbbs.com>
Source record: 7811

```
S > Look for a prog called JARxxx, best to do a search on JAR*.*

Are you sure JAR is freeware?

BTW, it does more than just install a cookie jar. I believe it uses
a function pointer or trap intercept to implement additions and/or
searches. Ask Dan Wilga for details.

/* ****************************************************************
Install cookie jar
**************************************************************** */
COOKIE = $5A0 ;cookie jar pointer address
SIZE = 32 ;max number of cookies (can be anything)

TEXT
start:
pea init(PC)
move.w #38,-(A7) ;Supexec(init)
trap #14
addq.l #6,A7

clr.w -(A7)
move.l #SIZE*8,-(A7)
move.w #$31,-(A7) ;Ptermres(SIZE*8,0)
trap #1

init:
lea start-256(PC),A0 ;use basepage for cookie jar
move.l A0,COOKIE
clr.l (A0)+ ;initialize cookie jar
move.l #SIZE-1,(A0)
rts
END

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4367. strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <013_9701061642@conchbbs.com>
Source record: 7812

```
m > Time to throw away your ANSI C reference, because it is
m > certainly ANSI C.

So I gather. Are there any other string functions which use this
convention?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4368. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5arlk4$3la@nyheter.chalmers.se>
Source record: 7813

In article <852480627@p24.f101.n323.z205.mbh.org>,
Hans Wessels <mr_ni@mbh.org> wrote:
>rdupuy5596@aol.com wrote:
...
> > integer | int | 2 bytes | Whole numbers
> > | -32,768 to
> > | +32,768
>
>Ho, stop, now we are in compiler specific things. Time to grap the ANSI
>standard and correct a few things.
>
>An int is guaranteed to be 16 bit, 32 bit many compilers, like Lattice C, use
>32 bit ints.

There is, however, a switch in Lattice (and in GCC for that matter) to make
an 'int' 16 bit.
(WARNING! The Lattice C optimizer often does some incredibly stupid things
when it tries to optimize code which uses 16 bit numbers. You might even
be better off with no optimization at all...)

The range for a 16 bit (2-complement) number is -32768 to +32767, by the way.

Normally, an 'int' should be the 'natural' integer type for the machine in
question. Unfortunately, the older members of the Motorola 68k series (like
the 68000 in the STs) are only 16 bit internally (except for the registers),
while having a 32 bit instruction set architecture (ISA). This is probably
the cause for the confusing compiler differences.
(The PCs with their 80x86s have the same problem.)

> > long integer | long | 4 bytes | Whole numbers
> > | -2,147,483,648 to
> > | +2,147,483,648
>
>Same thing here, a long is at least 32 bit, bit it can also be bigger, like 64
>bit on a Alpha processor.

And again, the second range figure should end with a 7.

> > character | char | 1 byte | non numeric values

'non numeric'?
There are lots of cases where it's very useful to use characters in the
same way as any other number type. C makes no distinction.

> > | -128 to 127
>
>Compiler specific, some compilers use unsigned chars by default, other use

>signed chars by default.

And many can change that via a switch.

Also, a character may well be longer than 8 bits. You won't find any Atari compiler where that is so, though.
(I've heard of 9 bit and 64 bit character machines, but those are not something I would worry about. ;-)

By the way, you forgot to mention 'short' (perhaps not very surprising if you're using a compiler that has a 16 bit 'int' ;-).
'short' is at least 16 bit and no longer than an 'int'. On machines where the latter is 32 bit, 'short' is often 16 bit to make a more space efficient type available. It can be slower to do calculations with 'short', though.

Length of char <= short <= int <= long.

(GCC also has 'long long' which is 64 bit, but that's not standard.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4369. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5arn7j$3qp@nyheter.chalmers.se>
Source record: 7814

In article <852229266_OASIS_@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>
>Hmm, I think my strtok() is buggy. Given this string ...

What compiler are you using?
(Assuming this is happening on an Atari.)

>s = " line1 | line2][Ok | Cancel]";
>
>.. which I've broken up with *strchr(s,'[') = '\0'. Trouble is ...
>
>p = strtok(s,"|");
>while (p) p = strtok(NULL,"|");
>
>.. manages to get past the '\0' and into the "[Ok | Cancel]".

What tokens do strtok() return (add a puts(p) in the loop)?
I mean, does it get past your '\0' after having considered ' line1 '
and ' line2]' tokens?
(Wouldn't you want to include ' ' as well and break up at ']'?)

If the second token is indeed what I wrote, it appears the strtok() needs
more than one '\0' to stop and you're just lucky to have an extra one after
the string. That would of course make the strtok() quite buggy!

You should find sources for strtok() in the GNU libraries.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4370. Re: C Tutorial, Lesson 4, page 4 of 4

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5arpci$41r@nyheter.chalmers.se>
Source record: 7815

In article <19970105083300.DAA17101@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
>
>
>That does it for this lesson. I'm sure you all still have some questions.
> For example: what happens if you mismatch format specifiers? The answer
>is C will do its best to interpret the variable in the format you

Which can crash your machine...

>requested. Try experimenting with the format specifiers in the above

...but shouldn't if you only use the specifiers mentioned here.
(%c, %d, %f)

>program to see what happens. Another question you probably have is: why

In case there's someone here who doesn't know very much about how computers
(and C in specific) work internally:

C has _no_ way of knowing whether you actually passed the floating point
or whole number you state with your specifiers that you want to display.
Therefore, printf() can not convert the float 3.14 into the whole number 3
for example and a line like

printf("Pi=%d", 3.14);

will print gibberish.

The vast majority of C functions you will ever write and use can not handle
parameters of varying types like printf(). Without the specifiers, printf()
wouldn't have any idea about what, or even how many, numbers you sent it.

>are character values stored with whole digit numbers from -128 to 127.
>The answer is that the numbers correlate to letters using a lookup table.

In case someone wants to know about the 'lookup table', the Atari machines
use a standard called ASCII (American Standard Code for Information
Interchange) as do most other modern computers.
This covers the English alphabet, numbers and the normal special characters.
For foreign and other special characters, the numerical codes may differ.
(The normal standard only covers the character codes 0-127.)

>Try adding the following code to the above program:
>
>printf("\n %c%c",72,73);
>
>In the above line of code I didn't give printf() a character that the

>format specifier %c calls for. Instead I gave it a whole number.

I think it should be mentioned that C does not really have characters in the usual sense (for example BASIC). 'A' may look like a character to you, but C will only interpret it as the _number_ 65.

As I guess will be seen later in this course, C has no strings either. Instead you use functions that operate on lists of numbers under the assumption that they are strings.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4371. Re: TEDINFO

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32D1080E.41C67EA6@doc.ic.ac.uk>
Source record: 7816

The rsrc_gaddr() function *does* work entirely as specified in the GEM documentation - that is, it will find any of the specified objects in a resource file, given that you have their index.

As I don't have the article that started this thread, I can only guess that what you want to do is change the te_ptext field of the TEDINFO structure.

The TEDINFO structure may be found by:

```
(TEDINFO *)(tree[obj].ob_spec)
```

This may then be dereferenced to obtain the te_ptext field:

```
((TEDINFO *)(tree[obj].ob_spec))->te_ptext
```

te_ptext is simply a pointer to a C-style string, and may be altered or manipulated as you see fit. I seem to recall that there may be a text length field in the TEDINFO structure... but I can't quite remember (my documentation is in my hall of residence, and I'm sitting at a Sun Sparc machine typing this).

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4372. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32D10C49.446B9B3D@doc.ic.ac.uk>
Source record: 7817

I know this sounds *really* nasty, but you could try modifying
the active process system variable (in the OSHEADER structure)
to point to the basepage of the accessory, then using malloc()
or mfree() (or whatever), then setting it back to whatever
it was to start with. This should ensure that your accessory
owns the memory. It may work for file handles as well.

The thing is, I haven't tried this, and I don't know whether
it works, but if it does work on non-multitasking systems
(which are, after all, the only places where it would be
used), why not do it?

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4373. Test: Ignore

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5as9mg$p83@news2.nkn.net>
Source record: 7818

```
Testing with NEWSie on 1/6/97.

Mike White (michael@fastlane.net)
```

4374. Re: HP Deskjets

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D2433C.167EB0E7@etlxdmx.ericsson.se>
Source record: 7819

Glenn Linderman wrote:
>
> When HP first came out with Deskjets, they required extra drive current on some
> pin or another, and people soldered a PNP transistor into their cables.
>
> Is this still necessary for newer Deskjets? Used by STs? by STes?

I run a 660C (about a year old) on a Falcon. No problems in this
department but I seem to remember it only affected some STs.

> Now HP has the fancy DOS/Windows GUI control panel for their newer models. Does
> this eliminate those models from being used by Atari STs?
>
No they work fine. The only problem is that it is almost impossible to
change the factory settings since there are no dip-switches. This is a
problem mainly in Europe since the paper size defaults to American
Letter rather than the European standard A4. It makes about an extra
inch at the bottom of each sheet unprintable.

Hope this helps

Regards
Martyn

4375. Re: PC 68000/80x86 hybrid Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: rawneiha@w255zrz.zrz.TU-Berlin.DE
Message-ID: <5at7d7$bd1$1@brachio.zrz.TU-Berlin.DE>
Source record: 7820
Cross-posted to: comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

> A friend has written an assembler called 'Crossfire' which supports

I would call it "Babylon"... :)

Greets,
Phil.
grond@cs.tu-berlin.de

4376. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852676227@p24.f101.n323.z205.mbh.org>
Source record: 7821

Tony Greenwood wrote:

>> Hhmm, and the story is??? Can you make (in theory) a game using STOS,
>> that work in 24bit true colour graphics?
>
> hmmm now I think about it ..yes!, if the picture displays then it can
> be used in a game, that simple.......

Where are the 24 bit sprite routines? And 24 bit drawing routines? My guess is there are no language extensions yet that work on true color (24 bit) graphics cards. So you are talking and thinking a bit too simple now. I even wonder if a STOS program like this will work on a true color card in an ST (or TT ot Falcon or ..).

```
10 print "Hello world!"
20 end
```

Bye, Hans Wessels

4377. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHIFHBKUP@data.rhein-main.de>
Source record: 7822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In <32CEB78B.5F83@worldgate.com> Bill Merik wrote:

>No, Toad is not the ONLY company. Computer Direct is pretty well
>exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs

How i can get a simple catalog of all computer direct items?
E-Mail!?

regards, robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

4378. Re: PC 68000/80x86 hybrid Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: dave@flavious.prestel.co.uk
Message-ID: <32d2d3cb.2253495@news.prestel.co.uk>
Source record: 7823
Cross-posted to: comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

On 7 Jan 1997 10:09:43 GMT, rawneiha@w255zrz.zrz.TU-Berlin.DE (Philipp Boerker) wrote:

>
>> A friend has written an assembler called 'Crossfire' which supports
>
>I would call it "Babylon"... :)
^^^^^^^^
Have not heard of this, or it this a language compiler? (some joke perhaps?)

Dave

dave@flavious.prestel.co.uk

4379. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852674068@p24.f101.n323.z205.mbh.org>
Source record: 7824

Guy Harrison wrote:

> There's still a problem. We do not know how big a 'char' is. This
> gets into the realm of portability - a complex and vague issue so I'll
> be atari specific now ...

The constant CHAR_BIT in limits.h tells you how many bits there are in a char.
Usually it's eight.

>
> sizeof(char) = 1 byte.
> sizeof(short) = 2 bytes.
> sizeof(long) = 4 bytes.
> sizeof(int) = either 2 or 4 bytes.
>
> This little program will tell you how many bytes an 'int' needs in
> its signed and unsigned states ...
>
> main()
> {
> printf("6\n",sizeof(signed int));
> printf("6\n",sizeof(unsigned int));
> }
>

Well Mr Harrisson, you made a mistake overhere, this program will print when
compiled and runned:
6
6
Not very usefull I think. Let's do it this way...

```
#include <stdio.h>

int main(void) /* main has to be of the type int according to ANSI */
{
printf("%i\n", (int)sizeof(signed int));
printf("%i\n", (int)sizeof(unsigned int));
return 0; /* exit succes */
}
```

The operator sizeof() has an result of the type size_t, the type of size_t is
compiler dependent. That's why I cast the answer to an int.

> In almost all cases there will be no problem - the compiler will sort
> it out for you. Those of you with K&R compilers will have to be a
> little more careful though because the compiler cannot tell if you
> are passing garbage between functions.

For those who don't know: there are two main streams in C compilers, the older K&R compilers and the newer ANSI C compilers. The main advantage of ANSI C is that there are function prototypes, so the compiler can check wether you are passing variables of the right type to a function.

The K&R compilers are called K&R compilers because the compile C the way it was defined in 'The C programming language' by Kerninghan and Ritchie. ANSI C compilers are implemented according the ANSI C standard. A good book about ANSI C is 'The C programming language, second edition' by
Kerninghan and Ritchie.

Those books by Kerninghan and Ritchie are usually reffered to as K&R. To avoid any confusion about which book you are reffering to you can use K&R1 and K&R2 for the first c.q. second edition.

```
> One area to keep an eye on is printf() and similar functions like
> fprintf() and sprintf(). A common cause of error is something like
> this ...
>
> main()
> {long l =5;
>
> printf("6\n",l);
```

```
printf("%i\n", l); /* ??? */
```

```
> }
>
> Now, this may or may not work depending on your compiler *but* in
> either case it _is_ 'broken'. There are three fixes ...
>
> /* if you really wanted to print a long */
> main()
> {long l =5;
>
> printf("6\n",l);
> ----------^------------ long decimal
```

```
printf("%li\n", l);
```

etc.

Bye, Hans Wessels

4380. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852674597@p24.f101.n323.z205.mbh.org>
Source record: 7825

Anthony Jacques wrote:

> Not with the routines in use currently - as the routine to detect the
> joystick address requires the user to move the joystick. Maybe this
> code could be added for unrecognized OS versions...

Eh??? It's well defined where the joysticks are. They are in the
keyboard. The ACIA will receive a joystick packet when a joystick is used.
(First byte comming from the keyboard is $FE for joystick 0 and $FF for joystick
1, the second byte has in bits 0-3 the four directions and in bit 7 the
firebutton status.)

Bye, Hans Wessels

4381. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852675590@p24.f101.n323.z205.mbh.org>
Source record: 7826

Tony Greenwood wrote:

> On Sun, 05 Jan 1997 22:59:00 +0100, haase@alkor.sax.de (Uwe Haase)
> wrote:
>> We win, we win!
>
> Who the hell is WE?

The C supporters ofcourse.

> ...actualy the thread is best BASIC or C to choose
> to make a game, I said C can do a better job, if you look at my other
> postings (as I am sure you will) then you will see that I also state
> that it would still not be the best choice , I also state my reasons
> for claiming this......But you just quote what you want to make you
> look good :(

Why didn't you include assembly in this thread? It's even harder to do a game in assembley then in C. So there was no danger to include assembley too in the thread, because it's far easier to program in basic then in assembley.

No Tony, I think you are moving the goal posts here. C is the better choise for game programmers because you can do better games in C then in STOS basic. There was never anything about ease of use and suitable for starting game programmers. Those arguments came when it became clear to you C could indeed do a better and faster game then STOS.

Do you remember you asked me to SHOW you a game written in C that was better then STOS? This clearly means to me you were interested in the results of the programming language, and not in how hard or easy it is to write a game in that particular language.

Bye, Hans Wessels

4382. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d29602.3299137@news.airtime.co.uk>
Source record: 7827

On Tue, 07 Jan 97 23:03:38 +0100, in comp.sys.atari.programmer you
wrote:

> >> We win, we win!

> > Who the hell is WE?

>The C supporters of course.

You don't win sweet FA until you show me a good game written in 96 in
C....and that cannot be done,

so C loses the argument, the debate and the whole thread, and you
have what we call "Egg on your face" for shouting you win, it is
pathetic to think you can win a debate like this with unproved
arguments,
All you C coders that have entered this debate (other BASIC owners
wimped out!) are full of talk, too busy talking to prove your
arguments with code...pathetic

> > ...actualy the thread is best BASIC or C to choose

snip

>Why didn't you include assembly in this thread? It's even harder to do a game

eh?, because we already know that asm is best?...how many people are
going to learn asm to make a game, the worry for most people is that
after taking all the time it needs to learn asm, then be good enough
to make a game, will there be a big enough audience left?

But I could show someone with NO programming knowledge , how to make
a good game in a fraction of the time, most of my time learning to
program has been taken up with lots of trial and error, I could now
pass on the...well you know :)

>No Tony, I think you are moving the goal posts here. C is the better choise for
>game programmers because you can do better games in C then in STOS basic. There

eeerm we don't know that yet, you showed me a demo of a game, this
looks like it will be better, but is not yet?, it is also not fully
compatable, your main argument has always been compatability, you
showed me what could be good, you have not yet showed me anything
BETTER than heartland,
I stopped asking you to show me so you had a chance, but YOU are
bringing this up again,

You have not shown me anything better than heartland, only shown me something that could be better? until you do then maybe you better stop saying C is better for making games than BASIC before you start looking silly?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4383. Re: playing samples on ST/F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <5aspop$pq0$1@cti01.citenet.net>
Source record: 7828

On 6 Jan 97 02:49:25 GM, William Wong wrote:
>Is there any good documentation on how to play samples on the ST/STE/F030/TT?
>I have read my Compendium but still don't have a good idea of doing it, it
>states that the ST range have hardware to play sound samples. There are WAV,
>AVR, SND format of sound samples. So which format does the ST understand?
>
>Appreciates any help to understand this.
>
>Thanks
>William
>
>,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
>William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
>Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
>http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW
>
>.
Hi Bill,

the STE/TT/Falcon range can playback AVR sounds at unstandard
Atari-specific frequencies. WAVes can also be interpolated by
some softwares, but ultimately, AVRs recorded at 6, 12, 25 or
50KHz are what works on Atari machines equiped with DMA sound
support. A place to start is to get the System Audio Manager.
It was included on Falcons delivered with internal HDs and it
will also work with STE/TT. SAM installs a cookie and enables
the Waveplay() command for calling AVR playbacks on programs.

Try to see if you can locate SAM and the developers kit or if
you cannot source it locally, e-mail me back. I'll see what I
can do about e-mailing you a copy of both along with some AVR
utilities for converting AVR to WAV or AIFF. Good luck!

Regards,

From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281 comp.sys.atari
---
~I have tasted the maggots in the brains of the Universe. I was not
offended, for I knew I had to rise above it all, or drown in my own
shit.~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

Upcoming Funkyware: CAB_Mail CAB_Gopher
plug-in Internet Clients for CAB 1.5 and up

Forecast 0.50
upgraded recoded version of Forecast

Existing Funkyware: HTML3_UC.KRZ v1.04
HTML 3.2/Netscape 4.0/CAB 2.0 Kurzel for W3
compliant webpage design with Everest 3.5e.

~Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari "looked" like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Microuck~ Q-FUNK

4384. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852669292_OASIS_@swampdog.demon.co.uk>
Source record: 7829

In article <012_9701061642@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>m > In Pure C floats and doubles are the same thing.
>
>You mean doubles and long doubles are the same thing. floats are
>still 4 bytes.
>
>Even more confusing, sizeof(double) varies depending on the compiler
>options. Normally, sizeof(double) == 10, but when using the FPU
>sizeof(double) == 12. The accuracy doesn't change, but the FPU uses
>the extra 2 bytes during it's internal operations.

Depends on the compiler. MWC uses the DECVAX format where
sizeof(float)=4 and sizeof(double)=8. Most MWC floating point
functions use double as arguments for the extra precision.

But who wants to use floating point anyway? <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4385. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852668934_OASIS_@swampdog.demon.co.uk>
Source record: 7830

```
In article <852558810_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

oops, I used the unfixed Nos and it's got corrupted. Silly me! <G>

Should be ...

>main()
>{
> printf("%d\n",sizeof(signed int));
> printf("%d\n",sizeof(unsigned int));
>}

>main()
>{long l =5;
>
> printf("%d\n",l);
>}
>
>Now, this may or may not work depending on your compiler *but* in
>either case it _is_ 'broken'. There are three fixes ...
>
>/* if you really wanted to print a long */
>main()
>{long l =5;
>
> printf("%ld\n",l);
>----------^------------ long decimal
>}
>
>/* if you really wanted to print an int */
>main()
>{int l =5;
>-^^^------------------- declare it properly
> printf("%d\n",l):
>}
>
>/* if you want a long printed as an int */
>main()
>{long l =5;
>
> printf("%d\n",(int)l);
>---------------^^^^^--- forces the compiler to convert it
>}

--
```

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4386. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0801970943180001@dwilga.comm.mtholyoke.edu>
Source record: 7743

In article <014_9701061642@conchbbs.com>, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

> S > Look for a prog called JARxxx, best to do a search on JAR*.*
>
> Are you sure JAR is freeware?
>
> BTW, it does more than just install a cookie jar. I believe it uses
> a function pointer or trap intercept to implement additions and/or
> searches. Ask Dan Wilga for details.

It is included as part of the Geneva and NeoDesk 4 demos, available from www.pair.com/gribnif . Yes, it is freeware, and developer docs for the function calls are available upon request (they are included with Geneva and NeoDesk 4).

Dan Wilga
dwilga@mtholyoke.edu

4387. Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <7fe_9701082358@conchbbs.com>
Source record: 7744

g > I'd rather Malloc() a block of RAM

After you call Ptermres(), the OS regards your program, basepage and all, as just another Malloc() block. To call Malloc() you would first have to call Mshrink() to free up some RAM for it to allocate. This approach is both simpler and causes less memory fragmentation.

Admittedly, the more you mess around with the basepage, the greater the risk of modifying something the OS actually uses, but I seem to be able to get away with this one.

g > And, you have missed out the "unjar" code which should be
g > executed during system reset.

You only need to do that if you are going to check for an existing cookie jar at boot time. As you may have noticed, this program wipes out any pre-existing cookie jar (so don't use it if you don't know whether or not you already have a cookie jar).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4388. $$$$$$$$$$$$$$$$$$$$

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: sjmunchak@aol.com
Message-ID: <19970108021400.VAA19809@ladder01.news.aol.com>
Source record: 7831

Take five minutes to read this and it WILL change your life.

I've been a fool so far. Yes, I admit it I've been a fool. I've
been doing this on local BBS's for the last 2 years. I've been
getting about 40 to $50,000 a year if that. I tried it the net
3 weeks ago and I wouldn't believe it! Not just a little each week
(barely enough to keep my head above the debt), but tons, I mean
big bucks! In the first week I got three hundred dollars, then a
week later, a couple of thousand, and by the end of the third week,
I had recieved nearly $32,000.00.

It's REALLY SIMPLE to do too!!!

Here's all there is to do:

STEP 1.

Invest your $5 by writing your name and address on five seperate
pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
(In this way, you're not just sending a dollar to someone; you're
payingfor a legitimate service.) Fold a $1 bill inside each paper,
and mail them by standard U. S. Mail to the following five addresses:

1-Sam Coice
25550 Buckthorn Ridge Rd
Pioneer Ca 95666

2-Peg Vickmore
14905 Highway 88
Jackson, Ca 95642

3-Brian Hyson
4278 Sayoko Cr
San Jose, Ca, 95136-2335 USA

4-Daniel Hanlon Jr.
6001 Fox Run
Fairfax, Va 22030

5-Joe Munchak
13535 Union Village Cir
Clifton, Va 20124

STEP 2.

Now remove the top name from the list, and move the
other names up. This way, #5 becomes #4 and so on.

Put your name in as the fifth one on the list.

STEP 3.

Post the article to "at least" 250 newsgroups. Rembering that the more that you post on, the more people see it, and the more you will get. There are at least 30,000 newsgroups at any given moment in time so don't be stingy.

STEP 4.

You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the Internet is new and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back about 5 responses. Yes, thats right,only 5. You make $5.00 in cash, not checks or money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1.00 with your name at #4,....$50.00 in your pocket!

4389. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <187cd$142034.142@HERMES>
Source record: 7832

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> S > Look for a prog called JARxxx, best to do a search on JAR*.*

> Are you sure JAR is freeware?

> BTW, it does more than just install a cookie jar. I believe it uses
> a function pointer or trap intercept to implement additions and/or
> searches. Ask Dan Wilga for details.

```
> /* ****************************************************************
> Install cookie jar
> **************************************************************** */
> COOKIE = $5A0 ;cookie jar pointer address
> SIZE = 32 ;max number of cookies (can be anything)

> TEXT
> start:
> pea init(PC)
> move.w #38,-(A7) ;Supexec(init)
> trap #14
> addq.l #6,A7

> clr.w -(A7)
> move.l #SIZE*8,-(A7)
> move.w #$31,-(A7) ;Ptermres(SIZE*8,0)
> trap #1

> init:
> lea start-256(PC),A0 ;use basepage for cookie jar
> move.l A0,COOKIE
> clr.l (A0)+ ;initialize cookie jar
> move.l #SIZE-1,(A0)
> rts
> END
```

Personally, I wouldn't overlay the new jar over the existing basepage of the TSR. I'd rather Malloc() a block of RAM (sizeof(current jar + 8 cookies), as is reccomended) which will remain allocated and owned by the TSR when it goes resident.

And, you have missed out the "unjar" code which should be executed during system reset.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4390. TOS bugs

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <187cd$141915.a3@HERMES>
Source record: 7833

Does there exist a "Canonical List Of TOS Bugs"?

If so, where? How big? And, more importantly, how up-to-date is it, and
who maintains it?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4391. cross-GCC on Linux

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: Levien van Zon <lvzon@bio.vu.nl>
Message-ID: <Pine.SOL.3.95.970108125348.27827A-100000@ursus>
Source record: 7834

Hi everyone,

I am currently trying to set up a cross compiler to produce atari bins on a
i586 based Linux system. Has anyone got some experience in setting up
cross compilers, because I could use some help...

I use an i586 based PC (sad but fast) running Linux 1.2.8 (temporary,
until I fix GCC to run with a 2.0.24 kernel) and GCC 2.7.2 as a host,
and a Falcon 030 running FreeMiNT 1.14.2 as a target (although I
have configured the GCC cross compiler to make plain 68000 binaries)

I am using the following (Atari-) packages ("*" running on Linux, "o" on Atari)

* GCC 2.6.3 for MiNT (patched source tree)
configured using ./configure --target=m68000-mint

o GCC 2.6.3 for MiNT (binaries used for compiling libgcc1.a on my Falcon)

* Binutils 37 (3.7? or 0.37? or 0.3.7? or pl37??)
(sources by J.Bammi, pretty old I think...)
compiled using Makefile.cross with -DBYTE_SWAP and -DWORD_ALIGNED
(came in a .zoo file called utlsrc37.zoo)

o Binutils (unknown version, no docs. I think it's 37 again...)
(binaries, to use with GCC binaries)
(came in a .zoo file)

* GAS 1.37 pl 4 (I think) (sources from J.Bammi)
(came in a *%#$@&! .zoo file called gassrc04.zoo)

o GAS 2.x (don't know the exact version)
(binary, to use with GCC binaries)
(came in a .lzh file called gas2<something>.lzh)

I also have the libgcc.a from the GCC Atari binary distribution
and the Assembler sources for libgcc1.a for Linux68k, although
I think these sources use the FPU, which I don't have...

Problems (list of 2 Gb follows :-) :
----

* Atari Binutils compiled for Linux won't recognise object file format
produced by GCC binaries on Atari. "ar" _does_ handle the archives.
(Atari Binutil binaries running on Atari _will_ recognise obj format)

* GAS 1.37 only supports 68020 + FPU

* GAS 2.x bins are compiled for 68030 + FPU according to docs,
but seems to work fine on my Falcon without FPU.

* I'm not sure libgcc1.a was made correctly, since I couldn't use the
Makefile

* The GCC make process aborts _after_ having handled libgcc1.a, because
libgcc2.c and a few other things won't compile correctly.
I think this is either due to faulty (cross-)Binutils or due to
a faulty libgcc1.a

So I guess I will need at least the following:

* Source distr of a GAS which can output mc68000 TOS binaries

* Source distr of Binutils that can handle object files compiled by
GCC 2.6.3 for Atari (OR patches for the GNU Binutils to implement
a m68000-atari or m68000-mint target)

* A libgcc1.a for m68000-mint (in case the one I compiled isn't any good)

If anyone can help me with advice or by telling me where to get some of
the stuff above, I would be very grateful...

Thanks for reading...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4392. Stos

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32D3DEEE.B64@hp.com>
Source record: 7835

I see the stos vs c vs assembly argument is still going on, my view is
if a game is fun does it realy matter what language it was written in.

this comment is more directed at the people who dont beleive stos games are
good at all, I have found several games written in stos/amos to be quite enjoyable
and people shouldnt judge a game but how it was programmed(if its fun)

correct me if im wrong but i beleive Ultima I and Ultima][were written primarily in
basic with a few assembly routines(original apple versions) and even by todays standards
I find both of these games to be in my top 10 list of games ever.. along with
Starfleet I from interstel which the ibm version was written in basic, have the sourcecode
and no assembly calls made. the atari/amiga and mac version i beleive was rewritten in 'c'

as i am now only getting in to the atari scene, what is the best version of c
for the atari, ive used lattice c on both amiga/ibm.

4393. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <852750352@p24.f101.n323.z205.mbh.org>
Source record: 7836

Wrote: Peter Rottengatter
>
> On 6 Jan 1997, Johan Klockars wrote:
>
>> Normally, an 'int' should be the 'natural' integer type for the
>> machine in question. Unfortunately, the older members of the Motorola
>> 68k series (like the 68000 in the STs) are only 16 bit internally
>> (except for the registers), while having a 32 bit instruction set
>> architecture (ISA).
>
> This is wrong. Even the 68000 is 32 bit internally. Instructions like
> adding 32 bit numbers would take far more time if this were not the
> case. Turn it around, then it makes more sense : The MC68000 is a full
> 32 bit processor that has a 24 bit address and 16 bit data bus
> interface.

I think the ALU of the 68000 is only 16 bit, register to register addition of a long take 8 clockcycli, while a word addition only takes 4 clockcycli. So I think that Johan Klockars is right with his statement.

Bye, Hans Wessels

4394. Games on TT compatibles

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.970108160722.21124B-100000@home.ptd.net>
Source record: 7837
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Has anyone with a TT use a patch program called TT GAME which makes the TT play ST games?

I downloaded it from a BBS sometime ago to look at it, just to see if I can get a game I'm writting to run on a TT. I still have STOSfix 1.1 which supports TOS 3.x on the TT so I'm wondering...

If the thing works, then might be good playing ST games on DirecT/40 or Medusa...especially if it has a PC card for running Windoze 95 and DOS games as well :)

Eric Noss
a.k.a
Mr. Maddog

<<<Unsolicited Email of a commercial nature delivered to this address >>>
<<<is subject to a $5000 charge. Emailing such items, whether manually>>>
<<<or automatically, constitutes acceptance of these terms and >>>
<<<conditions. Do NOT send me any soliciation whatsoever!!! >>>

4395. Re: HP Deskjets

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: DuaneOD@atlantis-bbs.com
Message-ID: <5b12ni$6b1@news.wco.com>
Source record: 7838

I've been using an HP Deskjet 600C with my ST for over a year, and it performs very well, with a standard cable.

Visit the Deskjet WWW site for more information.

Duane

>When HP first came out with Deskjets, they required extra drive current on some
>pin or another, and people soldered a PNP transistor into their cables.
>
>Is this still necessary for newer Deskjets? Used by STs? by STes?
>
>Now HP has the fancy DOS/Windows GUI control panel for their newer models. Does
>this eliminate those models from being used by Atari STs?
>
>I'm looking for the cheapest usable Deskjet to get for my Mother to go with her ST,
>but want to be sure it's going to work, because I'm 2000 miles away.
>
>
>---
>--- Glenn Linderman Phone: (619) 485-3339
>--- NCR FAX: (619) 485-3367
>--- 17095 Via del Campo EMail: Glenn.Linderman@SanDiegoCA.ncr.com
>--- San Diego, CA 92127-1711
>
>.

4396. Re^2: Debugging with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1788_mike@bbsgate.interware.it>
Source record: 7839

In uno strano messaggio del 05 Jan 97 perot@pallas.amp.uni-hannover.de (2:333/608.1) scrisse al povero All :
p> No, the Pure Debugger works brilliantly under MagiC's preemptive
p> multitasking.

Which version of Pure C/Debugger ? Any suggested setting ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4397. Re: PC 68000/80x86 hybrid Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: rawneiha@hercules.zrz.TU-Berlin.DE
Message-ID: <5b04mkivp1@brachio.zrz.TU-Berlin.DE>
Source record: 7840
Cross-posted to: comp.sys.m68k,comp.sys.m68k.pc,comp.sys.amiga.programmer,alt.sys.amiga.demos,rec.games.programmer,comp.sys.atari.programmer

dave@flavious.prestel.co.uk (Dave Gibbons) writes:

>>> A friend has written an assembler called 'Crossfire' which supports
>>
>>I would call it "Babylon"... :)
> ^^^^^^^^
>Have not heard of this, or it this a language compiler? (some joke perhaps?)

It is a joke, obviously a bad one if you didn't get it. :(
I was refering to the babylonic mixture of languages described in the Bible... :)
That assembler (described in the first article of this thread) allows to mix x86 and 68k like opcodes.

Greets,
Phil.

4398. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970108094948.18848H-100000@pallas.amp.uni-hannover.de>
Source record: 7841

```
On Mon, 6 Jan 1997, Guy Harrison wrote:

> This little program will tell you how many bytes an 'int' needs in
> its signed and unsigned states ...
>
> main()
> {
> printf("6\n",sizeof(signed int));
> printf("6\n",sizeof(unsigned int));
> }

Great, this'll make the C newbies believe that int, regardless of machine,
is always 6 bytes ... ;-)

They should better try :

main()
{
printf (" Signed Int is %d bytes\n",sizeof(signed int));
printf ("Unsigned Int is %d bytes\n",sizeof(unsigned int));
}

Reading all your other lines, each missing the format specifier, but all
having a `6' I guess you have trouble uploading the `%' character ?

Cheers Peter

---------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---------------------------------------------------------------------
```

4399. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-08 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>
Source record: 7842

On 6 Jan 1997, Johan Klockars wrote:

> Normally, an 'int' should be the 'natural' integer type for the machine in
> question. Unfortunately, the older members of the Motorola 68k series (like
> the 68000 in the STs) are only 16 bit internally (except for the registers),
> while having a 32 bit instruction set architecture (ISA). This is probably
> the cause for the confusing compiler differences.
> (The PCs with their 80x86s have the same problem.)

This is wrong. Even the 68000 is 32 bit internally. Instructions like
adding 32 bit numbers would take far more time if this were not the case.
Turn it around, then it makes more sense : The MC68000 is a full 32 bit
processor that has a 24 bit address and 16 bit data bus interface. The
notion of the 68000 being 16 bit architecture was only stated by Intel
fans at the time who could not stand that Motorola had the more advanced
CPU. I quote the Valvo databook :

DESCRIPTION
The SCN68000 is the first implementation of the S68000 16/32 bit
microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
bit address bus, while the full architecture provides for 32 bit address
and data buses. ...

Got it ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4400. Bus errors in CAB

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5b1ouf$92p$1@news2.qtm.net>
Source record: 7745

I was just wondering about BUS errors. I own a DirecT60 Hades clone. Sometimes when I am using CAB, I will try to got to a certain website and I will get a BUS error. I then hit return and I am at the desktop. I was wondering if the fault lies with the T60 or is it that if the website was formed using Netscape, then it might be that CAB in incompatible with the html doc it is trying to load.

4401. Re: playing samples on ST/F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5b2g6v$2e2@cndns.combitech.se>
Source record: 7746

In article <5app7l$c0nu_002@news.ti.com>, wongck@ti.com (William Wong) writes:
> Is there any good documentation on how to play samples on the ST/STE/F030/TT?
> I have read my Compendium but still don't have a good idea of doing it, it
> states that the ST range have hardware to play sound samples. There are WAV,
> AVR, SND format of sound samples. So which format does the ST understand?

The ST hardware cannot play samples. However, it is possible (but very
tricky) to emulate STE hardware on the ST.

The STE/TT hardware can only play raw signed 8-bit sample data.
WAV, AVR and SND are file formats. That is, different "standards" of storing
samples on disk. To play a sample file you need to read the file to memory
and "decode" it into signed 8-bit samples.

The F030 hardware can play both 16-bit and 8-bit signed sample data.

/
/ Daniel

4402. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970109105304.22596G-100000@pallas.amp.uni-hannover.de>
Source record: 7747

On Mon, 6 Jan 1997, Alastair J. Houghton wrote:

> I know this sounds *really* nasty, but you could try modifying
> the active process system variable (in the OSHEADER structure)
> to point to the basepage of the accessory, then using malloc()
> or mfree() (or whatever), then setting it back to whatever
> it was to start with. This should ensure that your accessory
> owns the memory. It may work for file handles as well.

It seems it does. It is nasty, and I do not recommend it for any case where things can be done without it.

> The thing is, I haven't tried this, and I don't know whether
> it works, but if it does work on non-multitasking systems
> (which are, after all, the only places where it would be
> used), why not do it?

Interesting enough, occasionly you need it in multitasking systems too. When designing the new STiK we came across a problem that seems to require the method for a solution, even with multitasking.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4403. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970109110040.22596H-100000@pallas.amp.uni-hannover.de>
Source record: 7748

On Tue, 7 Jan 1997, Guy Harrison wrote:

> In article <012_9701061642@conchbbs.com>
> John.Kormylo@7861.conchbbs.com (John Kormylo) said:-
>
> >m > In Pure C floats and doubles are the same thing.
> >
> >You mean doubles and long doubles are the same thing. floats are
> >still 4 bytes.
> >
> >Even more confusing, sizeof(double) varies depending on the compiler
> >options. Normally, sizeof(double) == 10, but when using the FPU
> >sizeof(double) == 12. The accuracy doesn't change, but the FPU uses
> >the extra 2 bytes during it's internal operations.
>
> Depends on the compiler. MWC uses the DECVAX format where
> sizeof(float)=4 and sizeof(double)=8. Most MWC floating point
> functions use double as arguments for the extra precision.
>
> But who wants to use floating point anyway? <G>

Tell you : Those who want large arrays of floats. I once had to use a array
of

float psi[400][200][100];

Do I need to tell you the difference if I exchanged the `float' by
`double' ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4404. Re: Bus errors in CAB

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5b2i7q$9tj@balaena.bio.vu.nl>
Source record: 7749

Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:

: desktop. I was wondering if the fault lies with the T60 or is it that

Not very likely...

: if the website was formed using Netscape, then it might be that CAB
: in incompatible with the html doc it is trying to load.

Even more unlikely..

I's probably just a bug in CAB or in the TCP/IP drivers (STiK I presume?)
or the overlay. Try Downloading the newest version of CAB and STiK, maybe
the errors wil go away...

-=Lev

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4405. XNAM

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.010997.100928.13@wxs7-15.worldaccess.nl>
Source record: 7750

```
Can someone explain the XNAM principle to me? Please email me privately, as I
don't usually read this newsgroup.
--
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O \\** Season's Greetings! *
* Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* ***************************** *
* === *
* === *
************************************************************************
Richard Karsmakers cronos@worldaccess.nl
************************************************************************
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
************************************************************************
```

4406. Re: cross-GCC on Linux

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5b2p4g$dld@balaena.bio.vu.nl>
Source record: 7751

I (lvzon@bio.vu.nl) wrote:

: * Source distr of a GAS which can output mc68000 TOS binaries

: * Source distr of Binutils that can handle object files compiled by
: GCC 2.6.3 for Atari (OR patches for the GNU Binutils to implement
: a m68000-atari or m68000-mint target)

These binutils are giving me a headache!
I was looking through the newest GNU binutil sources yesterday,
and it accured to me that there was support for lots of targets,
including AmigaDOS, MSDOS (which doesn't come to in a lightyear of even
remotely resembling a UNIX system) and lots of systems I've never heard
of, but _not_ for TOS/MiNT.
That shouldn't be too hard to implement? So I looked a bit further,
and it appears that the main effort in implementing a new target is
to write an out-file description for the so called BDF (binary description
format?) library, which is then used in compiling GAS and the binutils.
This implementation of a new out-file format should simply be a case of
taking an existing description and editing it, at least, thats what the docs
say...

There is just one tiny problem: I don't know _anything_ about the
atari executable/object file format. So I'm looking for volunteers
to send me detailed information on this format, or to have a go at directly
implementing it (preferred, I'm a lazy bastard :), so that we can
produce an atari/MiNT target for the GNU binutils... Anyone?

Thanks...

-=Lev

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4407. Re: 256 colors on the Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: Sarte@godzilla.vill.edu
Message-ID: <5b2vks$635@ftp.ee.vill.edu>
Source record: 7752

Mainly because a lot of TOS programmers were either lazy and took shortcuts in their programming (ie. Not using standard TOS calls) or they were innovative and found a way to make the machine so somethine it wasn't supposed to.. which makes the application not 100 compatible all the time. I can't speak for those apps in particular, but a lot of Atari apps are like that...

In article <x3NWkn9.greg_evans@delphi.com>, greg_evans@delphi.com says...
>
>
>I am not a GEM programmer so I am asking this question, partly out of
>ignorance and partly out of frustration.
>
>Why do programs which work fine i 16 color mode have problems or refuse
>to run in 256 color mode on a Falcon? Examples, Outline Art 3 runs
>but can't display the graphics. SARA runs but refuse to display
>images. WICOPAGE (an icon displayer) says "sorry I can run in 256
>colors". Why does a program have a hard time when it has _more_
>colors than it needs? Why not just use the 16 colors it wants to
>use and just ignore the rest? What am I missing?
>
>Greg

4408. Re: Malloc()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.852821664@news.cwi.nl>
Source record: 7753

"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:

>The thing is, I haven't tried this, and I don't know whether
>it works, but if it does work on non-multitasking systems
>(which are, after all, the only places where it would be
>used), why not do it?

If I remember correctly, this is exactly what I did in Edith Pro
for the Atari. Change _p_run only when running as an accessory,
and not when under MultiTOS. I don't remember if it was harmful
to do so anyway.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ ....

4409. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-09019714155400001@47.85.0.99>
Source record: 7754

If you want to see some cookie jar code, have a look at the source for TAPEBIOS (should be on umich). this is a SCSI streamer program, but it installs a cookie for itself.

It checks for the existance of a cookie jar & expands its size if found, or creates one if needed.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4410. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5b2sr1$21h@nyheter.chalmers.se>
Source record: 7755

In article <Pine.A32.3.91.970108095654.18848I-100000@pallas.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:
>On 6 Jan 1997, Johan Klockars wrote:
>
>> Normally, an 'int' should be the 'natural' integer type for the machine in
>> question. Unfortunately, the older members of the Motorola 68k series (like
>> the 68000 in the STs) are only 16 bit internally (except for the registers),
...
>This is wrong. Even the 68000 is 32 bit internally. Instructions like

No, it's not wrong. The 68000 _is_ 16 bit internally.

>adding 32 bit numbers would take far more time if this were not the case.

It _does_ take longer.
Check your instruction timing tables for any 16 bit vs 32 bit operation
(not move) between registers (so no memory access is taking place).

For example, a simple data register to register add takes 4 cycles for
byte or word while it takes 6 (or rather 8 on an Atari) for long.
This is because the ALU is only 16 bit wide.
On an '020 and up, the operations take the same time. Guess why?

>Turn it around, then it makes more sense : The MC68000 is a full 32 bit
>processor that has a 24 bit address and 16 bit data bus interface. The

While you are correct about the external busses, the fact remains that
the 68000 is a 16 bit implementation of a 32 bit architecture.
There's nothing strange about that.

>notion of the 68000 being 16 bit architecture was only stated by Intel
>fans at the time who could not stand that Motorola had the more advanced

When you only speak about 'architecture', you normally mean instruction set
architecture, of which the 68k series has indeed always had a 32 bit one.

>The SCN68000 is the first implementation of the S68000 16/32 bit
>microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
>bit address bus, while the full architecture provides for 32 bit address
>and data buses. ...

But that quote says _nothing_ about the internal implementation.
You could do a bit serial 68000 if you wanted, which still would look
just the same from the outside.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se

| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4411. Re: C Lesson 1

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32D54A40.37C6@cfcsc.dnd.ca>
Source record: 7756

Guy Harrison wrote:
> In article <32cb9e4c.3999979@news.airtime.co.uk>
> stosser@airtime.co.uk (Tony Greenwood) said:-
> > ho?....so the whole library is used when you only need part of it?,
> Yes & No. :-)
> printf() calls other functions so the linker has to fetch them as
> well, plus any functions those functions happen to call, and so on.
> This only happens once though - you can make another million printf()
> calls and it won't fetch any of it again, even if you call one of the
> lower level functions yourself.
> Just to give you an idea of how complex printf() is, when I compile
> this ...
> main()
> {
> printf("Hello\n");
> }
> .. my compiler has to dig out 42 other functions!
> Guy Harrison
> Email guy@swampdog.demon.co.uk
> swampdog@dial.pipex.com
> Web http://www.swampdog.demon.co.uk/index.htmlso many compilers! :^)
I've heard mention now of GNU C, GST, LaserC, PureC, MegaMax(?),
MarkWilliams, ... Are any of these supported still?
My retailer has a copy of MarkWilliams C for sale for 50$(Cdn)
Worth it?

4412. C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <bcd_9701091706@conchbbs.com>
Source record: 7757

```
It was said that the C compiler removes all the blanks before
processing. While there are languages where that is true, C is not
one of them.

The following are all legal C code, but with completely different
results:

static char ge;
static charge; /* implied int */

a = b++ + c;
a = b + ++c;

a = b && c;
a = b & &c;

Basically, blanks are used to separate operators from operators and
names from names. Blanks between names and operators don't matter.

char *p;
char* p;
char * p;
char*p;

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4413. C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-09 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <bce_9701091706@conchbbs.com>
Source record: 7758

g > Depends on the compiler.

We were discussing Pure C.

g > But who wants to use floating point anyway? <G>

Well, I paid for the FPU, so I thought I might as well use it...

BTW, I suspect Lattice C defaults to int == long just to be
different (sort of like Spinal Tap's amplifier which went to 11).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4414. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970110003935.2232.qmail@mail.ptd.net>
Source record: 7759

> From: SBagley@cameo.co.uk (Steven Bagley)
> s> I never said STOS was better than C, in fact I have made every
> s> effort to say that C is better than STOS,
> s> But if someone wants to make a game, then STOS is the best choice,
>
>Rubbish, The ONLY language that games should be programmed in is assembler. :)
>
>I'm not getting at you, Diamond ICE is absolutely brilliant, I'm getting at
>all the big companies that use C and such like instead of creating games in
>assembler. Then perhaps we wouldn't see the PC market requiring a new
>processor every week.

In the ST world, yes pure assembly is the best way to go for games. But
if you're a good programmer, then you can get the same results from STOS.
You can even add assembly routines to make it even better and faster.

In the PC world however...the real reason why we have to upgrade to bigger
computers is simply because commercial programmers are too lazy to write
efficent code. This pratice has been "blessed" by MonkeySoft because,
however sad it is, Billionaire Bill setted the standard for the software
industry.

In an old article of Id software, they said that they used only C++ in
Doom and it would be pointless to use assembly which wouldn't improve
things majorly. Well, it's because they are real good at
programming...but when someone else also uses only C++, they may have just
slopped it all together for all we know. Dave Perry in the latest issue
of Next Generation recommends using assembly even on RISC machines which
gives a speed improvement. It's little things like this that sets your
product over the competetion.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

4415. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970110002752.2096.qmail@mail.ptd.net>
Source record: 7760

> From: Gambit <m_collins@hp.com>
>
>I see the stos vs c vs assembly argument is still going on, my view is
>if a game is fun does it realy matter what language it was written in.

All languages have their good points and bad points, so this big debate is
really pointless. There's nothing wrong with having STOS, C, and an
assembler at the same time. :)

> this comment is more directed at the people who dont beleive stos games are
>good at all, I have found several games written in stos/amos to be quite enjoya
>ble
>and people shouldnt judge a game but how it was programmed(if its fun)

Case in point...Wacko Software and Stosser both make games in STOS basic.
Same language. If you play any of Wacko's games, then you know know the
idea of "crap" is much more than just an abstract concept. Stosser on the
other hand makes brilliant games IMHO. He knows how to get the most from
STOS, the correct techniques of coding, and have the right tools mainly
Missing Link extension. If you didn't know he wrote them in STOS, you
might have thought they were in assembly.

The moral...don't say, "Ugh...STOS is bad, look at this game" but rather
"Yech, this game is crap...whoever wrote this is not good at all."
Programs say alot about the people who wrote them.

Like I said, languages each has their strengths and weaknesses. I
personally would use STOS for game writting, plus being able to include
assembly routines for speed and TOS calls is a mahor plus. C is good for
Gem applications, though you can write games but they would not be arcade
fast. Yet you can get away with games that just wait for your mouse click
and look good in a window. :)

If you're real good at assembly to write a game competely in it, go for
it! It would be much faster and better if you know how to squeeze it out
of the system. :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

4416. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1a7cd$e316.211@HERMES>
Source record: 7761

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
> On 6 Jan 1997, Johan Klockars wrote:

> > Normally, an 'int' should be the 'natural' integer type for the machine in
> > question. Unfortunately, the older members of the Motorola 68k series (like
> > the 68000 in the STs) are only 16 bit internally (except for the registers),
> > while having a 32 bit instruction set architecture (ISA). This is probably
> > the cause for the confusing compiler differences.
> > (The PCs with their 80x86s have the same problem.)

> This is wrong. Even the 68000 is 32 bit internally. Instructions like
> adding 32 bit numbers would take far more time if this were not the case.
> Turn it around, then it makes more sense : The MC68000 is a full 32 bit
> processor that has a 24 bit address and 16 bit data bus interface. The
> notion of the 68000 being 16 bit architecture was only stated by Intel
> fans at the time who could not stand that Motorola had the more advanced
> CPU. I quote the Valvo databook :

> ---
> DESCRIPTION
> The SCN68000 is the first implementation of the S68000 16/32 bit
> microprocessor architecture. The SCN68000 has a 16 bit data bus and 24
> bit address bus, while the full architecture provides for 32 bit address
> and data buses. ...
> ---

> Got it ?

(I see a flamewar over descriptions beginning to brew).

BTW: If I may be allowed to ad my $4.95 plus-GST: The 68000 is a 16-bit
processor - because the ALU is 16-bit, and therefore must make two passes
to handle 32-bit data as allowed by the ISA. The first 32-bit 68k member
was the '020.

There are three ways of determining the 'bit-ness' of a CPU : ALU width
and data-bus width, and internal data-path width. The most common (and, to
my mind, the most accurate) way is the ALU width, as this says how much
data it can handle in one go. It may need more than one go at the data,
but it can only ever handle ALU-width data at a time.

The second method, data-bus width is irrelevant and inaccurate nowadays.
All modern processors (040, 060, Pentium, Alpha, PPC) have data buses
wider than the ALU. In the case of the 060 (and both Pentium and 60x PPC's
for that matter) we have a 64-bit path to memory, but a 32-bit ALU,
register set, and ISA. (In the past this was a good way to compare them,
as ALU equalled bus width. [68000, 68010, 80286, 6502, 8088 all have

data-bus widths equalling the ALU width], but with processors like the 386SX you have a 32-bit ALU and ISA, but a 16-bit data bus).

The third method, internal data-path width is something else entirely. Some processors can, even within the same "CPU-name" have differing path widths internally. [BTW: I am talking things like cache-to-ALU and register-to-register]. I have minimal knowledge here, so I'll not comment any further.

BTW: For the acronym-challenged:

ALU: Arithmetic & Logic Unit. In essence this just means the "brains" of the CPU are within the Logic part, and all maths ops or register manipulations [Loading, Storing, Adding, Setting/Clearing bits etc] are carried out by the Arithmetic part.

ISA: Instruction Set Architecture. What the programmer uses to command the CPU.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4417. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1a7cd$131712.312@HERMES>
Source record: 7762

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > I'd rather Malloc() a block of RAM

> After you call Ptermres(), the OS regards your program, basepage and
> all, as just another Malloc() block. To call Malloc() you would
> first have to call Mshrink() to free up some RAM for it to allocate.
> This approach is both simpler and causes less memory fragmentation.

> Admittedly, the more you mess around with the basepage, the greater
> the risk of modifying something the OS actually uses, but I seem to
> be able to get away with this one.

Or, better yet, use Num*8 bytes beyond the end of the BSS. (I assume you
are not interested in symbol data or debug info which will immediately
follow the BSS block [if any]. Overwriting either of these will not harm
the functionality of the app).

Perhaps something like this

```
move.l 4(a7),a0 ; get basepage pointer into a0
lea __stack,a7 ; stack at end of BSS?
move.l #$100,d0 ; size of Basepage
add.l tsize(a0),d0 ; add text size
add.l dsize(a0),d0 ; add data size
add.l bsize(a0),d0 ; add size of BSS
lea 0(a0,d0.l),a6 ; "new" jar pointer
add.l #8*NUM,d0 ; add space for NUM cookies
move.l d0,savesize ; save "keep size"
move.l d0,-(a7) ; space to shrink to
move.l #mshrink<<16,-(a7) ; Mshrink & null param merged
trap #1 ; GEMDOS call
addq.w #8,a7 ; clear stack

move.l a6, jarptr

pea newjar
move.w #supexec,-(a7)
trap #14

clr.w (a7)
move.l savesize,-(a7)
move.w #ptermres,-(a7)
trap #1

newjar
; install new jar, copy old (if any) contents into new jar
; goes here, then set p_cookies system var, and return to sender
```

```
move.l newjar,$5a0,w
rts
```

> g > And, you have missed out the "unjar" code which should be
> g > executed during system reset.

> You only need to do that if you are going to check for an existing
> cookie jar at boot time. As you may have noticed, this program
> wipes out any pre-existing cookie jar (so don't use it if you don't
> know whether or not you already have a cookie jar).

I found that some older systems (especially those prior to the STE - my old Mega 4 with TOS 1.02 for example) seemed to keep the old value constant through a warm reset, meaning any software which loaded earlier in the boot phase than the one who created it last time will write into unowned space, and therefore the cookies they place there will (possibly) get overwritten with random guff.

So, as an early fix to my Toolbox TSR, I added unjar code and this problem disappeared. <shameless plug> It [the Toolbox] also fills it in with correct values of many common (documented) values, and corrects TOS errors in jar contents (For example: the "I know one is there, but I can't tell which one" FPU cookie bug in all TOS 3.x and 4.x that I am familiar with).

And, of course, the only things that should write to the cookie jar are TSRs loaded from the AUTO folder at boot time. Transient apps should not. Accessories are doubtful - especially as they can be killed easily under MTOS (an early accessory of mine used CTRL-clicking the name a "I want to re-configure you" instead of "I want you to do something", whereas MTOS redefined it to mean a death-knell to the app or DA.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4418. XNAM

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011097.113630.28@wxs2-10.worldaccess.nl>
Source record: 7763

Can someone explain the XNAM principle to me? Please email me privately, as I
don't usually read this newsgroup.
--
%\@/%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O ** Season's Greetings! *
* Veseli Vanoce! ***\\ o *** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* ***************************** *
* === *
* === *
****
Richard Karsmakers cronos@worldaccess.nl
****
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
****

4419. would you be my friend?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5b50gg$kmr@news1-alterdial.uu.net>
Source record: 7764

Hello,

I'm 14 years old and I think I may be a gay. I'm looking for some support and friendship with a older male age 18-40. Please email if you can help.

4420. COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <5b5hfc$dg0@umcc.umcc.umich.edu>
Source record: 7765
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi again,

We still have 4 systems left, each consisting of:

a Howard board
in case with the same footprint and color scheme as an Amiga 2000
the (Howdy) display unit
these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
full documentation
call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
complete development software
9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
1 Amiga formatted floppy with extra routines by Bastian Schick and myself
Expert technical support via email included.
Access to cartridge prototyping, production, packaging, & marketing included.

All this can be had for only $2000 + shipping each. You won't find a
better offer anywhere in the world! Atari charged developers $5000 for
these units but you get one for less than 1/2 the price.

We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
system preloaded on the hard drive. It's only $400 + shipping with the
purchase of a Howard board. This makes a complete (high-end) Lynx development
system for only $2400 + shipping (expect about $60.00 continental US)

Don't miss out! Just like Lynx games, these prices are NOT going to get
any lower.

}}}}}} Call Lance at Video 61 (612) 462-2500 to get yours now! {{{{{{

fine print:
1. You must supply your own monitor for the Amiga.
2. We accept most major credit cards, but the conditions are "no returns".
3. Personal checks will have to clear before shipping.
4. Units are returned from developers and sold "AS-IS". All of them
have been tested for all major functions to insure working status
before shipping.
5. The usual disclaimers about software doing what it is supposed to do,
not what you expect it to do in all cases and it's not our fault if
the UPS man drops it on your foot.
6. Any and all typos are mine...

Harry Dodgson
2600/7800/Lynx developer

4421. To all AES developers

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: Jo Even Skarstein <josk@ifi.ntnu.no>
Message-ID: <01bbff1b$7c6f7620$df39f181@pervo.stud.ntnu.no>
Source record: 7766

Hi!

N.AES have some new AES-calls, one of them is quite useful. I've used it in a small program that adds "virtual desktops" to N.AES. If developers of other AES'es (MagiC, Geneva, XaAES, oAESis...) could add this call the program would work with this (And a couple of others.) too.

Excerpt from the N.AES-docs...

7.7 appl_control N.AES

Aufgabe: Gezieltes Steuern von Anwendungen.

C-Prototyp: int appl_control(int ap_cid, int ap_cwhat, void *ap_cout);

Binding: control[0] = 129
control[1] = 2
control[2] = 1
control[3] = 1
control[4] = 0

int_in[0] = ap_cid
int_in[1] = ap_cwhat
addr_in[0] = ap_cout
ap_creturn = int_out[0]

Parameterbeschreibung:

ap_cid: Die Applikationsidentifikation (apid) der Anwendung, die gesteuert werden soll.

ap_cwhat: Die Art der Steuerung:

0 bis 9 reserviert f&#65533;r N.AES

APC_HIDE (10) Applikation ausblenden
Wird f&#65533;r ap_cid -1 &#65533;bergeben, so wird
die aktuelle Anwendung ausgeblendet.

APC_SHOW (11) Applikation einblenden
Wird f&#65533;r ap_cid -1 &#65533;bergeben, so
werden alle ausgeblendeten Anwendungen
eingeblendet.

APC_TOP (12) Applikation in den Vordergrund bringen (zur aktuellen Anwendung machen).

APC_HIDENOT (13) Ausblenden aller Anwendungen bis auf
die in ap_cid angegebene, welche zur
neuen aktuellen Anwendung wird.
Wird f�r ap_cid -1 �bergeben, so
werden alle Anwendungen bis auf die
aktuelle ausgeblendet.

ap_cout: Wird abh�ngig von 'ap_cwhat' vom AES gef�llt (momentan
noch unbenutzt, die �bergabe eines Nullzeigers ist
m�glich).

```
ap_creturn: Returnwert:

0: ein Fehler ist aufgetreten

Wert > 0: kein Fehler aufgetreten
```

Anmerkung:
Ausgeblendeten Anwendungen wird in der Men�leiste ein '*'
vorangestellt, es sei denn, sie hatten im Moment der Ausblendung kein
Fenster offen. In diesem Fall wird nur die Anwendung gewechselt.

Der '*' vor dem Namen bedeutet also genauer: Einige oder alle
ge�ffneten Fenster dieser Anwendung sind ausgeblendet.

```
--
Jo Even Skarstein http://www.stud.ntnu.no/~josk/
```

4422. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: thom@morgan.ucs.mun.ca
Message-ID: <5b69iu$lr@coranto.ucs.mun.ca>
Source record: 7767
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:

While I _never_ normally do this, I feel I must, simply because of the false claim =')

(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
(system preloaded on the hard drive. It's only $400 + shipping with the
(purchase of a Howard board. This makes a complete (high-end) Lynx development
(system for only $2400 + shipping (expect about $60.00 continental US)
(---

(Don't miss out! Just like Lynx games, these prices are NOT going to get
(any lower.

They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in comp.sys.amiga.marketplace for nomore than $175.00 and even that's pushing it. Heck, you might even get a monitor with it for an extra $25 or so.

Perhaps you should have said "_our_ prices are NOT going to get any lower"?!? =')

(4. Units are ... sold "AS-IS".

An "AS-IS" 2 grand investment? You'd have to be a fool to take one up on something like that.

///\ Thomas Clancy 1 Hunt's Lane \ INSERT \
///__\(709) 722-9692 St.John's, Newfoundland, Canada \ GENERIC \
\\\/// \MIGA A1B 2L2 \DISCLAIMER\
\/// Homepage http://www.ucs.mun.ca/~thom \ HERE \

4423. test

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-10 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32d69904.1917532@news.airtime.co.uk>
Source record: 7768

Test to get rid of spammers who get my email from newsgroups

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4424. Atari ST 1040 For Sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020715297861@ip-pdx02-11.teleport.com>
Source record: 7769
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

```
Atari ST 1040 For Sale

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR
```

4425. UK Atari bits for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5b85ab$po6$1@mhafc.production.compuserve.com>
Source record: 7770
Cross-posted to: abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

some atari bits for sale
http://ourworld.compuserve.com/homepages/brond/forsale.html

4426. FS: Atari ST 1040

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020745299669@ip-pdx02-11.teleport.com>
Source record: 7771
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

FS: Atari ST 1040

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR

4427. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970111184500.NAA23816@ladder01.news.aol.com>
Source record: 7772

ooops,

thanks for clearing that up, I only meant that the tabs and indentation
were for readability purposes and were ignored by the compiler. It does
not remove every blank...some blanks are important, you are correct.

4428. C Tutorial, Lesson 5, Announcement

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970111185600.NAA24140@ladder01.news.aol.com>
Source record: 7773

```
The next lesson is ready, but I cannot upload it untill I find a new ISP.
Thanks for your patience..., and I will have an FTP site or web page as
backup for those who miss the postings. Stay tuned...
```

4429. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5b82hf$r9q@nyheter.chalmers.se>
Source record: 7774

In article <bce_9701091706@conchbbs.com>,
John Kormylo <John.Kormylo@7861.conchbbs.com> wrote:
...
>BTW, I suspect Lattice C defaults to int == long just to be
>different (sort of like Spinal Tap's amplifier which went to 11).

Well, GCC does the same thing.
Three other 68k C compilers I've used (none available for the Ataris (yet))
have 32 bit ints as well and two of them have no way of changing to 16 bit
ints (I don't know about the third).

I always use GCC with -mshort (for 16 bit ints) myself since most Atari
machines are slower at 32 bit operations. When I use Lattice C I leave it
at the default setting to let the optimizer work.
I wouldn't dream of using Lattice C (or PureC for that matter) for release
versions of MGIF, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4430. Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <27a_9701111600@conchbbs.com>
Source record: 7775

g > Or, better yet, use Num*8 bytes beyond the end of the BSS. (I
g > assume you are not interested in symbol data or debug info
g > which will immediately follow the BSS block [if any].

Or for that matter, you could use the DTA/command line buffer. That
way you only waste 128 bytes.

BTW, the symbol table and/or debug info is not loaded into RAM by
the system.

I suspect that the OS doesn't ever look at the basepage once the
program is loaded. It is simply used during the loading process and
as a one-way information transfer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4431. Re: playing samples on ST/F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970112030636.11601.qmail@mail.ptd.net>
Source record: 7776

> From: daniel.hagg@marine.combitech.se (Daniel H&#65533;gg)
>
>In article [4]<5app7l$c0nu_002@news.ti.com>, wongck@ti.com (William Wong) write
>s:
>> Is there any good documentation on how to play samples on the ST/STE/F030/TT?
>
>The ST hardware cannot play samples. However, it is possible (but very
>tricky) to emulate STE hardware on the ST.
>
>The STE/TT hardware can only play raw signed 8-bit sample data.
>WAV, AVR and SND are file formats. That is, different "standards" of storing
>samples on disk. To play a sample file you need to read the file to memory
>and "decode" it into signed 8-bit samples.
>
>The F030 hardware can play both 16-bit and 8-bit signed sample data.

Actually, you can play samples on the ST using the PSG chip. The problem is that you have to write a routine by yourself just to do that. Samples are played on the STe/TT using calls to hardware registers and the Falcon uses special XBIOS calls.

Just thought I can clarify this... :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

4432. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <853092138_OASIS_@swampdog.demon.co.uk>
Source record: 7777

In article <bce_9701091706@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>g > Depends on the compiler.
>
>We were discussing Pure C.

Yep, but it being the tutorial thread, I thought it best to mention
that there are differences.

>g > But who wants to use floating point anyway? <G>
>
>Well, I paid for the FPU, so I thought I might as well use it...

oic!

>BTW, I suspect Lattice C defaults to int == long just to be
>different (sort of like Spinal Tap's amplifier which went to 11).

I believe it does - and GNU also?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4433. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <853090648_OASIS_@swampdog.demon.co.uk>
Source record: 7778

In article <852674068@p24.f101.n323.z205.mbh.org>
Hans Wessels <mr_ni@mbh.org> said:-

>Guy Harrison wrote:
>
> > There's still a problem. We do not know how big a 'char' is. This
> > gets into the realm of portability - a complex and vague issue so I'll
> > be atari specific now ...
>
>The constant CHAR_BIT in limits.h tells you how many bits there are in a char.
>Usually it's eight.

Yep. Trouble is the older compilers may not even have limits.h and in
fact MWC does not so I thought it best to just say atari char = 1
byte.

> >
> > sizeof(char) = 1 byte.
> > sizeof(short) = 2 bytes.
> > sizeof(long) = 4 bytes.
> > sizeof(int) = either 2 or 4 bytes.
> >
> > This little program will tell you how many bytes an 'int' needs in
> > its signed and unsigned states ...
> >
> > main()
> > {
> > printf("6\n",sizeof(signed int));
> > printf("6\n",sizeof(unsigned int));
> > }
> >
>
>Well Mr Harrisson, you made a mistake overhere, this program will print when
>compiled and runned:
>6
>6
>Not very usefull I think.

So very true! I used the wrong Nos when posting. 0.42 has a printf bug
where printf(s) was used instead of printf("%s",s). Mike has fixed
this now but I need killfiles so I'm waiting for those before I can
use the fixed version.

>Let's do it this way...
>
>#include <stdio.h>

>
>int main(void) /* main has to be of the type int according to ANSI */
>{
> printf("%i\n", (int)sizeof(signed int));
> printf("%i\n", (int)sizeof(unsigned int));
> return 0; /* exit succes */
>}
>
>The operator sizeof() has an result of the type size_t, the type of size_t is
>compiler dependent. That's why I cast the answer to an int.

I'm not very up to date with the ansi standard but I must mention that
this needs to be investigated with pre-ansi compilers. It may or may
not exist, or if existing, may not be fully ansi compliant. MWC for
instance, defines size_t as a long (32 bit); there is no %i formatter
and sizeof() returns an int (16 bit)!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4434. Re: C Tutorial Chart

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <853091664_OASIS_@swampdog.demon.co.uk>
Source record: 7779

```
In article <Pine.A32.3.91.970108094948.18848H-100000@pallas.amp.uni-hannover.de>
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> said:-

>On Mon, 6 Jan 1997, Guy Harrison wrote:
>
>> This little program will tell you how many bytes an 'int' needs in
>> its signed and unsigned states ...
>>
>> main()
>> {
>> printf("6\n",sizeof(signed int));
>> printf("6\n",sizeof(unsigned int));
>> }
>
>Great, this'll make the C newbies believe that int, regardless of machine,
>is always 6 bytes ... ;-)

An unintentional exercise for them? <G>

>They should better try :
>
>main()
>{
> printf (" Signed Int is %d bytes\n",sizeof(signed int));
> printf ("Unsigned Int is %d bytes\n",sizeof(unsigned int));
> }
>
>Reading all your other lines, each missing the format specifier, but all
>having a `6' I guess you have trouble uploading the `%' character ?

Yep, Nos 0.42 has a news posting bug and I forgot all about it! ;-)


--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html
```

4435. Re: strtok()

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <853093008_OASIS_@swampdog.demon.co.uk>
Source record: 7780

In article <5arn7j$3qp@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se (Johan Klockars) said:-

>In article <852229266_OASIS_@swampdog.demon.co.uk>,
>Guy Harrison <guy@swampdog.demon.co.uk> wrote:
>>
>>Hmm, I think my strtok() is buggy. Given this string ...
>
>What compiler are you using?

Mark Williams C

>(Assuming this is happening on an Atari.)

Yes.

>>s = " line1 | line2][Ok | Cancel]";
>>
>>.. which I've broken up with *strchr(s,'[') = '\0'. Trouble is ...
>>
>>p = strtok(s,"|");
>>while (p) p = strtok(NULL,"|");
>>
>>.. manages to get past the '\0' and into the "[Ok | Cancel]".
>
>What tokens do strtok() return (add a puts(p) in the loop)?
>I mean, does it get past your '\0' after having considered ' line1 '
>and ' line2]' tokens?

Yes.

>(Wouldn't you want to include ' ' as well and break up at ']'?)

The ']' yes but not the spaces. The routine in question is concerned
with dynamically allocating an OBJECT tree for a windowed alert driven
by a printf() type front end.

>If the second token is indeed what I wrote, it appears the strtok() needs
>more than one '\0' to stop and you're just lucky to have an extra one after
>the string. That would of course make the strtok() quite buggy!

That appears to be the case. I've just had the time to experiment with
the following ...

#include <string.h>

main()
{char *s[2],

```
*p;

s[0] = " line1 | line2 ][ Ok | Cancel ]@";
s[1] = strchr(s[0],']');
*s[1]++ = NUL;
printf("s0={%s}, s1={%s}\n",s[0],s[1]);

*strchr(s[1],'@') = NUL;

p = strtok(s[0],"|");
while (p) {
puts(p);
p = strtok(NULL,"|");
}

p = strtok(s[1],"|");
while (p) {
puts(p);
p = strtok(NULL,"|");
}
}
```

.. which produces the expected results. If I take out the hack for the trailing '@' then it produces this ...

```
s0={ line1 | line2 }, s1={[ Ok | Cancel ]}
line1
line2
[ Ok
Cancel ]
s0={%s}, s1={%s}

[ Ok
Cancel ]
s0={%s}, s1={%s}
```

.. and it just so happens that MWC is storing the printf() format string directly after the alert string.

My original code needed to leave the alert string intact thus I was using strdup() - naturally there was less chance of there being two nuls in dynamic space than in the static space used in the above test program.

So, MWC strtok() _is_ knackered!!!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4436. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <26339_Spencer@mettav.demon.co.uk>
Source record: 7781

Out of the ether, the following was mentioned by stosser@airtime.co.uk...:

s> hahaha You are not seriously suggesting that TT owners are in the
s> majority, hahaha thats a wild thing to say :)
And whats wrong with TT owners???

I must state that the TT is a lovely machine for using the likes of Lattice C
on!! ;-)

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4437. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-12 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32d96e06.17978109@news.airtime.co.uk>
Source record: 7782

On 13 Jan 1997 07:07:09 -0500, rochelle@umcc.umcc.umich.edu (Rochelle Rogoff) wrote:

>(I wonder why people in England and Canada have a hard time with people

And let's all guess where you are from shall we.....

4438. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1d7cd$d34e.18@HERMES>
Source record: 7783

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > Or, better yet, use Num*8 bytes beyond the end of the BSS. (I
> g > assume you are not interested in symbol data or debug info
> g > which will immediately follow the BSS block [if any].

> Or for that matter, you could use the DTA/command line buffer. That
> way you only waste 128 bytes.

> BTW, the symbol table and/or debug info is not loaded into RAM by
> the system.

Oh. My error.

I just thought that all of the executable file was loaded at app start.

After all, all the code and data segments of the app are loaded during app start, and the bss space appears at the end of the data space in RAM.

Therefore it'd be logical (given the "load everything" philosophy GEMDOS seems to adhere to) to also load symbol and debug info at start time, prior to fixup and passing control to the app.

> I suspect that the OS doesn't ever look at the basepage once the
> program is loaded. It is simply used during the loading process and
> as a one-way information transfer.

However, if I was writing a multi-tasking OS, I'd use the "reserved" portions of the basepage for internal info used during task switch (the apps priority, last time it was given CPU time), and during shutdown (such as pointers to an internal [to the OS] table with a list of Malloc blocks used by the app, and so forth). Therefore, I would (as an app writer) leave the basepage alone - otherwise the OS may vomit over the rest of the system when it hits unknown data placed there by the app.

However, the command-line portion of the basepage seems to be fair game. It gives room for sixteen (128/8) cookies. And with the DTA overlaying the command-line area, I'm a bit more paranoid about setting it to somewhere else before using any of the directory enumeration funcs (Fsfirst and Fsnext spring to mind)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4439. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853155722@umcc.umcc.umich.edu>
Source record: 7784
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu)
did proclaim:

>While I _never_ normally do this, I feel I must, simply because of
>the false claim =')

What is the false claim? Is there anyone in comp.sys.amiga.marketplace
selling Lynx development systems? Haven't you ever heard of value-added
retailers in Canada?

>(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
>(system preloaded on the hard drive. It's only $400 + shipping with the
>(purchase of a Howard board. This makes a complete (high-end) Lynx development
>(system for only $2400 + shipping (expect about $60.00 continental US)
>(---

>(Don't miss out! Just like Lynx games, these prices are NOT going to get
>(any lower.

>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
>pushing it. Heck, you might even get a monitor with it for an extra
>$25 or so.

Sure, go buy an Amiga from someone else - we will still help
you install the software on it. Since we only have one Amiga and four
Howard boards, people will have to get the other Amigas from somebody else.
It does sound like a good place to buy monitors too. But if you bothered
to read in the correct context, we aren't selling the Amiga as a stand-alone
system. Only as part of a package. For the person who wants a pre-installed
system (which looking at PC sales, there are lots of them), it makes sense
to offer one. And PC retailers do charge extra to install software and
make sure everything works together. We also checked with a local Amiga
dealer and he was selling Amiga 2000's for $400 each.

>(4. Units are ... sold "AS-IS".

>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
>up on something like that.

And the people in comp.sys.amiga.marketplace are offering warranties on
their products? Ever buy a car from a used car dealer? The last one I
bought was for $7000 and had AS-IS marked on the sticker. What that
means in the US is that it has no express warranty. The buyer accepts

the fact that it might have some scratches and been used before. These units have been tested and do work. What does AS-IS mean in Canada?

> ///\ Thomas Clancy

the opinions expressed here are my own
the facts (claims) expressed here are true, not false

(I wonder why people in England and Canada have a hard time with people getting paid for an honest days work? Could it be their knowledge of American English and culture is lacking? Or are their morals really that different?)

Harry Dodgson
2600/7800/Lynx developer

4440. Hide/unhide with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5bdk7e$52a@due.unit.no>
Source record: 7785

Hi!

Does anybody know how Appline takes control over the windows in MagiC?
I've browsed the MagiC-docs and haven't found anything helpful there.

Jo Even Skarstein

4441. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: thom@morgan.ucs.mun.ca
Message-ID: <5bdv6n$i13@coranto.ucs.mun.ca>
Source record: 7786
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 13 Jan 1997 07:07:09 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:
(thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

(>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:

(What is the false claim? Is there anyone in comp.sys.amiga.marketplace

They make it sound as if they are doing you a favour by over-charging
for an ancient machine. They said (basically) that you wouldn't find
it anywhere is for less (false). They might be offering a deal on the
lynx-only stuff... but they're taking you to thte cleaners on the
A2000 setup.

(selling Lynx development systems? Haven't you ever heard of value-added
(retailers in Canada?

Value-added? Bah! I call it taking advantage of those that don't know
any better. He he not claimed that a lower price could not be found,
I would not have posted the info.

(>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
(>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
(>pushing it. Heck, you might even get a monitor with it for an extra
(>$25 or so.

(It does sound like a good place to buy monitors too. But if you bothered
(to read in the correct context, we aren't selling the Amiga as a stand-alone

Context? Go reread what you posted.

(system. Only as part of a package. For the person who wants a pre-installed

Yes, and you made it sound that since (and only if you're buying this
package) we'll throw in this dandy system for this real-good price.

(make sure everything works together. We also checked with a local Amiga
(dealer and he was selling Amiga 2000's for $400 each.

Because you neighbour robs banks doesn't justify the fact that you do
to. If you can't compete with the market, then pehaps you shouldn't
be in it.

(>(4. Units are ... sold "AS-IS".

(>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
(>up on something like that.

(And the people in comp.sys.amiga.marketplace are offering warranties on
(their products?

Almost 100% of the people there offer DOA guarantees, alot offer 30 days
etc.. You'll never see gear valued at over $75 sold as-is (rarely).

(Ever buy a car from a used car dealer? The last one I
(bought was for $7000 and had AS-IS marked on the sticker.

Then you're crazy.

(What does AS-IS mean in Canada?

In my province, it means nothing. It means that if there was an
existing defect that the consumer wasn't warned about, then the
dealer is still responsible. Aside from that, according to law here,
you've 30 days (or was it 10) to cancel. That aside, practically
all used car dealers here offer 90 day warrantys =')

((I wonder why people in England and Canada have a hard time with people
(getting paid for an honest days work? Could it be their knowledge of
(American English and culture is lacking? Or are their morals really that
(different?)

Getting paid? Who has trouble getting paid? Hell, your country is the
one that doesn't seem to have the bucks to help th unfortunate (welfare).
I doubt there is such a thing as "american" culture (in the true sense
of the word). Morals seem to be different? - I'd say yes. Perhaps that's why
americans rank the highest in the world of "least liked" - the vocal few
that come off as egomaniacal/self-centered/the world should follow us
attitude.

As an aside, what does getting paid in Canada have to do with lack-of
knowledge of American "culture" and American english (if such a thing
exists)- is this yet another example of ego? I would have referred to
it as "New World" english (as does Webster's "New World" dictionary.

Wow, what digression... from lynx packages to culture... to getting
paid... to automobile warranties... morals. =')

///\ Thomas Clancy 1 Hunt's Lane \ INSERT \
///__\(709) 722-9692 St.John's, Newfoundland, Canada \ GENERIC \
\\\/// \MIGA A1B 2L2 \DISCLAIMER\
\/// Homepage http://www.ucs.mun.ca/~thom \ HERE \

4442. VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: "Gavin W. Landon" <gavin1@airmail.net>
Message-ID: <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
Source record: 7787
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog

K,

(1) What are the advantages of putting the guts of the program in DLLs
and putting the RC files in the EXE.. Or the other way around..
Or better said.. When designing a system what criteria is used to make a
decision about what goes into a DLL & why?

(2) We have a prototype of the program in VB4 16 bit.. We would like to
use this as a front end and use VC 1.52 as the back end.. What is the
best way to do this or is it easier to just do the whole thing over in VC..

This is a 16 bit app only!

(3) What are the considerations regarding DLL & OOD?

(4) Does VB auto unload DLL's when done useing the function?

--
L8r,
Gavin W. Landon
<work>
gavin1@airmail.net
Custom Programming Service Inc.

<personal>
chizl@gte.net

4443. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5be93o$fb6@ccshst05.cs.uoguelph.ca>
Source record: 7788

TonyGreenwood wrote:
: On 13 Jan 1997 07:07:09 -0500, rochelle@umcc.umcc.umich.edu (Rochelle
: Rogoff) wrote:

: >(I wonder why people in England and Canada have a hard time with people

: And let's all guess where you are from shall we.....

Let's nip this impending (and off-topic) flame war in the bud, shall we?
Yes, the comment was stupid, but there's no need to stoop to that level.

BTW, Tony, setting your email address incorrectly, while foiling
spammers, also has the disadvantage of preventing legitimate email
replies to your postings. I would suggest doing as others do: have your
correct email address, but put some extra characters in.

THeo

4444. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5bf97j$etu@nnrp1.news.primenet.com>
Source record: 7789
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5b5hfc$dg0@umcc.umcc.umich.edu>,
Rochelle Rogoff <rochelle@umcc.umcc.umich.edu> wrote:
>Hi again,
>
> We still have 4 systems left, each consisting of:
>
>a Howard board
> in case with the same footprint and color scheme as an Amiga 2000
>the (Howdy) display unit
> these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
>full documentation
> call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
>complete development software
> 9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
> 1 Amiga formatted floppy with extra routines by Bastian Schick and myself
>Expert technical support via email included.
>Access to cartridge prototyping, production, packaging, & marketing included.
^^^^^^^^^

Huuuh?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4445. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32da903c.10526115@news.airtime.co.uk>
Source record: 7790

On 13 Jan 1997 21:23:04 GMT, thopman@uoguelph.ca (Theodore L Hopman)
wrote:

>Yes, the comment was stupid, but there's no need to stoop to that level.

One small comment that was NOT insulting to anyone, how is that
stooping to ...ho sod this......

>BTW, Tony, setting your email address incorrectly, while foiling
>spammers, also has the disadvantage of preventing legitimate email

I know! Thats the whole idea, what do you call legitimate email? as
my posting is to a public newsgroup then I do NOT want private email
regarding a public posting?, my correct email is in my sig for the
realy determined,

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4446. Re: UK Atari bits for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdu42$gvn@ornews.intel.com>
Source record: 7791
Cross-posted to: abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5b85ab$po6$1@mhafc.production.compuserve.com>,
Brendan McEnroe <101613.2440@CompuServe.COM> wrote:
>
>some atari bits for sale
>http://ourworld.compuserve.com/homepages/brond/forsale.html

Apparently not:

Page Not Found

The Server [ourworld.compuserve.com] was unable to find the following page:

Page [forsale.html]
User [brond]
Category [homepages].

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

4447. Dlock() prevents Fsfirst()/Fsnext() from working correctly?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1e7cd$12e2d.190@HERMES>
Source record: 7645

As part of a filename validation app that I wrote to supplement the CD-writer software Brian & Mario Becroft <mbecroft@tos.ak.planet.gen.nz> use when creating CDs (which has a very tedious "you have to exit the app to change/correct a failed filename" problem), I have run up against a problem when making my app (which searches and validates filenames against some simple rules, and then allows the user to correct any "failed" filenames) a bit more MiNT friendly.

Whilst my app runs OK without fouling itself or the disc it is checking, when I use Dlock() prior to enumerating the directory structure with Fsfirst and Fsnext, the search reports "zero files" searched on the disc, even though there are ~2000 files on the drive. Removing the Dlock call gets the correct results.

Changing the search to any other drive (such as my old Megafile 60, which has not really been used for aeons, and had no active ["open" or "in use"] files on it at search time) also gives the same failure.

(I am using Freemint 1.14, Memory-Protection 'on' and AES 4.1, on a 20 Mbyte RAM TT. I have just under 1 meg of ST RAM and about 8-10 megs of TT ram free at app run time. The app was flagged to Load and Malloc from TT ram. Switching protection off produced the same [bad] result).

It operates exclusively in the TOS domain, on GEMDOS 8+3 filenames.

Here is roughly what my source looks like (in Lattice C 5.60) (configured as intsize = 32-bit, target CPU = '030). I've snipped the surrounding GUI code, and the code that sets the basepath to be searched, and I assume you are all prescient enough to know what I mean by my redefined data types like "uint32".

The search code will recursive search any directory it finds in the search path, even though the source I present here doesn't show this. (I've set my stack to something like 64k, even though the worst case I've seen it only needs something around 48k or thereabouts [each recursion uses about 800 bytes of stack space])

```
-- BEGIN Source Code Snippet --

typedef enum { ... } Reason;

extern uchar8 basepath[255+1];

XATTR xattr;
uint32 mintcookie;
uint32 err;
uint16 count, failcount;
```

```
struct FILEINFO finfo;

mintcookie = 0;
if( getcookie( 'MiNT', &mintcookie ) && mintcookie > min_version_ver ) {
Fxattr( 0, basepath, &xattr );
Dlock( LOCK, xattr.dev );
}

count = 0;
failcount = 0;
err = Fsfirst( "*.*", 0x3f );
while( !err ) {
Reason reason;

count++;
if( !validate( finfo.name, &reason ) ) {
fail( finfo, reason );
failcount++;
}
err = Fsnext();
}

sprintf( alert, "[1][%d files searched|%hd failures][ ok ]", count, failcount );

if( mintcookie > min_mint_ver )
Dlock( UNLOCK, xattr.dev );

-- END Source Code Snippet --

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"
```

4448. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5bev5r$rcf@ccshst05.cs.uoguelph.ca>
Source record: 7646
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Harry,

I have no problem with you selling Lynx stuff but knock off the
racist Canadian comments, will ya? I'm sure you wouldn't like us to start
proclaiming that Americans are all obnoxious assholes would you? (That
would be silly because I have met many great friends over the years who
happen to come from the US)

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

4449. Re: To all AES developers

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1401970928260001@dwilga.comm.mtholyoke.edu>
Source record: 7647

In article <01bbff1b$7c6f7620$df39f181@pervo.stud.ntnu.no>, "Jo Even Skarstein" <josk@ifi.ntnu.no> wrote:

> N.AES have some new AES-calls, one of them is quite useful. I've used it in
> a small program that adds "virtual desktops" to N.AES. If developers of
> other AES'es (MagiC, Geneva, XaAES, oAESis...) could add this call the
> program would work with this (And a couple of others.) too.

How about translating your docs into English so the rest of the world can read them? :-)

Dan Wilga
dwilga@mtholyoke.edu

4450. A Special Offer!

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5bhn4g$j6e@news1-alterdial.uu.net>
Source record: 7648

Are you interested in making Millions in your spare time?

Any housewife could do it and so can you!

Just email me at dozer@netwizards.net to receive your FREE information packet.

Thanks for your attention, and I'll be talking with you soon.

Bill
dozer@netwizards.net

4451. Re: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: geoffr@arcturus.demon.co.uk
Message-ID: <19970114.184415.28@arcturus.demon.co.uk>
Source record: 7649
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

In message <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net> "Gavin W. Landon" wrote:

> (4) Does VB auto unload DLL's when done useing the function?

Only when posted to appropriate groups rather than *programmer*.
--
|~~~ Internet: geoffr@arcturus.demon.co.uk
|__|eoff Fidonet: 2:250/208
Web: http://www.arcturus.demon.co.uk/

4452. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: ecastle@cherita.netkonect.co.uk
Message-ID: <32dce4ae.91157252@news2.netkonect.co.uk>
Source record: 7650
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

>>Access to cartridge prototyping, production, packaging, & marketing included.

And how many Lynx games have you produced, packed and marketed? (I'll point out now that I haven't done any myself, just so Harry can't say that in return.)

4453. AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5bgn4t$8ct@due.unit.no>
Source record: 7651

Hi!

Does anybody know where I can find information on the new/extended AES-calls in AES 4.0/4.1? And are there any free libraries for Pure C (I have 1.1) that supports these? Maybe my current libraries has 4.0/4.1 support, it supports appl_search() although it's not mentioned in the helpfiles.

Jo Even Skarstein

4454. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: The Maverick <TheMaverick@volcano.net>
Message-ID: <32DC83F1.1C1A@volcano.net>
Source record: 7652
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Rochelle Rogoff wrote:
>
> >(4. Units are ... sold "AS-IS".
>
> >An "AS-IS" 2 grand investment? You'd have to be a fool to take one
> >up on something like that.
>
> And the people in comp.sys.amiga.marketplace are offering warranties on
> their products? Ever buy a car from a used car dealer? The last one I
> bought was for $7000 and had AS-IS marked on the sticker. What that
> means in the US is that it has no express warranty. The buyer accepts
> the fact that it might have some scratches and been used before. These
> units have been tested and do work. What does AS-IS mean in Canada?

Yeah, but it's a lot easier finding someone to repair a broken car... ;-)

--
--> none of the above statements are represented to be the facts,
--> even if they coincidentally happen to be true!

-------=======++++++++++++++++++++++++++++++++++=======-------
http://www.volcano.net/~themaverick/
-------=======++++++++++++++++++++++++++++++++++=======-------

4455. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <853198732@p24.f101.n323.z205.mbh.org>
Source record: 7792

Mr Maddog wrote:

> Case in point...Wacko Software and Stosser both make games in STOS
> basic. Same language. If you play any of Wacko's games, then you know
> know the idea of "crap" is much more than just an abstract concept.

Very true indeed.

> include assembly routines for speed and TOS calls is a mahor plus. C
> is good for Gem applications, though you can write games but they would
> not be arcade fast. Yet you can get away with games that just wait for
> your mouse click and look good in a window. :)

C is good for GEM aplications true, but it does as easy non GEM games, giving you all the speed and power you need. I am getting the idea you think C is only good for GEM, and that's wrong. C is good for almost everthing, fast arcade games, GEM applications and packers.

> If you're real good at assembly to write a game competely in it, go
> for it! It would be much faster and better if you know how to squeeze
> it out of the system. :)

Knowing how to squeeze the maximum speed out your system is the most important part. Use the wrong technique and even the fastes assembly implementation will make your game fast.

However a high level language around an assembly game is nice. Doing disk acces and memory management is assembly is a hard task and won't bring much speed improvement. I usually write the routines first in C and convert the most time consuming routines into assembley.

Bye, Hans Wessels

4456. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-15 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <5bh468$3u5@triglav.iwaynet.net>
Source record: 7653
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

thom@morgan.ucs.mun.ca (Thomas Clancy) wrote:

>Getting paid? Who has trouble getting paid? Hell, your country is the
>one that doesn't seem to have the bucks to help th unfortunate (welfare).
>I doubt there is such a thing as "american" culture (in the true sense
>of the word). Morals seem to be different? - I'd say yes. Perhaps that's why
>americans rank the highest in the world of "least liked" - the vocal few
>that come off as egomaniacal/self-centered/the world should follow us
>attitude.

PLEASE don't start that US vs Canada stuff here. It has infected half
of the NG's on the USENET. If we're intelligent to use Ataris then we
should be smart enough not to turn our Atari related NG's into yet
another corner of the America vs. Canada flame wars.

4457. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-16 00:00:00 UTC
From: Lionel Theunissen <lionelth@ozemail.com.au>
Message-ID: <32DCE0FB.77DE@ozemail.com.au>
Source record: 7654
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Rochelle Rogoff wrote:
>
> Hi again,
>
> We still have 4 systems left, each consisting of:
>
> a Howard board
> in case with the same footprint and color scheme as an Amiga 2000
> the (Howdy) display unit
> these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
> full documentation
> call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
> complete development software
> 9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
> 1 Amiga formatted floppy with extra routines by Bastian Schick and myself
> Expert technical support via email included.
> Access to cartridge prototyping, production, packaging, & marketing included.
>
> All this can be had for only $2000 + shipping each. You won't find a
> better offer anywhere in the world! Atari charged developers $5000 for
> these units but you get one for less than 1/2 the price.

I have to say that the price you want for these units is very steep.
They may have cost $5000 originally, but it wasn't that long ago that
286's cost that sort of money, and you can't even give them away now.
It's an unfortunate fact that computer equipment devalues hideously
quickly, and obsolete equipment is worth almost nothing. The units you
are selling aren't even new. Half price may be reasonable for
second-hand units for a CURRENT product, but the LYNX is effectively
dead. No more are being made. Atari in effect no longer exists. There is
therefore no hope of marketing or advertising support for any new Lynx
related product. Also, what if the thing breaks down? They are full of
custom chips. What hope of getting spares? This is a very risky
investment!

$2000 may not be much to a professional developer, but how many
professional developers are really going to be interested in the Lynx?
Can you HONESTLY make a livable income writing Lynx games?

In my opinion, the only people who are likely to be interested in the
development units are tinkerers, like myself. I would be very interested
in obtaining a development system, but not at this price. The price
would have to be about a quarter of what you are asking for me to
consider it. If you find you can't sell the units, and are prepared to

drop the price, then contact me.

My offer isn't going to get any higher...Sorry.

Lionel...

4458. Atari BBS?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-16 00:00:00 UTC
From: paulsmith@enterprise.net
Message-ID: <32de9553.1697883@news.enterprise.net>
Source record: 7655

Does Anyone know of a BBS program for the Atari??

4459. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-16 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5bm9s4$h6q@lira.i-way.co.uk>
Source record: 7656
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Lionel Theunissen <lionelth@ozemail.com.au> mumbled indistinctly:

>> All this can be had for only $2000 + shipping each. You won't find a
>> better offer anywhere in the world! Atari charged developers $5000 for
>> these units but you get one for less than 1/2 the price.

A comparison is in order here:

A third party Jaguar dev kit is approx 300.00 (uk).

An SNES third party dev kit is around 350.00 (uk).

The Sony Yaroze Playstation home dev kit is 550.00 (uk), and includes
rather a lot of stuff for the money - assembler, C compiler, debugger,

developer PSX, libraries, documentation, free Pipex account, 3d
object creators, graphics convertors, loads of utils, etc. Available
direct from Sony only.

I could quote retail on a full-blown pro Playstation dev kit, but my
licensing agreement with Sony prohibits it - all I can say is that
it's a bit more than that ;)

Datel were selling a system that would stand in for a full blown
dev kit for around the 200.00 (uk) mark.

I can say what 3rd party pro-dev kits for a Saturn cost, and it's
around the 5000.00 (uk) price by the time you've bought everything
you need.

I think, on reflection that the $2000 for a Lynx dev kit with no real
probability of a market for product from it is a bit steep.....

I've got a Vectrex dev system that I put together myself
- bet there's even less of a market for that, but I know of at least
three new games that have been released just recently. Fact is
that folks only do old platforms for fun and nostalgia now, and
$2000 is just to much (I used a Crash Barrier EPROM emulator
and a dismantled cartridge to build the Vectrex dev unit in case
anyone is interested - just to prove to a guy in the office that
it could be done).

Much better call is for folks to sign up to the Yaroze project
on Sony - it's cheaper, you get more for your wedge and
you get a crack at the wider world if you produce something
worthwhile (license it to a big boy like Psygnosis). Or do it
for a better reason - fun, and a chance to face off against

the best of the amatuar game dev fraternity from Japan &
Europe.
UK delivery of Yaroze kits is february, US launch should be
some time after that - we finally get something first ;)

Craig Graham.
STM, Falcon, Jaguar, Lynx, Vectrex, Dragon32
XaAES, CLA, DUftp

4460. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-16 00:00:00 UTC
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Message-ID: <Pine.HPP.3.91.970116110200.3142B-100000@rghx50.gp.fht-esslingen.de>
Source record: 7657
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> Yeah, but it's a lot easier finding someone to repair a broken car... ;-)
But not if you got an Oldtimer !

What do you pay for a Classic Car ???

42Bastian

4461. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-16 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853414706@umcc.umcc.umich.edu>
Source record: 7658
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

ecastle@cherita.netkonect.co.uk (Edward Castle) writes:

>Hi,

>>>Access to cartridge prototyping, production, packaging, & marketing included.

>And how many Lynx games have you produced, packed and marketed? (I'll point
>out now that I haven't done any myself, just so Harry can't say that in
>return.)

Which comes first, getting the facilities to produce, package, and
market a game? or selling it?

We have hundreds of EPROM cards in stock waiting for the software to be
done. We have dealers who are ready to distribute anything we write.
We are working on getting boxes and manuals made that look like the
ones that Atari did (as opposed to what Telegames is doing). We have
the EPROM programmer and EPROMs (and I'm ordering more EPROMs today).
The only thing we don't have is a "track record", but I don't need one
to offer these services.
For example, if Carl Forhan wants us to make 200 Pong games
and sell them, we could get it done in short order.

If anyone buys a Howard board from us, writes any kind of
game, and needs facilities to sell their game, we have it.

repeat sales pitch

Only $2000 buys you a Lynx business opportunity - not a toy or a
collector's item. Call (612) 462-2500 to order one.

****
Watch this space for new Lynx games currently in development by
Carl Forhan, Bastian Schick, and myself.
This is NOT a vaporware announcement.
****

Harry Dodgson
2600/7800/Lynx developer

4462. Re: AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5bmqqr$oa8@news.cybernews.net>
Source record: 7659

Jo Even Skarstein wrote:
>
>Hi!
>
>Does anybody know where I can find information on the new/extended
>AES-calls in AES 4.0/4.1? And are there any free libraries for Pure C (I
>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>support, it supports appl_search() although it's not mentioned in the
>helpfiles.

If you find it, please post it.

Thanks.

Mike White (michael@fastlane.net)

4463. FS: Turbo 16 Accelerator for Atari:

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970117042302145 98@ip-pdx01-09.teleport.com>
Source record: 7660
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,maus.sys.atari.talk,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

FS: Turbo 16 Accelerator for Atari:
16 Mhz 68000 Accelerator made by Fast Technologies. For Atari
520/1040/Mega.
Brand New Sealed in Original Box with instructions for installation. I
have one of these on my Mega, and it really speeds things up.
Sell for $35 plus postage.

email to: zplanet@aol.com

Norm
Portland, OR

4464. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Message-ID: <Pine.HPP.3.91.970117134738.7032A-100000@rghx50.gp.fht-esslingen.de>
Source record: 7661
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

```
> A comparison is in order here:
>
> A third party Jaguar dev kit is approx 300.00 (uk).
Wrong, <20USD !

Tell me, does one of these dev.kits provide real debugging ??
With a Howard board, you have a Lynx where you can access nearly every
single register.
I think the N64 dev. kit is the only one giving you this feeling.

42Bastian
<-------------------------------------------------->
http://www.gp.fht-esslingen.de/students/mt/elw5basc/
<-------------------------------------------------->
```

4465. Rae: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1117cd$15254.1eb@HERMES>
Source record: 7662
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

Geoff Riley (geoffr@arcturus.demon.co.uk) wrote:
> In a misdirected message, "Gavin W. Landon" wrote:
> > (4) Does VB auto unload DLL's when done useing the function?
> Only when posted to appropriate groups rather than *programmer*.

I hear "Virtual Bob" has this feature.

But, unfortuantely, you need four braincells to use it.

(Pity it's target audience only have two-and-a-half braincells in total)

{[:-)]

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4466. FLOPPY COMPAIBILITY

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: sc1way@aol.com
Message-ID: <19970117191400.OAA23379@ladder01.news.aol.com>
Source record: 7663

FLOPPY COMPAIBILITY

Can I stick a PC formatted disk in an ATARI ?

And most important, can I read midi files (programmed on PC) eventually ?

Thanx in advance to anyone who knows the answer.

4467. Re: Atari BBS?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5bnmk9$7v6@balaena.bio.vu.nl>
Source record: 7664

Jonathan Smith (paulsmith@enterprise.net) wrote:
: Does Anyone know of a BBS program for the Atari??

Try atari.archive.umich.edu (or one of it's mirrors) in the Telecomm/ dir.
There's some BBS stuff there...

-=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4468. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: bond@access5.digex.net
Message-ID: <5bpd1e$ek8@access5.digex.net>
Source record: 7665
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5bev5r$rcf@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>Harry,
>
> I have no problem with you selling Lynx stuff but knock off the
>racist Canadian comments, will ya? I'm sure you wouldn't like us to start
>proclaiming that Americans are all obnoxious assholes would you? (That
>would be silly because I have met many great friends over the years who
>happen to come from the US)

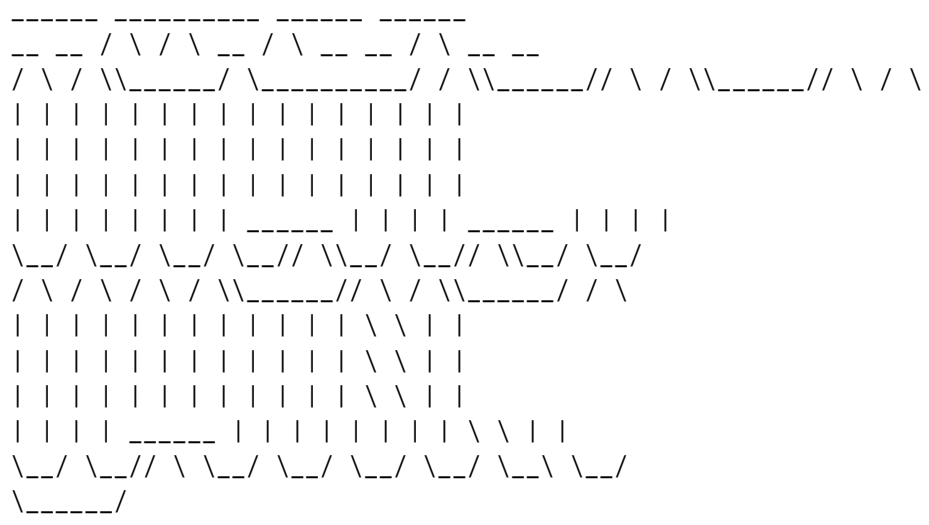
I, for one, can't wait until bill HR3816725 passes this year declaring
the "Great White North" as public dumping grounds for U.S. nuclear waste.
Seems like a win-win situation to me...

--
____ ____ __ ___ mailto:bond@access.digex.net | PGP
/ __ \ / __/ _/_/ |_ | http://www.access.digex.net/~bond | on
/ /_/ / _\ \ _/_/ / __/ -=-=-=-

4469. ICTARI 42 Now Available -Big Changes !

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-17 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <853488340_OASIS_NEWS@elis.demon.co.uk>
Source record: 7666

Thee Augean Stables Present:



The Atari Programmer's User Group

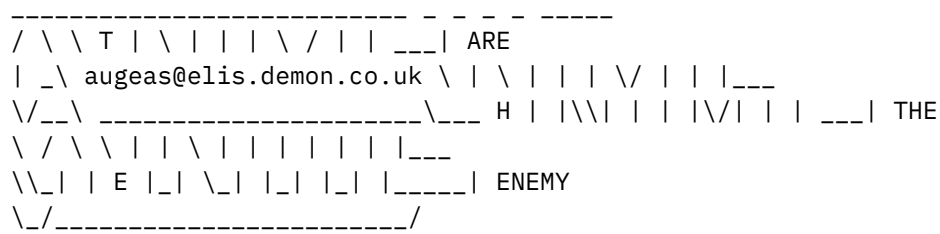
Hello again. Peter Hibbs has just released ICTARI 42, his last issue. The next one will be put out by.... ....me ! I soon expect to recieve the list of members and other materials, and will try to send the next disk-based version of the magazine to the subscribers by the 15th of next month. The new issue is now available at my WEB-site, which has also been updated. Go to:

http://www.elis.demon.co.uk/ictari/ictari.htm

What have I done ?

"Augeas"

--



4470. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5bquh2$ehf@ccshst05.cs.uoguelph.ca>
Source record: 7667
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

```
: I, for one, can't wait until bill HR3816725 passes this year declaring
: the "Great White North" as public dumping grounds for U.S. nuclear waste.
: Seems like a win-win situation to me...

hmm ... rec.games.video.atari.idiots seems like an appropriate
title.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

4471. Re: Dlock() prevents Fsfirst()/Fsnext() from working correctly?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-18 00:00:00 UTC
From: stephen@moroder.scotnet.co.uk
Message-ID: <5bp51s$5b8$1@florence.scotnet.co.uk>
Source record: 7668

In comp.sys.atari.programmer, gmiller@inca.co.nz (Gaven Miller) wrote:
>Whilst my app runs OK without fouling itself or the disc it is checking,
>when I use Dlock() prior to enumerating the directory structure with
>Fsfirst and Fsnext, the search reports "zero files" searched on the disc,
>even though there are ~2000 files on the drive. Removing the Dlock call
>gets the correct results.

I've never used Dlock(), but I did once have problems with Fsfirst() and Fsnext(). It turned out that a call to the file selector in early TOS versions was changing the DTA on me. I fixed the problem by inserting an Fsetdta() immediately before the Fsfirst(). (And in the words of the Atari Compendium, "Be careful to avoid assigning your DTA to a local or automatic variable without setting it to its original value before the variable goes out of scope.")

I don't know if this will work, but the problem you describe sounds very similar to mine - my application kept trying to open null file names.

Stephen

4472. Atari stuff forsale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-20 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bc0669$c311fd00$6dc5b8cd@p5-133>
Source record: 7669

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything ***** (plus shipping costs)
Will sell components seperatly.

HARDWARE: Original boxes and documentaion.
* All hardware purchased in 1990. (except for 2 original style
joysticks)

ATARI 1040 ST (with Mouse and Boot Disk) and ATARI SC-1224 COLOR MONITOR

ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS

MANUALS: (come with purchase of Atari ST system, or will sell seperatly).
520 ST COMPUTERS
ST QUICK REFERENCE GUIDE
COPY II ST
DB MASTER ONE
COMPUTE!'s SECOND HANDBOOK OF ATARI
SX212 MODEM OWNERS MANUAL
ST COMPUTER OWNERS MANUAL
ST BASIC SOURCE BOOK AND TUTORIAL
ATARI LOGO SOURCE BOOK
HOLMES & DUCKWORTH H&D BASE MANUAL (copy)
PC INTERCOMM (copy)

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

ST LANGUAGE DISK
LANGUAGE DISK
1st - WORD
PROCOPY
COPY II ST - Disk backup utility PC/InterComm
SUPERCHARGER (images)
ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
ARKNOID (instructions, no box)
BARBARIAN S.D.I
The BLACK CALDRON (2 disks)
BLOOD MONEY
CHRONO QUEST (4 disks)
CRYSTAL CASTLES
DEATH BRINGER (3 disks)
DRAGON LORD
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of maps and story)
FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks)
GAUNTLET (2 disks)
GHOSTBUSTERS 2
The GUILD OF THIEVES
IRON LORD (3 disks)
JINXTER
KNIGHT ORC (2 disks)
The KRISTAL
MISSILE COMMAND (instructions, no box)
NINE RINGS OF ZILFIN (3 disks)
OBLITERATOR (instructions, no box) (2 disks)
OOZE (2 disks)
OUT RUN
PRINCES IN AMBER (box, no instructions)
QUESTRON II (2 disks)
ROAD RAIDER (2 disks)
ROBO COP
ROGUE
SPACE HARRIER (2 disks)
SUPER CYCLE (instructions, no box)
TEMPLE OF APSHAI TRILOGY(no box, no instructions)
TIME AND MAGIK (instructions, no box)
TIME BANDIT (box, no instructions)
WANDERER ROAD
WARLOCK (instructions, no box)
WILLOW (2 disks)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
XEVIOUS (no box, no instructions)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
with 60 5.25" Floppy Disks with assorted Backup copies of various
software.
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE

SOFTWARE: MEDIA: TAPE PLAYER CASSETTE TAPE
ZAXXON

SOFTWARE: MEDIA: CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

--
If Interested Contact Kevin at kb-1@ix.netcom.com
More Stuff For Sale at http://www.netcom.com/~kb-1/ForSale.html

4473. Re: AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5bvm0m$54p@m1.cs.man.ac.uk>
Source record: 7670

In article <5bgn4t$8ct@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>
>Hi!
>
>Does anybody know where I can find information on the new/extended
>AES-calls in AES 4.0/4.1?

Well, if you are looking for books, the Atari Compendium has info on
all the AES 4/4.1 calls. Alternatively, Modern Atari System Software
contains info on AES 4.0 calls.

If you want WWW pages, well I have some information on ToolBars on
my WWW pages, but I haven't done docs for all functions...

>And are there any free libraries for Pure C (I
>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>support, it supports appl_search() although it's not mentioned in the
>helpfiles.

No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.

Anthony

--
------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4474. Re: STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5bvlo8$501@m1.cs.man.ac.uk>
Source record: 7671

In article <26339_Spencer@mettav.demon.co.uk>, Spencer@mettav.demon.co.uk (Spencer Davies) writes:
>Out of the ether, the following was mentioned by stosser@airtime.co.uk...:
>
> s> hahaha You are not seriously suggesting that TT owners are in the
> s> majority, hahaha thats a wild thing to say :)

>And whats wrong with TT owners???

Nothing, but you surely aren't saying that there are more TT owners
than there are ST owners, are you?

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4475. M.A.G.E.

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-20 00:00:00 UTC
From: Anthony Rudzki <arudzki@sprynet.com>
Message-ID: <32E313D1.559@sprynet.com>
Source record: 7672

Is there anyone using M.A.G.E. these days?

tony

4476. FLOPPY COMPAIBILITY

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <745_please@no.spam.mail.here>
Source record: 7673

Hi sc1way@aol.com, on 20 Jan 97 you wrote:

s> Can I stick a PC formatted disk in an ATARI ?

Yes. As long as it has been formatted to the right size (360 or 720Kb).

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4477. Re: Dlock() prevents Fsfirst()/Fsnext() from working correctly?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5c2376$13r0@rs18.hrz.th-darmstadt.de>
Source record: 7674

Hi!

In article <1e7cd$12e2d.190@hermes>,
gmiller@inca.co.nz (Gaven Miller) writes:
> Whilst my app runs OK without fouling itself or the disc it is checking,
> when I use Dlock() prior to enumerating the directory structure with
> Fsfirst and Fsnext, the search reports "zero files" searched on the disc,
> even though there are ~2000 files on the drive. Removing the Dlock call
> gets the correct results.
Sure. Haven't you read the Dlock()-manpage? The first paragraph should clear
things up:

-- snip --
Dlock is used to lock or unlock the BIOS device indicated
by drv. No GEMDOS file operations are permitted on a
^^
locked drive. Thus, the Dlock call provides a mechanism
for disk formatters or re-organizers to lock out other
processes while low-level BIOS or XBIOS operations are in
progress on the device.
-- snap --

Dlock()'s main purpose is - as described above - to allow low level tools to
directly change the structure of a filesystem. If it would still allow
GEMDOS access to the locked drive (even by the caller), this could easily
cause a big mess, e.g. if a new file would be written during a defragmentation
process. Dlock() also makes sure that no process has open files on the drive
you wish to lock, because this could also leed to serious problems.

Another purpose of Dlock() is forcing a media change, which automatically
happens when the drive is unlocked, because the contents could then be
completely different.

So, don't use Dlock() if you don't plan to manipulate the physical data
structure or need a media change to be forced for some reason. If you want
to make your app more MiNT friendly, as you've written, better let it run in
the MiNT-domain and use Dpathconf(), Dopendir(), Dreaddir() and Dclosedir()
to count the files instead of the obsolete Fsfirst()/Fsnext()-combination.

And btw, don't check the MiNT-cookie if you want to use new GEMDOS calls
like Fxattr() and Dlock(). Simply call them; if they do _not_ return -32L
(EINVFN), you can use them. Otherwise, they're not available. This is
important if you want your program to be able to use the enhanced GEMDOS
calls with MagiC as well. Even some MetaDOS drivers offer Dopendir() & Co.
without the need for MiNT!

Hope that helps ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4478. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5c23s1$13r0@rs18.hrz.th-darmstadt.de>
Source record: 7675

Hi!

In article <1d7cd$d34e.18@hermes>,
gmiller@inca.co.nz (Gaven Miller) writes:
> I just thought that all of the executable file was loaded at app start.
>
> After all, all the code and data segments of the app are loaded during app
> start, and the bss space appears at the end of the data space in RAM.
>
> Therefore it'd be logical (given the "load everything" philosophy GEMDOS
> seems to adhere to) to also load symbol and debug info at start time,
> prior to fixup and passing control to the app.
As far as I know, the OS really loads the complete binary into the RAM, but
that's not a problem at all. The position and sizes of TEXT, DATA and BSS are
set according to the program header, and when the BSS size is greater than
zero, the BSS gets zeroed, thus overwriting (parts of) the symbol table in
RAM (or the debug info), if the loaded program had one.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4479. Re: Hide/unhide with MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5c2419$13r0@rs18.hrz.th-darmstadt.de>
Source record: 7676

Hi!

In article <5bdk7e$52a@due.unit.no>,
josk@ifi.unit.no (Jo Even Skarstein) writes:
> Does anybody know how Appline takes control over the windows in MagiC?
> I've browsed the MagiC-docs and haven't found anything helpful there.
The screenmanager of MagiC supports some undocumented messages you can send
to it via appl_write(), and two of them are used to hide and unhide
applications. Another one activates the menu bar of a running application.
I could look up details, if you want.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4480. Paddles, How do they work ??

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: Michel Bieleveld <m.bieleveld@pi.net>
Message-ID: <32E53832.FA7@pi.net>
Source record: 7677

Hello,
I am Michel Bieleveld and I have a big problem, at least it is for me.
I want to know how I can address Paddles for the Atari 800 XE and I want
to know wich electronic parts are used in it. I'm verry desperate
waiting for you're answer.

My e-mail adress is M.Bieleveld@pi.net

Greeting from me !

4481. WMF 2 GEM/ and/or CVG 1.1 needed

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Message-ID: <Pine.A32.3.91.970121212113.35864D-100000@filabres.ualm.es>
Source record: 7678

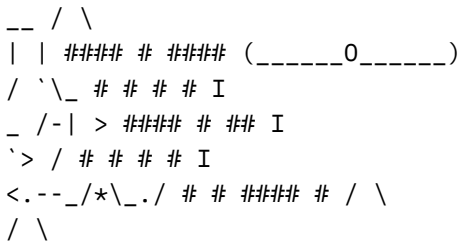
Hi everybody!

I have an idea to any programmer out there.
I desperately need an utility to convert *color* WMF files from PC's
(aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
Once converted, the file should be intact (i.e, no difference at all with
the original WMF).

This program could be shareware. I'd register it as soon as it was
developed. Anyone interested?

Of course, if such an application already exits, please tell me, also if
this option is included into any other program not only dedicated to this
task.

Thanx



Almeria/Atari Life Form

rtellez@ualm.es
Ramiro Tellez Sanz

4482. Atari to IBM...SIO2PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9701211603.D7297oB@wbris.starnet.net>
Source record: 7679

Is anyone interested in selling an SIO2PC cable to me? I need it to
transfer files from my Atari to my IBM.
Also, does anyone know of a way to read ROM from Atari 800XL carts so I
can copy them to disk? I've looked, but no one yet has an idea about
how to do it.
Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

4483. MIME/Base 64 info

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c3a04$apa@ornews.intel.com>
Source record: 7680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Name: mimelite
Product: library
Platform: ANSI C
Where:
ftp://oslonett.no/Software/MsDos/Kommunikasjon/Offline/mimelt20.zip
Author: Gisle Hannemyr <gisle@oslonett.no>
Comments:

[Gisle Hannemyr <gisle@oslonett.no> 20-May-1994]

"mimelite" is a simple, lightweight library written in ANSI C that supports the parsing of MIME headers and encoding/decoding of body parts, suitable for inclusion in offline-readers.

If you develop mail and newsreader software (user agents), you can link mimelite with your own program to make it support a significant subset of MIME (namely the Content-Transfer-Encodings 7BIT, 8BIT, BASE64 and QUOTED-PRINTABLE). mimelite also supports conversion between the ISO Latin 1 character set used for European character sets on USENET/Internet and PC-based character sets (e.g. Macintosh, IBM CP-437 and CP-850).

The distribution archive also contains UNMIME, a standalone program to decode MIMEd messages encoded with BASE64 or QUOTED-PRINTABLE encoding.

The mimelite library is general enough to work in a number of contexts, but it has been designed to work well on MS-DOS (where memory is a scarce resource). Its main application is intended to help extend MS-DOS-based "offline-readers" for RFC-822 and RFC-1036 conformant messages to also support RFC-1521 and RFC-1522.

From comp.mail.mime_FAQ,_part_2_of_3 :

Name: encdec
Product: tool
Platform: ISO C
Where: ftp://ftp.efd.lth.se/pub/mail/encdec.c-1.1.gz
Author: Joergen Haegg <jh@efd.lth.se>
Comments:

encdec is a simple standalone encoder/decoder for base64 and quoted printable written in ISO C.

From comp.mail.mime_FAQ,_part_2_of_3 :

Name: mpack
Product: MUA/utility
Platform: Unix, MS-DOS, OS/2, Macintosh, Amiga, Archimedes
Contact: mpack-bugs@andrew.cmu.edu
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-src.tar.Z
Sources for all versions
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack15d.zip
MS-DOS binaries
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack15o.zip
OS/2 binaries
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-mac.hqx
Macintosh binary
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-amiga.lha
Amiga binaries
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-arc.arc
Archimedes binaries
Where: ftp://ftp.andrew.cmu.edu/pub/mpack/mpack-1.5-linux.tar.gz
Linux binaries
Author: John Gardiner Myers, Chris Newman (Mac), Mike Meyer (Amiga),
Peter Simons (Amiga), Jochen Friedrich (OS/2),
Olly Betts (Archimedes)
Comments:

[John Gardiner Myers <jgm+@cmu.edu> 16-Feb-1995]

Mpack is a minimal implementation of MIME, designed for encoding
and
decoding binary files in MIME messages. In short, it is the MIME
equivalent of uuencode and uudecode. For backwards compatibility,
it can also decode messages in split-uuencoded format. The
Macintosh
port can also handle AppleSingle, AppleDouble, and BinHex.

Starting with version 1.5, all official mpack distributions are
PGP signed by "John Gardiner Myers <jgm+@cmu.edu>". The PGP
signatures are detached from the distributions themselves, in
files with the ".asc" filename extension.

[Arjan van der Meer <arjanvdm@htsa.hva.nl> 30-Jan-1995]

There is now a version of mpack/munpack for the Atari ST and
compatibles. It is just a compiled version of the UNIX 1.2 version,
but what I've tried worked okay. It is made by
alex@hal.rhein-main.de.

MPACK/MUNPACK Atari ST binary -
ftp://ftp.uni-kl.de/pub/atari/misc/mpack_12.lzh

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com

----------ftp://ftp.teleport.com/users/atari----------

4484. Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5c2kfi$ise@balaena.bio.vu.nl>
Source record: 7681

What is the best way to check if an AES supports iconification?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4485. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853846524@umcc.umcc.umich.edu>
Source record: 7682
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

IMPORTANT NEWS

Due to someone (you know who you are) whining to JTS about the
Howard boards sales, there followed a tense conversation between
John Scruch of JTS and Lance Rinquist of Video 61. The result
is that I have to publicly add these extra conditions/disclaimers
to our sale of Lynx development systems:

1. JTS does NOT support these systems in regards to hardware
2. JTS does NOT support the software for these systems
3. JTS will NOT provide technical support for Lynx game development
4. JTS has specified that we can sell these systems only under these
terms: "AS-IS" and as "Collector's Items"

Simple translation: Don't bother John Scruch anymore. They sold
these units to us and they don't want to hear anything else about them.

So if you want to buy a very special Lynx collector's item, call
(612) 462-2500. The price is still $2000 each. Each one has a
serial number on the bottom and from the ones we have, there were
probably 200 of these units built at most.

Harry Dodgson
2600/7800/Lynx developer

4486. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-21 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <32E50E79.347E@lucent.com>
Source record: 7683
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

```
Rochelle Rogoff wrote:
>
> 1. JTS does NOT support these systems in regards to hardware
> 2. JTS does NOT support the software for these systems
> 3. JTS will NOT provide technical support for Lynx game development
> 4. JTS has specified that we can sell these systems only under these
> terms: "AS-IS" and as "Collector's Items"
>
> Simple translation: Don't bother John Scruch anymore. They sold
> these units to us and they don't want to hear anything else about them.

I personally would think all those conditions were 'givens'. I doubt
that
JTS is willing to support ANYTHING developed or sold by Atari unless
they were required to by law.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM
```

4487. Looking for a Lynx programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-22 00:00:00 UTC
From: Barry Bankhead <Bbankhea@Oboe.aix.calpoly.edu>
Message-ID: <32E5E937.5A58@Oboe.aix.calpoly.edu>
Source record: 7684

Hello, I'm interested in a Talented programmer who knows their stuff when it comes down to making Lynx games. I am perticularly into making a racing game(or 5) for the Lynx. I have graphics already doen, and await a programmer...

4488. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-22 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.853932183@news.cwi.nl>
Source record: 7685

lvzon@bio.vu.nl (Levien van Zon) writes:

>What is the best way to check if an AES supports iconification?

That depends on what you mean by `support'. The multitos AES
iconification scheme is worthless, so I wouldn't call it support.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ ....

4489. Re: WMF 2 GEM/ and/or CVG 1.1 needed

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-22 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5c548b$cjn@balaena.bio.vu.nl>
Source record: 7686

Ramiro Tellez Sanz (rtellez@filabres.ualm.es) wrote:

: I have an idea to any programmer out there.
: I desperately need an utility to convert *color* WMF files from PC's
: (aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
: Once converted, the file should be intact (i.e, no difference at all with
: the original WMF).

For those "programmers out there", check out (Danger - Long URL
approaching!)

http://www.cis.ohio-state.edu/hypertext/faq/usenet/graphics/filefor
mats-faq/part3/faq-doc-160.html

for info on WMF (Wind*ws MetaFile)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4490. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-22 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2201971700400001@dwilga.comm.mtholyoke.edu>
Source record: 7687

In article <5c23s1$13r0@rs18.hrz.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <1d7cd$d34e.18@hermes>,
> gmiller@inca.co.nz (Gaven Miller) writes:
> > I just thought that all of the executable file was loaded at app start.
> >
> > After all, all the code and data segments of the app are loaded during app
> > start, and the bss space appears at the end of the data space in RAM.
> >
> > Therefore it'd be logical (given the "load everything" philosophy GEMDOS
> > seems to adhere to) to also load symbol and debug info at start time,
> > prior to fixup and passing control to the app.
> As far as I know, the OS really loads the complete binary into the RAM, but
> that's not a problem at all. The position and sizes of TEXT, DATA and BSS are
> set according to the program header, and when the BSS size is greater than
> zero, the BSS gets zeroed, thus overwriting (parts of) the symbol table in
> RAM (or the debug info), if the loaded program had one.

No, GEMDOS only loads the Text, Data, and Relocation segments of a file.
The Symbol segment is never read. You can verify this by watching the
Rwabs() calls that happen during Pexec().

Dan Wilga
dwilga@mtholyoke.edu

4491. Atari BBS?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-22 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <756_please@no.spam.mail.here>
Source record: 7688

Paul,

> Does Anyone know of a BBS program for the Atari??

Octopus and QuickBBS-ST are both excellent products and still fully
supported. You can get either on most Atari BBS's.

Jr,

--

Send email replies to :John Richardson@nest.demon.co.uk (John Richardson)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4492. AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d72_9701272355@conchbbs.com>
Source record: 7545

```
j > And are there any free libraries for Pure C (I have 1.1) that
j > supports these?

Not free, but Geneva includes a NEW_GEM.LIB for Pure C.

j > Maybe my current libraries has 4.0/4.1 support, it supports
j > appl_search() although it's not mentioned in the helpfiles.

It is in the English version; at least, whatever is in AES.H is
documented in the help files. What's missing are mostly new window
features and object flags, which are only macros.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4493. Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d73_9701272355@conchbbs.com>
Source record: 7546

```
l > What is the best way to check if an AES supports iconification?

appl_getinfo(AES_WINDOW, &wf, &unused, &gadgets, &unused);
if(gadgets & 1) { /* iconify supported */

Of course, you might want to check if appl_getinfo() is supported
first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4494. Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d71_9701272355@conchbbs.com>
Source record: 7547

g > However, if I was writing a multi-tasking OS...

Autorun programs on a version of TOS which doesn't support cookie jars do not multi-task. Geneva REQUIRES JARxxx.prg (I don't know what MagiC does for it's cookie jar).

The one I gave the source code for has only one good feature: it doesn't take up much RAM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4495. Re: MIME/Base 64 info

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32e730b4bb6c51@xs4all.nl>
Source record: 7689
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

on Tue 21-01-97 17:45 Rich Tietjens wrote:

> There is now a version of mpack/munpack for the Atari ST and
> compatibles. It is just a compiled version of the UNIX 1.2 version,
> but what I've tried worked okay. It is made by
>alex@hal.rhein-main.de.
>
> MPACK/MUNPACK Atari ST binary -
> ftp://ftp.uni-kl.de/pub/atari/misc/mpack_12.lzh

There is also a port of version 1.5 for the Atari
sunsite.cnam.fr:/pub/Atari/Archivers/mpack15.lzh

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

4496. Re: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32E73B28.41C67EA6@doc.ic.ac.uk>
Source record: 7690
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog

> (1) What are the advantages of putting the guts of the program in DLLs
> and putting the RC files in the EXE.. Or the other way around..
> Or better said.. When designing a system what criteria is used to make a
> decision about what goes into a DLL & why?
>
> (2) We have a prototype of the program in VB4 16 bit.. We would like to
> use this as a front end and use VC 1.52 as the back end.. What is the
> best way to do this or is it easier to just do the whole thing over in VC..
>
> This is a 16 bit app only!
>
> (3) What are the considerations regarding DLL & OOD?
>
> (4) Does VB auto unload DLL's when done using the function?

These really aren't appropriate questions for cross-posting to most of
the
comp.sys groups that they were sent to (the obvious exception being the
PC
one).

However, I can answer some of the questions you ask:

1. You should really try hard not to use DLLs unless you:

a) are running several separate programs that share common
functionality provided by the DLLs

b) are using a DLL to "inject" into another program's memory
space under Win95

or c) have large portions of code in your application which are
hardly ever used (they should preferably be reusable as well).

This way, your program doesn't slow down unnecessarily by using DLL
calls all the time, and doesn't force the system to keep loading and
unloading unnecessary DLLs. Some programmers have a tendency to go
way over the top in this area.

2. This is another possible reason for using a DLL. VB will not link
with
C code, so you must place C subroutines in a DLL to allow the VB
program
to call it. And yes, this is the way to use C compilers as a back end

to a VB program. It would be better to re-write if you have time.

3. You'll have to be more specific here.

4. I suspect that it does; I'm not really all that sure - certainly, when
using the IDE, it unloads DLLs when it stops running the program. This
would tend to indicate that they are dynamically loaded, in which case
it's up to Windows whether they remain around or get unloaded.

____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4497. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5c7oq4$grh@m1.cs.man.ac.uk>
Source record: 7691

In article <5c2kfi$ise@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) writes:
>What is the best way to check if an AES supports iconification?

appl_tinfo or some such function. [I cannot remember exactly how
right now...]

However, why do you need to check to see if it supports iconify?
All AES versions will just ignore the SMALLER gadget if it doesn't
support it. (ie. wind_create(SMALLER | TITLE...) will just not create
the gadget, and you will never get a WM_ICONIFY message on older
AES versions).

Anthony

--
------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4498. Mailshooter - a Mailsort app

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-23 00:00:00 UTC
From: patrick@onestep.co.uk
Message-ID: <854029499.12442.0@allstars.onestep.co.uk>
Source record: 7692

Only of interest to UK users...

People doing bulk snailmail posting in the UK can get discounts from Royal Mail by presorting the mail to their spec and producing some reports. This service is called Mailsort; for more information, get in touch with your local Royal Mail sorting office.

Doing the sort and generating the reports yourself is much aggravation, and is best left to a computer. Enter Mailshooter, an application which reprocesses and sorts comma-separated-ascii mailmerge data and does all the other stuff too. It even calculates your costs and discounts.

The package has passed Royal Mail tests for correct production of results.

Requires 1MB+ memory, plus hard drive; on my STe it handles about 1000 records per minute. It can handle a data file bigger than available system memory, but will go slower.

Look for "mshoot11.zip" on 42BBS [+44 (0)1256 895106] .

It's shareware; fifty quid; the distribution is fully functional but unless you register you don't get the tool which takes the pain from installing Royal Mail's Mailsort database.

--
Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

4499. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5c94gu$92n@news2.nkn.net>
Source record: 7548

Annius V. Groenink wrote
>lvzon@bio.vu.nl (Levien van Zon) writes:
>
>>What is the best way to check if an AES supports iconification?
>
>That depends on what you mean by `support'. The multitos AES
>iconification scheme is worthless, so I wouldn't call it support.

Er, what makes it worthless? I use it quite a bit, especially with
CAB. It's great to iconify CAB while it's downloading a slow web
page. It allows you to do other things....

Mike White (michael@fastlane.net)

4500. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5cafqq$79t@balaena.bio.vu.nl>
Source record: 7549

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: However, why do you need to check to see if it supports iconify?
: All AES versions will just ignore the SMALLER gadget if it doesn't
: support it. (ie. wind_create(SMALLER | TITLE...) will just not create
: the gadget, and you will never get a WM_ICONIFY message on older
: AES versions).

Yeah, but my program needs to be able to iconify. And I want to be able to check if the OS can do it, and if it can't, use the fuller button as an iconify button (with some iconify routines, ofcourse).

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"A raccoon tangled with a 23,000 volt line today. The results blacked out 1400 homes and, of course, one raccoon."
-- Steel City News

4501. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5caftj$79t@balaena.bio.vu.nl>
Source record: 7550

Michael White (michael@fastlane.net) wrote:

: >
: >That depends on what you mean by `support'. The multitos AES
: >iconification scheme is worthless, so I wouldn't call it support.

: Er, what makes it worthless? I use it quite a bit, especially with
: CAB. It's great to iconify CAB while it's downloading a slow web
: page. It allows you to do other things....

Well, can anyone tell me how to do it then?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"A raccoon tangled with a 23,000 volt line today. The results blacked
out 1400 homes and, of course, one raccoon."
-- Steel City News

4502. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.854114934@news.cwi.nl>
Source record: 7551

michael@fastlane.net (Michael White) writes:

>Annius V. Groenink wrote
>>lvzon@bio.vu.nl (Levien van Zon) writes:
>>
>>>What is the best way to check if an AES supports iconification?
>>
>>That depends on what you mean by `support'. The multitos AES
>>iconification scheme is worthless, so I wouldn't call it support.

>Er, what makes it worthless? I use it quite a bit, especially with
>CAB. It's great to iconify CAB while it's downloading a slow web
>page. It allows you to do other things....

What makes it worthless is that you can only iconify if the user
clicks the SMALLER. There is no way to actively iconify a window.
Also, many applications don't support iconify all, so if someone
control + clicks on the smaller a slot gets reserved, but no
icon appears. The slot will be empty until you reboot.

Truly one of the worst protocols I've ever seen.

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ ....

4503. HELP! GCC to Lattice C conversion

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5cb1qn$oem@madeline.INS.CWRU.Edu>
Source record: 7552

Can someone help me? I am trying to convert a program written for GCC to
Lattice C. I had it running before, with the help ofthe minltibs for
Lattice C from Hensa, but fouled up my disk directories, and lost the lib
changes I had made. The problem is rather trivial, I am afraid, but
beyond my C state at the moment. The program used __aline
and __FONT, which are in the GCC and mint libs,but notin Lattice.
__aline is something like li_d0 and __FONT is now LA_FONT.
But I don't know enough yet about structures to get it towork.
If someone can help,who knows GCC and Lattice, I could send the one
short routine (about 100 lines with 2or 3 lines to fix) to show me how
to fix it.
HELP?????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4504. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E4J0Bz.DrM@cix.compulink.co.uk>
Source record: 7553

>What is the best way to check if an AES supports iconification?
You don't necessarily need to know, just program iconification into the
program (window parts list must include SMALLER and react to any WM_ICONIFY
messages in your evnt_multi.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4505. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <854132224_OASIS_@swampdog.demon.co.uk>
Source record: 7554

In article <5c2kfi$ise@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>What is the best way to check if an AES supports iconification?

No need to bother. Just implement support for the messages. After all,
you won't get them if they aren't supported.

There is an alternative iconification server which is more powerful
and pretty easy to implement. It comes as an auto folder program and a
cookie called 'ICFS' iirc and thus can work on any system. It is
available for download somewhere but I've lost those details.
Hopefully I've said enough for someone else to know what I'm on about
and fill in the gaps. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4506. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: MM-ELEK <MM-ELEK@prodigy.net>
Message-ID: <01bc0a63$f06dd0a0$2979edcc@cyrix-6x86-166>
Source record: 7555
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> I personally would think all those conditions were 'givens'. I doubt
> that
> JTS is willing to support ANYTHING developed or sold by Atari unless
> they were required to by law.
>
True, unless someone suddenly began making barrels of cash. Then you can be
sure that they'd want their cut.

Mike Elek

4507. Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11a7cd$134c.28f@HERMES>
Source record: 7556

As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM a machine has installed - so the tlbxMachine call I've implemented will report the correct amounts of RAM installed.

The documented system variables _phystop (addr $42e) and _ramtop (addr $5a4) are supposed to give the address of the first "unaccessible" byte beyond the end of installed physical RAM.

However, as some software (for example Hisofts reset-proof Ramdisc) lowers _phystop, I have been trying to write a piece of code which validates the values stored in those two system variables.

All goes well until the code hits the RTE at the end of my bus error handler, and then the whole machine hangs - no bombs, nothing. Only a press of the reset button (or keyboard reset) will cure it.

The bus-error code runs in supervisor mode, and all it does is alter the return address from the exception to point to known "good" code, and, when running on a 68010 or better CPU, clears the "Retry Failing Access" flag in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for an 020/030) - which is not necessary on a 68000 as it cannot retry a failed instruction.

Disabling the ram test does not hang the computer [a 20Mbyte TT (4+16), TOS 3.05, not-overclocked 68030/68882]

By the time this code runs, the following stuff has run:
AHDI 6.06 (to boot the SCSI HDD)
and then from the AUTO folder
TT2STHI (puts TT into ST High rez from ST Low in which it boots)
unclick (switch keyclick off)
Hramdisk (Hisoft resetproof ramdisc)
foldr999 (extend folder count)
amon030 (68030 autoresident debugger [from Devpac 3.1])
xboot (boot manager)
maccel (mouse accelerator)
fpufix (corrects _FPU cookie to show real FPU)
And then my TSR runs.

Here is what my code looks like: (In Devpac 3.1)

(Lifted directly from the source. I've just now added comments, however)

(BTW: removing the "illegal" instruction at the start of this code [which is used so that I can single-step through it using the AMON auto-resident debugger] does not alter the problem - it still hangs)

```
in the main body of the code, whilst in the CPU's Supervisor mode it is
called with:
bsr.w verify_ram_installed

; assumes TT RAM starts at $01000000, and requires 020 or better for TT RAM
; assumes ST RAM is in 512k increments
; assumes TT RAM is in 4MB increments
; CPU has been correctly identified and _cpu variable set prior to call
; assumes called from supervisor mode
; (movec instruction and access to exception table require this)
verify_ram_installed
illegal ; force debugger to pop up so I can step through it
movem.l d4-d5/d6-d7/a0-a3/a4-a5,-(sp)
sub.l a0,a0 ; point a0 at exception table
cmp.l #68010,_cpu ; does VBR exist?
blt.s .68k ; no - only on an 010 or better
movec vbr,a0 ; set a0 to VBR
.68k move.l #524288,d4 ; step through ST RAM in half meg increments
move.l #4194304,d5 ; step through TT RAM in four meg increments
move.l _phystop,d6 ; get physical ST RAM limit
move.l _ramtop,d7 ; get TT ram limit
addq.w #8,a0 ; point a0 at bus error address
lea .fix_ramtop(pc),a1 ; a1 = TT RAM bus error handler
lea .fix_phystop(pc),a2 ; a2 = ST RAM bus error handler
move.l (a0),a3 ; save old bus error address
move.l d6,a4 ; a4 = ST RAM limit
move.l d7,a5 ; a5 = TT RAM limit
;bra.s .l2ret ; (skips ram test) [commented out]

move.l a2,(a0) ; set bus error handler
.tol1 tst.l (a4) ; test ram address - BUS ERROR possible!
add.l d4,a4 ; increment pointer
bra.s .tol1 ; loop
.l1ret move.l a4,d6 ; set d6 to last "safe" address

tst.l d7 ; do we have TT RAM?
beq.s .nohighram ; nope, so skip next bit
move.l a1,(a0) ; set bus error handler
.tol2 tst.l (a5) ; test ram address - BUS ERROR possible
add.l d5,a5 ; increment pointer
bra.s .tol2 ; loop
.l2ret move.l a5,d7 ; save last "safe" address
.nohighram
move.l d6,d0 ; set d0 and d1 for caller to "correct"
move.l d7,d1 ; phystop and ramtop values
move.l a3,(a0) ; restore bus error pointer
movem.l (sp)+,d4-d5/d6-d7/a0-a3/a4-a5
rts ; return to sender

; ST RAM bus error handler -
; A4 has failing address on entry
; sets d6 to error address
```

```
.fix_phystop ; ST RAM bus error handler
movem.l a1/a2/a3/a5,-(sp)
lea 16+8(sp),a1 ; a1 = "special status register" in stack frame
lea .l1ret(pc),a2 ; address to return to
lea 16+2(sp),a3 ; address in stack to fix before returning
lea _BS(pc),a5 ; base of TSR data structure
move.l a4,d6 ; d6 = failing address
cmp.l #68020,_cpu-_BS(a5) ; cpu before 68020?
blo.s .010 ; yep. so no need to fix a1
addq.w #10-8,a1 ; fix for 020/030 (offs 10 instead of 8)
.010 cmp.l #68000,_cpu-_BS(a5) ; 68000?
bne.s .010a ; yep - so no SSR
addq.w #10-2,a3 ; 68000 return address is offset 10, NOT 2
bra.s .000 ; no SSR to fix, so skip next instr.
.010a and.w #~$8000,(a1) ; clear "Retry" flag in SSR
.000 move.l a2,(a3) ; fix return address to outside test loop
movem.l (sp)+,a1/a2/a3/a5
rte ; return from exception

; TT RAM bus error handler - A5 has failing address on entry
; can only occur on 020 or higher CPUs
.fix_ramtop
movem.l a2/a3/a4,-(sp)
lea .l2ret(pc),a2 ; address to return to
lea 12+2(sp),a3 ; stacked return address
lea _BS(pc),a4 ; address of TSR data structures
move.l a5,d7 ; set d7 to failing address
move.l a2,(a3) ; fix retun address
movem.l (sp)+,a2/a3/a4
rte ; return from exception
```

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4508. System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11a7cd$312c.1ee@HERMES>
Source record: 7557

What is the best way to implement a system-call interface?

Should it be like the GEMDOS/BIOS/XBIOS and have all params passed on the system stack?

Or via a parameter block which must be filled in by the app with appropriate info prior to the OS call? (like GEM AES/VDI requires)

Or is there a better way?

I have been looking at my Toolbox TSR, and wondering if I should upgrade the application-to-Toolbox call interface. (I do this every year or so, trying to smooth the interface, prevent any bugs and so forth)

At present it is structured in much the same way as the GEMDOS/BIOS/XBIOS with a function code on the stack, and (function specific) params following it further on in the stack.

For example, a call to it to get info about the installed CPUs in the computer is as follows: (function "tlbxProcessor")

```
pea buffer ; buffer to be filled in
pea $430.w ; function code
moveq #0,d0 ; API - reserved (must be zero)
moveq #$10,d1 ; API - magic number (must be $10)
move.l d0,a0 ; API - resvd (must be zero)
move.l d0,a1 ; API - resvd (must be zero)
trap #0 ; call the Toolbox
addq.w #4+4,sp ; fix the stack
```

with buffer being (currently) defined as a 12 (or is it 16?) byte buffer in memory, which will be filled in during the trap call.

Now, if I changed the interface to be like the GEM AES/VDI interface, then it would become something like:

```
lea buffer,a0 ; buffer to be filled in
move.l a0,tptrs+0 ; put it in a pointer array
move.l #$430,tcontrol+0 ; function num to control array
moveq #0,d0 ; API - must be zero
moveq #$11,d1 ; API magic (must be zero)
move.l d0,a0 ; API - must be zero
lea tglobal,a1 ; API pointer to parameter block
trap #0 ; call the Toolbox
...
```

with tglobal being set up like:

```
tglobal:
dc.l tcontrol ; control struct (func numbers, ap ids etc)
dc.l twords ; 16 or 32-bit integers
dc.l tsizes ; sizes of items
dc.l tpointers ; pointers
dc.l tfloats ; floating point values
```

and then each of tcontrol, twords etc would need to be defined and allocated memory space for the largest possible requirement, irrespective of whether the task at hand actually needs that much or not.

As far as I can see, there would theoretically be less stack usage with the second form, but potentially a larger memory footprint due to the globally allocated arrays being possibly larrger than needed.

And the second form would be slower to handle, as one would need to indirect through the parameter block to get at the data, whereas the first way has the data on the stack ready, and one merely has to pluck it straight from RAM without an indirection slowdown. (This indirection is less of a hassle on 020 and better CPUs, but it is still slower than just plucking data from the stack directly)

Is there a specific reason that the GEM AES/VDI call interface was implemented differently to the GEMODS/BIOS/XBIOS call interface?

And, is there a better call-level interface that could be implemented?

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4509. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5cdboc$pm7@news2.nkn.net>
Source record: 7558

Annius V. Groenink wrote:
>michael@fastlane.net (Michael White) writes:
>>Annius V. Groenink wrote
>>>lvzon@bio.vu.nl (Levien van Zon) writes:
>>>
>>>>What is the best way to check if an AES supports iconification?
>>>
>>>That depends on what you mean by `support'. The multitos AES
>>>iconification scheme is worthless, so I wouldn't call it support.
>
>
>>Er, what makes it worthless? I use it quite a bit, especially with
>>CAB. It's great to iconify CAB while it's downloading a slow web
>>page. It allows you to do other things....
>
>
>What makes it worthless is that you can only iconify if the user
>clicks the SMALLER. There is no way to actively iconify a window.

I'm not sure I understand the issue. Are you saying there's no way
for an application to iconify itself? What do you mean by "actively
iconify a window"?

>Also, many applications don't support iconify all, so if someone
>control + clicks on the smaller a slot gets reserved, but no
>icon appears. The slot will be empty until you reboot.

Don't you just normally click (not control-click) on the smaller button
(the button to the left of the "maximize" button)?
And besides, the smaller button doesn't normally appear on applications
that don't support the iconifcation, right? I've never seen it on, say,
my Prospero C editor. But I do agree that it would be nice if you could
iconify applications that don't explicity handle iconification.

Mike White (michael@fastlane.net)

4510. Compcon 97

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: jshetler@joule.elee.calpoly.edu
Message-ID: <5cdg6l$h7v@isnews.csc.calpoly.edu>
Source record: 7559
Cross-posted to: comp.sys.apple2.comm,comp.sys.apple2.usergroups,comp.sys.apple2,comp.sys.arm,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec.micro,comp.sys.dec,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.misc,comp.sys.ibm.as400.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.soundcard.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.sys3x.misc,comp.sys.intel,comp.sy

Final Notice: IEEE's COMPCON 97 Set for Feb. 23-27 in San Jose

Visit the COMPCON 97 World Wide Web page for more information and/or to
register:
URL: http://www.compcon.org

or read the following :)

SAN JOSE, Calif., -- One of the country's pre-eminent computer
technology conferences -- Compcon 97 -- will be held
February 23-26, 1997 here in the heart of the Silicon Valley.
This continues a tradition of more than 40 successful years in the San
Francisco Bay Area for this non-profit technical conference.

"Hot Systems/Cool Software" is the theme of COMPCON 97, underscoring
the importance of new computing technologies and applications in both
the computer industry and society.

"Computer technologies ranging from world-record 600MHz processors to
eye-catching Java applets and VRML virtual worlds will all be featured
at COMPCON 97," said Darrell Long, the conference chair and computer
science professor at University of California-Santa Cruz. "COMPCON
has the reputation as a one-stop, no-hype overview of the important
developments in our industry. If you could only attend one technical
conference a year to learn about the overall state of the industry,
COMPCON would be your choice."

Adds Dr. Joel Birnbaum, Vice President, R&D and Director of HP Labs:
"COMPCON has been consistently a valuable conference presenting a
broad technical program on state-of-the-art computing technologies."

IEEE COMPCON 97 will be held at the San Jose Hilton
and Towers Hotel (300 Almaden Blvd.) in downtown San Jose, Calif.

COMPCON is sponsored by the Institute for Electrical and Electronics
Engineers (IEEE), a non-profit professional association, and has been
held in the Bay Area annually since 1955.

Its 27 technical sessions and six in-depth tutorial topics run the
gamut from the design of advanced central processing units and
networks to computer systems, advanced programming and world wide web
technologies. In addition, five well-known industry luminaries will

give plenary talks. COMPCON has no marketing presentations or product exhibitions.

COMPCON 97 program overview:

INTERNET/INTRANET TECHNOLOGY: Trends, Environments, Applications

SYSTEMS: Superservers, Mobility, Software Architecture

MICROPROCESSORS: High-Performance, Low-Power

INTERCONNECTS: Parallel Computers, LAN and WAN, Wireless

VIDEO: Advanced Displays, Digital

MULTIMEDIA: Technologies, Software Environments, Applications

PARALLEL/DISTRIBUTED SYSTEMS: Applications, Hardware, Compilers

OPERATING SYSTEMS: Object-Oriented, Microkernels

PERIPHERALS: Mass Storage, DVDs, Display Technologies

EMERGING TECHNOLOGIES: GigaHertz Devices, Advanced Hardware, Java

Tutorial topics include: 3-D graphics, virtual reality, web site design and security, advances in computer architecture.

Plenary speakers include:

Federico Faggin (Synaptics) -- "The Microprocessor: Its History and Future"

Hector Garcia-Molina (Stanford) -- "Meta-Searching Across the Internet"

David K. Gifford (MIT and OpenMarket) -- "The Future of Electronic Commerce"

Ted Laliotis (Laliotis and Associates) -- "To Tax or Not to Tax Internet Transactions"

Dave Nagel, AT&T

Advance reservations to Compcon 97 can be made through the web site or by contacting:

Dave Hunt, COMPCON 97 Registrar
Lawrence Livermore National Lab
PO Box 808 MS L-130,
Livermore, CA 94551-0808
E-mail: hunt-dn@llnl.gov

Updated information will be placed on the Compcon 97 home page on the World Wide Web at URL: http://www.compcon.org

Additional contacts include:

Dr. Darrell D. E. Long, General Chair
University of California-Santa Cruz
Baskin Center, Computer Engr./Info. Sciences
Applied Science Bldg.
Santa Cruz, CA 95064
Phone: 408-459-2616
Fax: 408-459-4829
E-mail: darrell@cse.ucsc.edu

Dr. Michael Harrisson, Program Chair
University of California, Berkeley
Computer Science Division
775 Soda Hall
Berkeley, CA 94720-1776
harrison@cs.berkeley.edu

Michael Ross, Publicity/Media Relations
IBM Corp., Almaden Research Center
650 Harry Road, K03-802
San Jose, CA 95120-6099
Phone: 408-927-1283
Fax: 408-927-3011
E-mail: mikeross@almaden.ibm.com

For more information about this posting contact:

Dr. Joy Shetler
Cal Poly
Computer Engineering Program
San Luis Obispo, CA 93407
Phone: 805-756-2309
Fax:805-756-1458
E-mail: jshetler@calpoly.edu
http://www.elee.calpoly.edu/~jshetler

4511. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea4ca5.3111131@news.inc.net>
Source record: 7560
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On 25 Jan 1997 01:53:13 GMT, "MM-ELEK" <MM-ELEK@prodigy.net> wrote:

>> I personally would think all those conditions were 'givens'. I doubt
>> that
>> JTS is willing to support ANYTHING developed or sold by Atari unless
>> they were required to by law.
>>
>True, unless someone suddenly began making barrels of cash. Then you can be
>sure that they'd want their cut.

Isn't that the damn truth.

4512. Re: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-25 00:00:00 UTC
From: Annoyed <grrr@acorn.isp.co.uk>
Message-ID: <anonymous@acorn.isp.co.uk>
Source record: 7561
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.newton.prog

> (1) What are the advantages of putting the guts of the program in DLLs
> and putting the RC files in the EXE.. Or the other way around..

DLLs? Hahahahaha!!!

(Said the Acorn User.)

Get outta our group!

..Insert amusing tagline here.
--

4513. C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-26 00:00:00 UTC
From: !ynoT
Message-ID: <32f161f2.4829465@news.airtime.co.uk>
Source record: 7562

Eeerm did I miss tutorial number 5? it hasn't passed through here? or
am I jumping the gun ?....the C thread has died and the tutorials
stopped, in fact the whole newsgroup has gone dead, ? surely the
knitting class hasn't got to you all ? :)

Hello! anyone there ? :)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4514. Re: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-26 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EB77E7.167EB0E7@doc.ic.ac.uk>
Source record: 7563
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

> > > (4) Does VB auto unload DLL's when done useing the function?
> >
> > Only when posted to appropriate groups rather than *programmer*.

> Geoff
>
> It depends on how the DLL was compiled, Most are compiled as "Moveable",
> this means that when windows needs more ram it will kick out DLLs that are
> not being used, or when the app finishes, assuming that no other app is
> using the DLL.
>
> The Windows API has a call that can force a DLL to be unloaded, if you want
> ensure that a DLL is unloaded you can call the API functions FreeLibrary
> (Win32) or FreeModule (Win16).

Please don't keep posting replies to this message to inappropriate
newsgroups. (see your header). It should really only go to groups
that are interested in PC programming, and not any of the following:

comp.sys.acorn.programmer
comp.sys.amiga.programmer
comp.sys.atari.programmer
comp.sys.apple2.programmer

I'm a little dubious about some of the other groups in the list also.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4515. Re: HELP! GCC to Lattice C conversion

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-26 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EB783B.2781E494@doc.ic.ac.uk>
Source record: 7564

> Can someone help me? I am trying to convert a program written for GCC to
> Lattice C. I had it running before, with the help ofthe minltibs for
> Lattice C from Hensa, but fouled up my disk directories, and lost the lib
> changes I had made. The problem is rather trivial, I am afraid, but
> beyond my C state at the moment. The program used __aline
> and __FONT, which are in the GCC and mint libs,but notin Lattice.
> __aline is something like li_d0 and __FONT is now LA_FONT.
> But I don't know enough yet about structures to get it towork.
> If someone can help,who knows GCC and Lattice, I could send the one
> short routine (about 100 lines with 2or 3 lines to fix) to show me how
> to fix it.
> HELP?????

Send away. I have both Lattice C 5 and GCC 2.5.8, and am literate in
both. I should be able to fix it.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4516. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-26 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EB7696.41C67EA6@doc.ic.ac.uk>
Source record: 7565

> >What is the best way to check if an AES supports iconification?
>
> That depends on what you mean by `support'. The multitos AES
> iconification scheme is worthless, so I wouldn't call it support.

That's a bit unfair. It's iconification support is OK... even
under bloatware like Windows, iconification is handled largely
by the program in question.

The best way is to use appl_getinfo(). This function exists if
you find that appl_find("?HAGI") (I think) returns something
other than a failure code (which I guess must be negative).

____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4517. CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5ch2h2$8i9$1@mhafn.production.compuserve.com>
Source record: 7566
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I keep getting Error #600 when trying to connect to a website using STIK/
CAB. Can anyone tell me what I might be doing wrong and how I might fix
it.
THANKS

4518. Re: Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzn2tv8fk7.fsf@issan.informatik.uni-dortmund.de>
Source record: 7567

Gaven Miller <gmiller@inca.co.nz> writes:

|> As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM
|> a machine has installed - so the tlbxMachine call I've implemented will
|> report the correct amounts of RAM installed.

|> The documented system variables _phystop (addr $42e) and _ramtop (addr
|> $5a4) are supposed to give the address of the first "unaccessible" byte
|> beyond the end of installed physical RAM.

|> However, as some software (for example Hisofts reset-proof Ramdisc) lowers
|> _phystop, I have been trying to write a piece of code which validates the
|> values stored in those two system variables.

|> All goes well until the code hits the RTE at the end of my bus error
|> handler, and then the whole machine hangs - no bombs, nothing. Only a
|> press of the reset button (or keyboard reset) will cure it.

|> The bus-error code runs in supervisor mode, and all it does is alter the
|> return address from the exception to point to known "good" code, and, when
|> running on a 68010 or better CPU, clears the "Retry Failing Access" flag
|> in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for
|> an 020/030) - which is not necessary on a 68000 as it cannot retry a
|> failed instruction.

A much better way to recover from the bus error in such a routine is to
save the SP before running the test and to restore it in the bus error
handler before directly jumping back to continue with normal work. No
need to muck around with the exception frame, instead just throw it away.

```
|> bsr.w verify_ram_installed

|> ; assumes TT RAM starts at $01000000, and requires 020 or better for TT RAM
|> ; assumes ST RAM is in 512k increments
|> ; assumes TT RAM is in 4MB increments
|> ; CPU has been correctly identified and _cpu variable set prior to call
|> ; assumes called from supervisor mode
|> ; (movec instruction and access to exception table require this)

saved_ssp:
.ds.l 1
|> verify_ram_installed
|> illegal ; force debugger to pop up so I can step through it
|> movem.l d4-d5/d6-d7/a0-a3/a4-a5,-(sp)
move.l sp,saved_ssp
|> sub.l a0,a0 ; point a0 at exception table
[...]
```

```
|> ; ST RAM bus error handler -
|> ; A4 has failing address on entry
|> ; sets d6 to error address
|> .fix_phystop ; ST RAM bus error handler
|> move.l a4,d6 ; d6 = failing address
move.l saved_ssp,sp ; restore ssp
bra .l1ret

|> ; TT RAM bus error handler - A5 has failing address on entry
|> ; can only occur on 020 or higher CPUs
|> .fix_ramtop
|> move.l a5,d7 ; set d7 to failing address
move.l saved_ssp,sp ; restore ssp
bra .l2ret
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
```

4519. Atari Stuff FORSALE (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5cit3i$t3e$1@mhafc.production.compuserve.com>
Source record: 7568
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here is some Atari bits I have for sale

follow this link

http://ourworld.compuserve.com/homepages/brond/forsale.htm

4520. SCSI on Falcon, how to program?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: ljord@connectum.skurup.se
Message-ID: <5cj1hd$ri3@Steinlager.tip.net>
Source record: 7569

```
Hi,

I'm trying to make contact with the SCSI-port
on my Falcon. This little program bombs out
with two bombs, why?
I'm using the data-adress that the Profibuch
tells about the TT.

I have used Lattice C ver 5.something.

//scsi.c
//To make contact with the scsi-port
#include <stdio.h>

unsigned char GetData()
{
char string[64];

printf("Please input 8-bit value (0-255): ");
gets(string);
return((unsigned char)atoi(string));
}

void WriteData(unsigned char val)
{
//I have tried 0xff8781 with the same result
unsigned char *data=(unsigned char *)0xffff8781;
*data=val;
}

unsigned char ReadData(void)
{
unsigned char *data=(unsigned char *)0xffff8781;
return(*data);
}

void ShowData()
{
printf("Value in scsi-data: %d.\n",ReadData());
}

void main()
{
long super=gemdos(32,0L);

if (gemdos(32,1)!=-1) {
printf("Not in Supervisormode.\n");
```

```
return;
}

ShowData();
WriteData(GetData());
ShowData();

gemdos(32,super);
}
```

Reine J&#65533;nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

4521. Re: Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: Jesús Cea Avión <jcea@argo.es>
Message-ID: <32EC861B.B7F@argo.es>
Source record: 7570

I think the easiest option is the following:

a) Go into supervisor mode
b) Save stack pointer
c) Save Bus error pointer
d) Change the bus error pointer to your "x" (explained later)
e) Make your memory check
f) Restore bus error pointer
g) Restore Stack pointer
h) Enable interrupts
i) Go back to user mode

The estructure of your code must be:

Steps a-e
jump to "Y"
"X": Here goes your bus error handler. Your don't need to restore
stack pointer and things like that. All you need is to save
your top of memory
Falling throught
"Y": Steps f-i

This system is used in TOS.

BTW, STE chipset doesn't give Bus error when you access to an addr
beyond physical end of the memory. It just wrap.

I think your best choice might be to have a look to TOS reset code. It's
very lightning.

Let me know your progresses. Good luck.

--
Jesus Cea Avion _/_/ _/_/_/ _/_/_/
jcea@argo.es _/_/ _/_/ _/_/ _/_/ _/_/
_/_/ _/_/ _/_/_/_/_/
PGP Key Available at KeyServ _/_/ _/_/ _/_/ _/_/ _/_/
"Things are not so easy" _/_/ _/_/ _/_/ _/_/ _/_/ _/_/
"My name is Dump, Core Dump" _/_/_/ _/_/_/ _/_/ _/_/
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz

4522. What books are good for learning 68k asm?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32ECFA5E.41C67EA6@ena-east.ericsson.se>
Source record: 7571

Hi,

I want the learn the ins&outs of programming my Falcon in
assembler. Would anyone recomend a good bood on 68k programming
in assember or 68030 in assembler?

Thanks,

Brian

4523. SCSI on Falcon, how to program?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: ljord@connectum.skurup.se
Message-ID: <5cj1j6$ri5@Steinlager.tip.net>
Source record: 7572

```
Hi,

I'm trying to make contact with the SCSI-port
on my Falcon. This little program bombs out
with two bombs, why?
I'm using the data-adress that the Profibuch
tells about the TT.

I have used Lattice C ver 5.something.

//scsi.c
//To make contact with the scsi-port
#include <stdio.h>

unsigned char GetData()
{
char string[64];

printf("Please input 8-bit value (0-255): ");
gets(string);
return((unsigned char)atoi(string));
}

void WriteData(unsigned char val)
{
//I have tried 0xff8781 with the same result
unsigned char *data=(unsigned char *)0xffff8781;
*data=val;
}

unsigned char ReadData(void)
{
unsigned char *data=(unsigned char *)0xffff8781;
return(*data);
}

void ShowData()
{
printf("Value in scsi-data: %d.\n",ReadData());
}

void main()
{
long super=gemdos(32,0L);

if (gemdos(32,1)!=-1) {
printf("Not in Supervisormode.\n");
```

```
return;
}

ShowData();
WriteData(GetData());
ShowData();

gemdos(32,super);
}
```

Reine J&#65533;nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

4524. Do I have the latest Devpac version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32ECFB2F.167EB0E7@ena-east.ericsson.se>
Source record: 7573

I recently purchased Devpac 3 for the Falcon 030.
I think the version is 3.10 (I don't have it in front
of me at the moment).

Does anyone know if this is the latest version or if
I need to get some updates from somewhere. I think I
remember seeing some files on UMICH that were about Devpac.

I also bought Devpak DSP for the 56k. Do I need anything
else to write code for 56k?

Thanks again,

Brian

4525. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5cipnp$cf1@balaena.bio.vu.nl>
Source record: 7574

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:

: > >What is the best way to check if an AES supports iconification?
: The best way is to use appl_getinfo(). This function exists if
: you find that appl_find("?HAGI") (I think) returns something
: other than a failure code (which I guess must be negative).

Could you give some more details? (I don't have any docs on the "new" AES
calls)
Thanks...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Q: How many journalists does it take to screw in a lightbulb?
A: Three. One to report it as an inspired government program to bring
light to the people, one to report it as a diabolical government
plot to deprive the poor of darkness, and one to win a pulitzer
prize for reporting that Electric Company hired a lightbulb
assassin to break the bulb in the first place.

4526. Re: System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <854394732_OASIS_@swampdog.demon.co.uk>
Source record: 7575

In article <11a7cd$312c.1ee@HERMES>
gmiller@inca.co.nz (Gaven Miller) said:-

>Is there a specific reason that the GEM AES/VDI call interface was
>implemented differently to the GEMODS/BIOS/XBIOS call interface?

I can think of three possibilities, and they all reinforce each other
so it seems reasonable to me ... ;-)

Firstly, some Gem calls pass a lot of variables so there's less stack
overhead with arrays.

Secondly, you have the possibility for the calling code to just change
the array addresses between calls - could end up faster than
repeatedly stacking and unstacking lots of data which has not changed.

Thirdly and probably the most important, the interface is pretty
flexible. Atari used traps, maybe the PC used another calling method
like a fixed address (a complete guess there), and if Gem had taken
off bigtime then a "stackless" machine wouldn't have any problems
either.

>And, is there a better call-level interface that could be implemented?

Dunno. A linea type interface _might_ be more efficient. It depends on
the calling code really - and how tricky it would be to hook into it!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4527. SCSI on Falcon, how to program?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: ljord@connectum.skurup.se
Message-ID: <5cj12v$rhn@Steinlager.tip.net>
Source record: 7576

```
Hi,

I'm trying to make contact with the SCSI-port
on my Falcon. This little program bombs out
with two bombs, why?
I'm using the data-adress that the Profibuch
tells about the TT.

I have used Lattice C ver 5.something.

//scsi.c
//To make contact with the scsi-port
#include <stdio.h>

unsigned char GetData()
{
char string[64];

printf("Please input 8-bit value (0-255): ");
gets(string);
return((unsigned char)atoi(string));
}

void WriteData(unsigned char val)
{
//I have tried 0xff8781 with the same result
unsigned char *data=(unsigned char *)0xffff8781;
*data=val;
}

unsigned char ReadData(void)
{
unsigned char *data=(unsigned char *)0xffff8781;
return(*data);
}

void ShowData()
{
printf("Value in scsi-data: %d.\n",ReadData());
}

void main()
{
long super=gemdos(32,0L);

if (gemdos(32,1)!=-1) {
printf("Not in Supervisormode.\n");
```

```
return;
}

ShowData();
WriteData(GetData());
ShowData();

gemdos(32,super);
}
```

Reine J&#65533;nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

4528. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-27 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HA2JDJVMUp@tos.ak.planet.gen.nz>
Source record: 7577

In <avg.854114934@news.cwi.nl> Annius Groenink wrote :

>What makes it worthless is that you can only iconify if the user
>clicks the SMALLER. There is no way to actively iconify a window.
>Also, many applications don't support iconify all, so if someone
>control + clicks on the smaller a slot gets reserved, but no
>icon appears. The slot will be empty until you reboot.
>
>Truly one of the worst protocols I've ever seen.

Luckily all these problems only exist in AES 4.1. Other AES versions (e.g.
N.AES, Geneva...) don't have these problems. In those cases you can iconify
a window without the user having clicked on the smaller, and slots are only
reserved when the window actually is iconified.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4529. Hello

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27705_please@no.spam.mail.here>
Source record: 7578

Yo! Peter Dude!

Testing, are you here yet.

Apologies all round for waking the rest of you up.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Well then, can't i just carry on doing it until i do need glasses?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4530. Brainstorm Decoder

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7579

Does anyone out there have any details on how to call and use the Brainstorm
JPEG Decoder?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4531. Re: AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5cjfqa$3h80t8_002@news.ti.com>
Source record: 7580

In article <5bvm0m$54p@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>
>>And are there any free libraries for Pure C (I
>>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>>support, it supports appl_search() although it's not mentioned in the
>>helpfiles.
>
>No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.
>

I am not sure about Pure C 1.1, I don't have that, but in Pure C 1.0, you can define your own GemDOS/XBIOS calls by using one of the following low level builtin function calls: gemdos(), bios() or xbios(). With these, you can define any calls you want.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

4532. Re: Q: GEM Window handeling?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5cjfqc$3h80t8_004@news.ti.com>
Source record: 7581

In article <32E89E84.4BCB@student.hk-r.se>, Richard Krejstrup
<di94rkr@student.hk-r.se> wrote:
>
>Asume that I'll want to use GDOS and want to write some
>grafic text and rotated text and some lines in the window.
>How would I get started. There is some exampels in the
>Atari Library docs for Lattice C but nothing that would
>help me in this matter.

It quite easy actually but relatively more difficult than using a line by line
output like printf(). Basically, you will need to know the location or
coordinates of where you want to draw. So there briefly what you do:
1/ decide where to draw in xy coordinates.
2/ decide what you are going to draw - text, box etc.
3/ use one of the many vdi drawing rountines to draw it - depending
on what you want to draw
eg in drawing text, you will pass the following items to the function:
x, y locations and the text to draw.

Sorry but I cannot remember the functions name...
(I mix up my Atari & VC++ functions calls anyway).

>
>Could anyone give me a hint and/or a bit of code
>to try out?? (please!!) How does the "boxes" work for
>window update? Do I have to make a virtual screen and
>copy (blit?) the virtual update-box-area to the window???
>

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

4533. how to run *.com & *.atr files using xlit016 and xf25 Atari emulators? Newbie gril needs help

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: Tracy
Message-ID: <01bc0d0a$a8abd9c0$08bcaec7@phil>
Source record: 7582

Hello, I am a newbie with a question concerning how to run *.com & *.atr files using xlit016 and xf25 Atari emulators. Can you explain what is the difference and between these extension and please explain (in some detail as I am a newbie) how to run these files?

Tracy

Please respond to 104317.440@compuserve.com

4534. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ckndv$ioo@rs18.hrz.th-darmstadt.de>
Source record: 7583

Hi!

In article <avg.854114934@news.cwi.nl>,
avg@cwi.nl (Annius Groenink) writes:
> [Iconify worthless?]
> What makes it worthless is that you can only iconify if the user
> clicks the SMALLER. There is no way to actively iconify a window.
Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);

> Also, many applications don't support iconify all, so if someone
> control + clicks on the smaller a slot gets reserved, but no
> icon appears. The slot will be empty until you reboot.
That's a bug in Atari's MultiTOS. Clever(er) implementations (like the ones
found in N.AES or MagiC) don't create such empty slots.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4535. ANN: Glasnost mailing list

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970128190707.26926A-100000@tiny.lysator.liu.se>
Source record: 7584

Hello everyone,

Have you ever heard of Glasnost? It is a game programming language that I
am currently developing. It is freeware. For more info, visit

http://www.lysator.liu.se/~kilsmo/glasnost.html

There is now a Glasnost Mailing List:

Address: game_lang@lysator.liu.se

To subscribe, send an e-mail to game_lang-request@lysator.liu.se, with
subscribe as subject.

To unsubscribe, send an e-mail to game_lang-request@lysator.liu.se, with
unsubscribe as subject.

Subscription is not automatic, so it may take a little while until you are
on the list (maximum 24 hours). You will get an e-mail that confirms that
you are on the list.

Any questions, mail to kilsmo@lysator.liu.se

Nicklas Larsson

4536. Re: AES 4(1) question

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: martin.schmidt@tu-bs.de
Message-ID: <5cl9q6$3is_002@imt.ing.tu-bs.de>
Source record: 7585

Hi *

In article <5cjfqa$3h80t8_002@news.ti.com>, wongck@ti.com (William Wong)
wrote:
>In article <5bvm0m$54p@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk wrote:
>>
>>>And are there any free libraries for Pure C (I
>>>have 1.1) that supports these? Maybe my current libraries has 4.0/4.1
>>>support, it supports appl_search() although it's not mentioned in the
>>>helpfiles.
>>
>>No idea - I dont use Pure C, but the Lattice libraries have 4.1 support.
>>
>
>I am not sure about Pure C 1.1, I don't have that, but in Pure C 1.0, you can
>define your own GemDOS/XBIOS calls by using one of the following low level
>builtin function calls: gemdos(), bios() or xbios(). With these, you can
>define any calls you want.
>
try to get the freeware VDI-Enhancer (enhancer.zip?) by Behne+Behne (NVDI),
which enables VDI to use offscreen-bitmaps (without buying NVDI).
It oftens come with the game "`Ballerburg"&#65533; and has an nice doku, wich
describes, how you can make use of "`extended"&#65533; VDI calls, which enhancer.prg
provides. This mechanism works for every other enhancement (if you have one
;-)

Hope it helps,

Martin

Dipl.phys. Martin Schmidt Martin.schmidt@tu-bs.de
PGP public key on request (subject: PGP public key request)
fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26
"`All science is either physics or stamp collecting."&#65533; -- E. Rutherford

4537. Re: VB and DLL's

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: px-chris@ndirect.co.uk
Message-ID: <19970128.160350.39@paradox.ndirect.co.uk>
Source record: 7586
Cross-posted to: comp.programming,comp.programming.contests,comp.programming.literate,comp.programming.threads,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer

In message <01bc09f6$bc20c400$324ea4c2@barry> "Barry Carr" wrote:
>
> Geoff Riley <geoffr@arcturus.demon.co.uk> wrote in article
> <19970114.184415.28@arcturus.demon.co.uk>...
> > In message <01bc0174$a5fbada0$a6477cce@internetamerica.airmail.net>
> "Gavin W. Landon" wrote:
> >
> > > (4) Does VB auto unload DLL's when done useing the function?
> >
> > Only when posted to appropriate groups rather than *programmer*.
>
> It depends on how the DLL was compiled ....

<-- snip M$ specific stuff -->

I appreciate that this wasn't your fault, Barry, but Geoff was just pointing out, albeit a bit sarcastically, that users of c.s.acorn.p, c.s.amiga.p c.s.apple2.p and c.s.atari.p are not neccesarily the most appropriate people to answer questions about M$ programming languages. Indeed, most of us frequent these groups because we want to have as little as possible to do with M$ specific programming.

Chris.

--
Turn left off the T1 superhighway just after infocentral and you'll find a rutted datapath with a 2.4 kbps speed limit. At the end of the path an old IBM AT lies in bits. Inscribed on the rusting case are the immortal words .. "Bother", said Pooh, as he accidentally deleted his message base.

4538. C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: !ynoT
Message-ID: <32efd63a.1300914@news.airtime.co.uk>
Source record: 7587

Does anyone know what happened to the tutorial?, are my posts going
missing?...Is there only me who can't see them?
Why do I get this strange feeling that "someone" is messing about with
the feed to this group.....

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4539. System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2ac_9702030517@conchbbs.com>
Source record: 7588

```
g > What is the best way to implement a system-call interface?

That depends largely on how many parameters need to be passed. (One
can also pass parameters using registers.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4540. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <uP1vOFAVIq7yEwMr@thegibsons.demon.co.uk>
Source record: 7589

Yo Tony !

On Sun, 26 Jan 1997 at 13:56:05, !ynoT wrote in <32f161f2.4829465@news.a
irtime.co.uk>

>
> Eeerm did I miss tutorial number 5? it hasn't passed through here? or
>am I jumping the gun ?....the C thread has died and the tutorials
>stopped, in fact the whole newsgroup has gone dead, ? surely the
>knitting class hasn't got to you all ? :)
>
> Hello! anyone there ? :)

Yup - I guess we're all here. R Dupuy mentioned in his last post (not a
formal C tut post) that he was going to change ISP from the crappy
service he was getting from AOL. I guess we'll hear from him pretty
soon now.

And if you think this group is dead :-

STOS IS CRAP !!!

that'll get 'er going again (hahahahahaha) :-)

Cheers,

Drew ;^)

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

4541. Re: CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5cmck2bnu1@mhafn.production.compuserve.com>
Source record: 7590
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I solved my own problem.I tried using my servers secondary Domain Name Server
and I no longer am getting the ERROR #600.So far So good
MICHAEL ROBILLARD <76060.1125@CompuServe.COM> writes:
> I keep getting Error #600 when trying to connect to a website using STIK/
> CAB. Can anyone tell me what I might be doing wrong and how I might fix
> it.
> THANKS

4542. Re: Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11d7cd$10828.2bc@HERMES>
Source record: 7591

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > However, if I was writing a multi-tasking OS...

> Autorun programs on a version of TOS which doesn't support cookie
> jars do not multi-task. Geneva REQUIRES JARxxx.prg (I don't know
> what MagiC does for it's cookie jar).

> The one I gave the source code for has only one good feature: it
> doesn't take up much RAM.

And what if it was launched after the multitasker had started?

For example, if it is run via an "INIT=MAKEJAR 300" line in MINT.CNF?
(I've known some people to do such things, even though the apps placed
into INIT= lines can often be monotasked before MiNT).

And that the processor is given to another task quickly thereafter, before
it has had time to fully initialise?

Messing with the basepage will prve fatal if the OS has stored important
info there before the task switch when it tries to switch back.

(Yes, I know that GENEVA is a co-operative multitasker, and wont switch
away until you give it permission to (via an evnt_???? call)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4543. Re: CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5cn2qnpqp1@mhafc.production.compuserve.com>
Source record: 7592
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I now have a new problem.When trying to connect to some websites
CAB will just exit on its own and I think two bombs show on the screen

4544. Re: Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF11F7.167EB0E7@doc.ic.ac.uk>
Source record: 7593

> Gaven Miller <gmiller@inca.co.nz> writes:
>
> |> As part of my Toolbox TSR, I'm trying to determine the exact amount of RAM
> |> a machine has installed - so the tlbxMachine call I've implemented will
> |> report the correct amounts of RAM installed.
>
> |> The documented system variables _phystop (addr $42e) and _ramtop (addr
> |> $5a4) are supposed to give the address of the first "unaccessible" byte
> |> beyond the end of installed physical RAM.
>
> |> However, as some software (for example Hisofts reset-proof Ramdisc) lowers
> |> _phystop, I have been trying to write a piece of code which validates the
> |> values stored in those two system variables.
>
> |> All goes well until the code hits the RTE at the end of my bus error
> |> handler, and then the whole machine hangs - no bombs, nothing. Only a
> |> press of the reset button (or keyboard reset) will cure it.
>
> |> The bus-error code runs in supervisor mode, and all it does is alter the
> |> return address from the exception to point to known "good" code, and, when
> |> running on a 68010 or better CPU, clears the "Retry Failing Access" flag
> |> in the stack frame (bit 15 of the word at offset 8 for an 010, or 10 for
> |> an 020/030) - which is not necessary on a 68000 as it cannot retry a
> |> failed instruction.

It sounds as if you're causing a double bus fault; this happens
because; are you sure "Retry Failing Access" doesn't have
negative sense? The other thing you should check is that your
return address on the stack (and equally your status register)
are correct. If the stack pointer were to point to the wrong
place, you would almost certainly double fault the CPU - and on
almost all CPUs, a double bus fault puts the processor into a
sort of halt mode, where it doesn't even bother trying to execute
instructions.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4545. GEMulator FAQ in the making

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012997.111700.14@wxs4-8.worldaccess.nl>
Source record: 7594

Hi there, and sorry for the cross-posting...

GEMulator is an Atari ST emulator for PCs. The creation of a newsgroup is in the making, although limited to a planning stage at the moment. I am currently setting up a FAQ file, and I would like to request everyone who has fixed any of the problems he ran into to write them down (including their solutions) and mail me at my private email address. It looks like the first version of the FAQ will primarily be questions (so you're welcome to ask questions that you don't know the answers to, too), but I'm sure we'll get there in the end.
If you want to be put on the GEMulator FAQ mailing list, please email me with a subject of "sub GEMulator FAQ list".

If you want to have a look at some of the problems *I* am having with the GEMulator...

1) "ST Zip" won't work. It cannot write (deflate) anything; it gets write errors on the hard disk. Can this be fixed?

2) Can "FastCopy Pro" be made to work? I tried to copy a disk (this had readable directories and folders) and, although FCopy appeared to work fine (albeit slow when writing) the target disk had 0 bytes used, and no folders either.

3) "Revenge Doc Displayer" refuses to be installed properly. How come?

4) "Freedom" seems not to work; the file selector seems unable to let you save a document that already exists, although it does update the time stamp.

5) "Xboot" sees folders double and can't find its own "c:\XBOOT\" path. Suggestions?

6) "Ledpanel" doesn't work.

7) I tried installing Geneva and Neodesk 4 on the GEMulator. Neo4 seems to work just fine. Installing Geneva goes fairly OK, but it can't use Neo4 at the same time. I think the problem is the following: To autoboot Neo4 from Geneva (as a shell), Geneva has to read the specs from GEM.CNF. And the GEM.CNF is always 0 bytes after installing it on GEMulator...

8) The GfA Basic compiler "MENU.PRG" screws up compiling. I fixed this problem...a solution will be in the FAQ.

9) A failsafe way to check the write-protect status (on any Atari, any TOS version) won't work on GEMulator. How can one check this now?

That's it...I hope there'll be lots of response.
--
/--\

| Richard Karsmakers cronos@worldaccess.nl |
\---/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/---\
| "Who is General Failure and why is he reading my disk?" |
\---/

4546. Re: Brainstorm Decoder

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5cm5g4$58p@nyheter.chalmers.se>
Source record: 7693

In article <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone out there have any details on how to call and use the Brainstorm
>JPEG Decoder?

Well, the actual documentation for that decoder is not freely available.
I got some 'reverse engineered' code from a guy here on Usenet (can't
remember his name) some time ago, though, which I have improved a bit and
am using in the latest MGIF beta versions. This code certainly does not
know about everything that JPEGD can do and it might not be as stable as
it could be. Still, it has loaded all JPEGs I've tested it with just fine
in both 24 bit and greyscale mode.

If you're interested, I'll see if I can find the code somewhere (I'm already
looking since someone asked for the same thing on one of the German groups
only a few days ago). My Falcon is dead so I can't access the MGIF sources
directly, but I'm sure I have floppy somewhere...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4547. Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-29 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <777_please@no.spam.mail.here>
Source record: 7694

Hi,

gmiller@inca.co.nz:
> All goes well until the code hits the RTE at the end of my bus error
> handler, and then the whole machine hangs - no bombs, nothing. Only a
> press of the reset button (or keyboard reset) will cure it.

The first thing that comes to mind is that the system has entered an infinite
loop.

> [...]
> ; ST RAM bus error handler -
> ; A4 has failing address on entry
> ; sets d6 to error address
> ..fix_phystop ; ST RAM bus error handler
> movem.l a1/a2/a3/a5,-(sp)
> lea 16+8(sp),a1 ; a1 = "special status register" in stack
> frame lea .l1ret(pc),a2 ; address to return to
> lea 16+2(sp),a3 ; address in stack to fix before returning
^^^^
Where did you get this value from? I can't remember off-hand what order the
CPU puts the SR and PC onto the stack but at anyrate this number should be
negative. Remember:

ds.b 1024
stack: ds.b 1

The stack goes down memory not up it.

> rte ; return from exception

Because you have put the new address into the wrong place, rte will return to
the point where the exception took place...

> ..tol1 tst.l (a4) ; test ram address - BUS ERROR
> possible! add.l d4,a4 ; increment pointer
> bra.s .tol1 ; loop

Causing this to loop and generate another bus error, rte then sends you back
to this position which then generates another bus error, and so on. Voila
your infinite loop.

Jr,

--

Send email replies to :John Richardson@nest.demon.co.uk (John Richardson)

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

4548. Card

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Message-ID: <32F033A9.41C67EA6@mtu.edu>
Source record: 7695

Does anyone know if there is a Atari ST card that will plug into an
intel based computer
--

"Science is an integral part of culture. It's not this foreign thing,
done
by an arcane priesthood. It's one of the glories of the human
intellectual
tradition." -Stephen Jay Gould.

Pretty well said.
Chris Heiden <cmheiden@mtu.edu>
Computer Science Student
Michigan Technological University

4549. Re: Card

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Message-ID: <32F035A4.446B9B3D@mtu.edu>
Source record: 7696

```
Christopher M. Heiden wrote:
>
> Does anyone know if there is a Atari ST card that will plug into an
> intel based computer
> --
> ------------------------------------------------------------------------------
> "Science is an integral part of culture. It's not this foreign thing,
> done
> by an arcane priesthood. It's one of the glories of the human
> intellectual
> tradition." -Stephen Jay Gould.
> ------------------------------------------------------------------------------
> Pretty well said.
> Chris Heiden <cmheiden@mtu.edu>
> Computer Science Student
> Michigan Technological University
> ------------------------------------------------------------------------------

-- ++++++
------------------------------------------------------------------------------
"Science is an integral part of culture. It's not this foreign thing,
done
by an arcane priesthood. It's one of the glories of the human
intellectual
tradition." -Stephen Jay Gould.
------------------------------------------------------------------------------
Pretty well said.
Chris Heiden <cmheiden@mtu.edu>
Computer Science Student
Michigan Technological University
------------------------------------------------------------------------------
```

4550. Re: Card

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Message-ID: <32F035C5.794BDF32@mtu.edu>
Source record: 7697

Christopher M. Heiden wrote:
>
> Does anyone know if there is a Atari ST card that will plug into an
> intel based computer
> --
>
==========

4551. Re: Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11e7cd$15251e.29b@HERMES>
Source record: 7698

```
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> gmiller@inca.co.nz:
> > All goes well until the code hits the RTE at the end of my bus error
> > handler, and then the whole machine hangs - no bombs, nothing. Only a
> > press of the reset button (or keyboard reset) will cure it.

> The first thing that comes to mind is that the system has entered an infinite
> loop.

Thanks for your response.

The code sets the RTE return address to be the first instruction _after_ the
loop - to the label ".l1ret" (loop 1 return)

> > [...]
> > ; ST RAM bus error handler -
> > ; A4 has failing address on entry
> > ; sets d6 to error address
> > ..fix_phystop ; ST RAM bus error handler
> > movem.l a1/a2/a3/a5,-(sp)
> > lea 16+8(sp),a1 ; a1 = "special status register" in stack
> > frame lea .l1ret(pc),a2 ; address to return to
> > lea 16+2(sp),a3 ; address in stack to fix before returning
> ^^^^
> Where did you get this value from? I can't remember off-hand what order the
> CPU puts the SR and PC onto the stack but at anyrate this number should be
> negative. Remember:

16 = 16 bytes of registers saved on stack.
2 = return address is two bytes beyond registers in exception frame.

memory looks like this at entry to the bus error handler:

(on a 68010 or better CPU)

sp + 0 (saved a1)
sp + 4 (saved a2)
sp + 8 (saved a3)
sp + 12 (saved a5)
sp + 16 saved SR
sp + 18 return address
sp + 22 stack frame format (available on all exceptions from 68010+)
sp + 24 (exception data as generated by CPU)

(on my system [68030 CPU] the format word contains the value $B008,
signifying exception vector offset was $008 (ie vector 2 - bus error), and
stack frame type B (bus error, long format)
```

The 16+2 points at the return address to be "corrected" before the RTE.

On a 68000, the return address is another 8 bytes further on in the stack frame (at offset sp+26).

I set it up for a 68010+, and then a few lines later check the CPU. If it is an 010 or above, I skip the next line (which increments a3 to point to the stacked return address for a 68000).

The stack and everything else (CPU determination, for one), was set up around 500 lines before the code snippet in the usenet article.

If I was to do as you suggest, and use a negative offset from the stack, it would (1) be overwritten by the single step Trace-Trap handler the debugger uses, (2) be writing into unknown space, not related to the bus error exception frame.

> ds.b 1024
> stack: ds.b 1

> The stack goes down memory not up it.

> > rte ; return from exception

> Because you have put the new address into the wrong place, rte will return to
> the point where the exception took place...

> > ..tol1 tst.l (a4) ; test ram address - BUS ERROR
> > possible! add.l d4,a4 ; increment pointer
> > bra.s .tol1 ; loop

> Causing this to loop and generate another bus error, rte then sends you back
> to this position which then generates another bus error, and so on. Voila
> your infinite loop.

The address to return to is ".l1ret", which was saved into a2 before the memory test code started, and before the first bus error.

This was put into the stack frame at the correct offset (according to my docs) by my bus error handler.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4552. Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11f7cd$1536.27d@HERMES>
Source record: 7699

```
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> gmiller@inca.co.nz:
> > All goes well until the code hits the RTE at the end of my bus error
> > handler, and then the whole machine hangs - no bombs, nothing. Only a
> > press of the reset button (or keyboard reset) will cure it.

> The first thing that comes to mind is that the system has entered an infinite
> loop.

Thanks for your response.

The code sets the RTE return address to be the first instruction _after_ the
loop - to the label ".l1ret" (loop 1 return)

> > [...]
> > ; ST RAM bus error handler -
> > ; A4 has failing address on entry
> > ; sets d6 to error address
> > ..fix_phystop ; ST RAM bus error handler
> > movem.l a1/a2/a3/a5,-(sp)
> > lea 16+8(sp),a1 ; a1 = "special status register" in stack
> > frame lea .l1ret(pc),a2 ; address to return to
> > lea 16+2(sp),a3 ; address in stack to fix before returning
> ^^^^
> Where did you get this value from? I can't remember off-hand what order the
> CPU puts the SR and PC onto the stack but at anyrate this number should be
> negative. Remember:

16 = 16 bytes of registers saved on stack.
2 = return address is two bytes beyond registers in exception frame.

memory looks like this at entry to the bus error handler:

(on a 68010 or better CPU)

sp + 0 (saved a1)
sp + 4 (saved a2)
sp + 8 (saved a3)
sp + 12 (saved a5)
sp + 16 saved SR
sp + 18 return address
sp + 22 stack frame format (available on all exceptions from 68010+)
sp + 24 (exception data as generated by CPU)

(on my system [68030 CPU] the format word contains the value $B008,
signifying exception vector offset was $008 (ie vector 2 - bus error), and
stack frame type B (bus error, long format)
```

The 16+2 points at the return address to be "corrected" before the RTE.

On a 68000, the return address is another 8 bytes further on in the stack frame (at offset sp+26).

I set it up for a 68010+, and then a few lines later check the CPU. If it is an 010 or above, I skip the next line (which increments a3 to point to the stacked return address for a 68000).

The stack and everything else (CPU determination, for one), was set up around 500 lines before the code snippet in the usenet article.

If I was to do as you suggest, and use a negative offset from the stack, it would (1) be overwritten by the single step Trace-Trap handler the debugger uses, (2) be writing into unknown space, not related to the bus error exception frame.

> ds.b 1024
> stack: ds.b 1

> The stack goes down memory not up it.

> > rte ; return from exception

> Because you have put the new address into the wrong place, rte will return to
> the point where the exception took place...

> > ..tol1 tst.l (a4) ; test ram address - BUS ERROR
> > possible! add.l d4,a4 ; increment pointer
> > bra.s .tol1 ; loop

> Causing this to loop and generate another bus error, rte then sends you back
> to this position which then generates another bus error, and so on. Voila
> your infinite loop.

The address to return to is ".l1ret", which was saved into a2 before the memory test code started, and before the first bus error.

This was put into the stack frame at the correct offset (according to my docs) by my bus error handler.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

4553. 10,000 celerity cds

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: patrick@infi.net
Message-ID: <5cq3q3$37d@nw101.infi.net>
Source record: 7700
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps

I know this isn't a picture base-but everyone needs some porn in their life:

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US IN USA 1-757-686-1271 - 6 CD-ROMS in ONE!

Check this out:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! order now
50+ pics of Teri Hatcher 1-757-686-1271
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

(Orders call 757-686-1271)

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories are arranged in NUDE/NON NUDE format for easy use!
* Graphics viewing software for Windows/DOS/Win95
* CD Is ISO-9660 Macintosh compatible if you have a Mac JPG viewer

* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! Has a files.bbs conversion program for different formats!
* Many more features.. Guaranteed or your money back!

This CD represents high quality work. Here is the pricing:
$$$ $36 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) Call 757-686-1271 to order via credit card over the phone!

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
Please remember, Foreign orders add $5 for shipping instead of $2

ME#3 ..'~ Midnight Escape ~'..

4554. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: !ynoT
Message-ID: <32f651f8.22471020@news.airtime.co.uk>
Source record: 7701

On Wed, 29 Jan 1997 01:04:21 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>Yo Tony !

wahay..LIFE! :)

>> Eeerm did I miss tutorial number 5? it hasn't passed through here? or
SNIPPPPPO

>> Hello! anyone there ? :)
>
>Yup - I guess we're all here. R Dupuy mentioned in his last post (not a

Good, mostly because I was beginning to think something was wrong,
its gone from a happy healthy newsgroup to a sad quiet place, ho well
at least the knitting class wont get disturbed,

>And if you think this group is dead :-
>
> STOS IS CRAP !!!
>
>that'll get 'er going again (hahahahahaha) :-)

naghhh we dont want them crying again....

Shout C is crap, that might work :)))))))))

geeeeeeeez I'm bored :(

Cheers anyway mate, at least I know there isnt an actual newsfeed
problem or anything else :)

hey!...whats that clicking noise?.....;-)

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4555. Re: 10,000 celerity cds

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: !ynoT
Message-ID: <3302aa8f.13390905@news.airtime.co.uk>
Source record: 7702

On Thu, 30 Jan 97 12:22:00 GMT, patrick@infi.net (PatrickO'Brien)
wrote:

>I know this isn't a picture base-but everyone needs some porn in their life:

Really? I wonder if your postmaster will agree...

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

4556. Canon P133 Computer at Low Price

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-30 00:00:00 UTC
From: THECOPYCATSHOP@NA.COM
Message-ID: <5cr483$5f@mtinsc04.worldnet.att.net>
Source record: 7703

We have the following Pentium Computer for sale.

Manufactuer: Canon

Specification:

Pentium 133 CPU
1.6 Gig Hard Drive
1.44 Floppy Drive
8X CD-Rom
28.8 Bps Modem
16MB of EDO Ram 72 Pin
Mid Tower with open 3 open 5.25 bays and 1 3.5 open bay
Case also has RF Connector
Intel Chipset Motherboard
16 bit Sound Card
1 MB PCI VGA Exp. to 2 MB
256k Pipeline Cache
PS/2 Keyboad and PS/2 Mouse
Windows 95

All computers are brand new from Manufactuer.

Price: $ 1,099 USD

Optional:

2 X 4 CD Recorder (Internal)
w/SCSI Card, EZ CD Pro Software
Price: 399.95 USD

Expand to 2MB of VGA Graphics
Price: $ 49 USD

Monitors Avilable Upon Request

If you have any questions feel free to call,
Please leave a message and your call will be returned promptly.

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

4557. Re: Recovering from Bus errors

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-31 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32F1C705.446B9B3D@doc.ic.ac.uk>
Source record: 7704

```
> > Because you have put the new address into the wrong place, rte will return to
> > the point where the exception took place...
>
> > > ..tol1 tst.l (a4) ; test ram address - BUS ERROR
> > > possible! add.l d4,a4 ; increment pointer
> > > bra.s .tol1 ; loop
>
> > Causing this to loop and generate another bus error, rte then sends you back
> > to this position which then generates another bus error, and so on. Voila
> > your infinite loop.

There's another likely cause... it's called a double bus fault, and
is triggered when a bus error occurs inside your bus error handler;
on almost all CPUs, causes the CPU to go into a halt state. This
means that it's not even trying to run instructions any more, and
will not do so until reset.

> The address to return to is ".l1ret", which was saved into a2 before the
> memory test code started, and before the first bus error.
>
> This was put into the stack frame at the correct offset (according to my
> docs) by my bus error handler.

Are you absolutely certain that you're not either returning to the wrong
address, or corrupting a register that you're using in the bus error
handler as a pointer?

All you have to do is trigger another bus error, and you'll kill your
system stone cold.

-------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London
```

4558. NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-31 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970131131307424 37@tachyon.demon.co.uk>
Source record: 7705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,demon.ip.support.atari

```
-----BEGIN PGP SIGNED MESSAGE-----

I'm reposting this here on behalf of Colin Fisher-McAllum, SysOp
of 42 BBS, as he hasn't quite mastered his usenet stuff yet.

Point of note: before anyone asks - yes, Daron does know that
this is being posted. In fact, he specifically requested that
Colin post something to let everyone know what was going on, and
why the NeST BBS network would be down.

Please don't email either Colin or I about this: everything
either of us knows is contained within this message.

I also urge all of you to think before posting any replies.
Remember that judicial laws state that someone is innocent until
proven guilty - Daron is a well-respected member of the Atari
community, and idle speculation would only harm his reputation.

Original from Colin Fisher-McAllum follows:

================================================================
====
I am sorry to say that until other arrangements can be made,
NeST is
closed.

Daron Brewood was raided this morning and all his equipment
impounded
subject to an investigation into computer pornography.

Regards

Colin
================================================================
====

ATB, Frank.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: mac
Comment: Mail pgpkey@tachyon.co.uk for my PGP Public Key.

iQCVAwUBMvHu6JRUNQJyemzxAQGNWAP/V1S1r2E/QYcEQ+dNH1Zi2ste1rJeetMT
D5x50QqCN5cfL8JK8RvjtJVbPHFtobq7wjdb1yxQgAw12wDaexm6kfJjaJwr2Rm0
o2Awpx4Lf3BbTvWQWSpdNE41CCBx0ZAfLH2Yl3rw7jCn2irfty0+Ozj43dkuRPz8
A3+9Vt4Tbg8=
```

```
=xl6+
-----END PGP SIGNATURE-----

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
```

4559. converting assembler source to C

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-31 00:00:00 UTC
From: Yiannis Paschalidis <u943409@student.canberra.edu.au>
Message-ID: <Pine.SOL.3.91.970131211113.22579A-100000@student.canberra.edu.au>
Source record: 7706

Anyone know if/where there are programs out there (for Atari, PC or unix)
that can convert assembler source to C source?

Thanks,
Yiannis

```
/"( _ )"\ .-------------------------------------------------------.
/ . \/^\/ . \ | Yiannis Paschalidis / Alias "X" ... Nuclear waste |
/ _)_`-'_(_ \ | u943409@student.canberra.edu.au ||| fades your |
/.-~ ).( ~-.\ | tp943409@ise.canberra.edu.au / | \ genes! |
/' /\_/\ `\ | URL -> http://student.canberra.edu.au/~u943409/ |
"-v-" F'030 `-------------------------------------------------------'
```

4560. Re: SCSI on Falcon, how to program?

Newsgroup: comp.sys.atari.programmer
Date: 1997-01-31 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5ct0u5$246@balaena.bio.vu.nl>
Source record: 7707

Reine Jonsson (ljord@connectum.skurup.se) wrote:

: I'm trying to make contact with the SCSI-port
: on my Falcon. This little program bombs out
: with two bombs, why?
: I'm using the data-adress that the Profibuch
: tells about the TT.

If you want to do SCSI programming, try downloading the CBHD harddisk
driver. It provides an SCSI programming interface.
It should be on ftp://ftp.cnam.fr/pub/Atari/Disk/

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You will think of something funnier than this to add to the fortunes.

4561. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-01 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28178_please@no.spam.mail.here>
Source record: 7708

This message from drew@thegibsons.demon.co.uk to All came in on a wing and a prayer...

Hi Drew,

d> And if you think this group is dead :-
d>
d> STOS IS CRAP !!!
d>
d> that'll get 'er going again (hahahahahaha) :-)

Please don't start this again, it is very boring.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4562. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-01 00:00:00 UTC
From: !ynoT
Message-ID: <32f562da.14958770@news.airtime.co.uk>
Source record: 7709

On Sat, 01 Feb 97 09:32:02, please@no.spam.mail.here
(please@no.spam.mail.here) wrote:

>This message from drew@thegibsons.demon.co.uk to All came in on a wing and a

> d> And if you think this group is dead :-
> d>
> d> STOS IS CRAP !!!
> d>
> d> that'll get 'er going again (hahahahahaha) :-)
>
>Please don't start this again, it is very boring.
>
>Regards, Derryck

Hey Derryck, Anyone with half a brain could see Drew was JOKING,

Who the fuck are you to tell me or anyone else what is boring, make a
kill file and get back to your knitting!,

** Don't you just hate wannabe moderators **

!ynoT

4563. Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-01 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E4xn9E.3Fu@cix.compulink.co.uk>
Source record: 7710

I need an up-to-date list of all available cookies for an update of my
PROFILE 2 program. I have several (German) which are a little incomplete.
Can anyone point me at a file and site please?

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4564. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-01 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <ytkOuZAzw88yEwVU@thegibsons.demon.co.uk>
Source record: 7711

Hi Derryck

On Sat, 1 Feb 1997 at 09:32:02, please@no.spam.mail.here wrote in
<28178_please@no.spam.mail.here>

>
>Please don't start this again, it is very boring.
>

Only a joke :(, along with a legitimate reply to a legitimate question.

Drew

> drew@thegibsons.demon.co.uk <
> dgibson@cameo.co.uk <
> FidoNet 2:2501/101.15 <
> NeST 90:102/202.15 <
> AtariNet 51:6/502.15 <
> TurboNet 100:105/3.15 <
> A STandard ProBBS Point ! <

4565. CD R Media for Sale

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-02 00:00:00 UTC
From: qpdmvn@ohaqerf.com
Message-ID: <5d23vn$jct@mtinsc04.worldnet.att.net>
Source record: 7712

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

4566. Re: SCSI on Falcon, how to program?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-02 00:00:00 UTC
From: ljord@connectum.skurup.se
Message-ID: <5d2vmc$99h@mn5.swip.net>
Source record: 7713

On 31 Jan 1997, Levien van Zon wrote:

> Reine Jonsson (ljord@connectum.skurup.se) wrote:
>
> : I'm trying to make contact with the SCSI-port
> : on my Falcon. This little program bombs out
> : with two bombs, why?
> : I'm using the data-adress that the Profibuch
> : tells about the TT.
>
> If you want to do SCSI programming, try downloading the CBHD harddisk
> driver. It provides an SCSI programming interface.
> It should be on ftp://ftp.cnam.fr/pub/Atari/Disk/
>
> -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> You will think of something funnier than this to add to the fortunes.
>
>

Thank You!

I have downloaded the package and will study the files
carefully.

Reine

Reine J�nsson

ljord@connecum.skurup.se tel: int + 46 414 201 70
http://www.skurup.se/~ljord fax: int + 46 414 202 81

4567. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28260_please@no.spam.mail.here>
Source record: 7714

This message from drew@thegibsons.demon.co.uk to All came in on a wing and a prayer...

Hi Drew!

>> Please don't start this again, it is very boring.
d> Only a joke :(, along with a legitimate reply to a legitimate
d> question.
Thanks for that; humour mode is now <on> (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4568. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5d49en$ui9@rs18.hrz.th-darmstadt.de>
Source record: 7715

Hi!

In article <5ckndv$ioo@rs18.hrz.th-darmstadt.de>, I wrote:
> Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
> was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);
OK, here's the correct way to do it (thanks to Thomas Much who sent this
correction to me):

-- cut here --
Create a window (or if it's open, call wind_close()),
make a wind_set(handle,WF_ICONIFY,-1,-1,-1,-1) and a
wind_open(handle,-1,-1,-1,-1) call. There you are.

appl_getinfo() tells you if you can use iconification at all.
-- cut here --

Hope that helps ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4569. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5d4jbe$9ml@m1.cs.man.ac.uk>
Source record: 7716

In article <5cdboc$pm7@news2.nkn.net>, michael@fastlane.net (Michael White) writes:
>
>Annius V. Groenink wrote:
>>What makes it worthless is that you can only iconify if the user
>>clicks the SMALLER. There is no way to actively iconify a window.
>
>I'm not sure I understand the issue. Are you saying there's no way
>for an application to iconify itself? What do you mean by "actively
>iconify a window"?

Eg. when the user selects under the 'windows' menu 'iconify' the
application is able to iconify its own windows.

>>Also, many applications don't support iconify all, so if someone
>>control + clicks on the smaller a slot gets reserved, but no
>>icon appears. The slot will be empty until you reboot.
>
>Don't you just normally click (not control-click) on the smaller button
>(the button to the left of the "maximize" button)?
>And besides, the smaller button doesn't normally appear on applications
>that don't support the iconifcation, right? I've never seen it on, say,
>my Prospero C editor. But I do agree that it would be nice if you could
>iconify applications that don't explicity handle iconification.

Annius means ICONIFY ALL which is sent when you click on the smaller
icon holding control. This should cause the application to appear to
iconify all its windows down into one icon. Try it. Desktop likes it,
and some programs like it, but others (eg Thing?) will ignore the
WM_ALLICONIFY message which will cause AES 4.1 problems (but not N.AES)

Anthony
--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4570. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5d50v9$3m4@ccshst05.cs.uoguelph.ca>
Source record: 7717

!ynoT wrote:

: Hey Derryck, Anyone with half a brain could see Drew was JOKING,

: Who the fuck are you to tell me or anyone else what is boring, make a
: kill file and get back to your knitting!,

: ** Don't you just hate wannabe moderators **

: !ynoT

Due to the lack of a proper email address in your posting, I'm forced to
say this in public: You've just earned yourself a place in my killfile.
Enjoy your stay...

Theo

4571. Re: C Tutorial

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: !ynoT
Message-ID: <32fd2b75.29664588@news.airtime.co.uk>
Source record: 7718

On 3 Feb 1997 15:41:29 GMT, thopman@uoguelph.ca (Theodore L Hopman)
wrote:

>: kill file and get back to your knitting!,
>
>: ** Don't you just hate wannabe moderators **

>Due to the lack of a proper email address in your posting, I'm forced to

The person I was replying to knows full well my email address,
nothing was being hidden, My email is not in the posting to avoid
spammers, it is usualy in my sig, but so is the words "cheers" and I
didnt want to say that,

>say this in public: You've just earned yourself a place in my killfile.

Good, because I am in here to talk about programming, not listen to d
crocker or you having a moan, the only reason derryck made his post
was to moan, and thats the ONLY reason YOU have made this posting, to
moan?, this is a programming area, not a moaners paradise, I talk
about programming, derryck and now YOU and the rest of the knitting
class moan, make your killfile, it's hardly going to upset me is it?

** And the Knitting Class gets yet another member **

4572. XWindows in colour?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5d5p0c$o0m@snail.stack.nl>
Source record: 7719

Hello,

I just was wondering if anyone knows the Xwindows with Mint works in colours? (with our without the scrolling?) Or should I stick to the oldfashioned Freemint? (buggy escpecially with my modem.)

Thanx

4573. Cookie jar patch prog

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <cc2_9702052035@conchbbs.com>
Source record: 7720

> The one I gave the source code for has only one good feature:
> it doesn't take up much RAM.

g > And what if it was launched after the multitasker had started?

For starters, it wipes out all of the cookies already in the jar.
If it crashes the system, that at least would teach you not to run
it on a system which doesn't need it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4574. GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <247cd$16a2.68@HERMES>
Source record: 7721

I am trying to write a 3D object plug-in for my Toolbox TSR.

This plug-in is to be responsible for redrawing and handling 3D objects on screen.

In order to redraw objects, a separate VDI virtual workstation handle is required. To open a virtual workstation, one needs the system workstation handle, which can be retrieved via the AES call graf_handle.

But the AES isn't available until all the AUTO folder programs have been enumerated and have run to completion (either Pterm, Pterm0 or Ptermres).

So, how do I open a VDI workstation from within the AUTO folder? And, if so, can I leave it open through a Ptermres() call? (So I can use the stored handle in my VDI redraw routines in the plug-in as called from the main app)

I believe thet I can use v_opnwk and open a full workstation, but that will then prevent GEM from using v_opnwk when it [GEM] starts.

At present, the plug-in requires the calling app to call an intialisation function, passing in a pointer to a buffer containing AES version (if it is over 3.3 and we are in a 16+ colour screen mode then 3D effects are applied, otherwise not) and the system VDI handle. On return from the init function, the rest of the buffer is filled in with pointers to callback functions in the plug-in to be used for redrawing (ie within a G_PROGDEF object)

And, of course, when the prog exits, it has to call a de-initialisation function within the plug-in.

But, this feels like a bit too much work. Is there a way to check AES version and open a workstation when the plug-in is being loaded at boot time?

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4575. Fortran for ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-04 00:00:00 UTC
From: Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk>
Message-ID: <32F7C5D8.5A94@student.lboro.ac.uk>
Source record: 7722

Could anyone direct me to a decent public domain version of Fortran for the Aatri ST? Or do you know where I could purchase Prospero Fortran in the UK - in fact, if anyone wants to sell it to me, I'd be more than grateful!

Richard Lawson.

4576. Re: XWindows in colour?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-04 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5d86em$hgr@ccshst05.cs.uoguelph.ca>
Source record: 7723

Marcel Veltmaat (marcelv@stack.nl) wrote:
: Hello,

: I just was wondering if anyone knows the Xwindows with Mint works in
: colours? (with our without the scrolling?) Or should I stick to the
: oldfashioned Freemint? (buggy escpecially with my modem.)

The X servers for Mint are mono-only. If you want colour X on your Atari,
you'll have to go with Linux or NetBSD.

What do you mean by "oldfashioned Freemint"? The FreeMint releases are
more recent than Mint 1.12, and from my experience, are remarkably
stable. X should be able to run on top of them with no problems (I
usually run AES 4.1).

THeo

4577. C Library

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-04 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <5d772r$l4e@dux.dundee.ac.uk>
Source record: 7724

Hi,

Just wondering if anyone knows of a good easy to use C Graphics library for
GNU C ???

Something like plot(int x, int y);
polygon (int [], int)
would be nice !

Davy

--
><> Davy Mitchell <><
dmitchel@mcs.dundee.ac.uk www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
"In the heat of composition I find that I have inadvertently allowed myself
to assume the form of a large centipede." The Screwtape Letters - C.S.Lewis

4578. Re: Brainstorm Decoder

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: gamberin@art.alcatel.fr
Message-ID: <9702051102.AA01769@rtbdel27s.CAO>
Source record: 7725

In article <44519722_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Does anyone out there have any details on how to call and use the Brainstorm
>JPEG Decoder?

I think you could try http://www.brainstorm.eu.org,
and then mailing raphael@brainstorm.eu.org for the details
on the jpeg decoder, after all he's the guy who did it.

I cannot guarantee an answer though; i understand they've
left the atari development aside for some time.

bye.

fab.

4579. AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5d9pfn$2m3@balaena.bio.vu.nl>
Source record: 7726

GEM Messages are enough to drive one completely mad...

Anyway, I have a little problem which I hope someone can shed some light on...

In a program I am writing I'm using a loop to check the mouse status, among other things. It looks something like this:

```
do {
<stuff>

event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
msgbuf, .... , mousex, mousey, mouseb, ..);

if (event && MU_MESAG) {

switch (msgbuf[0]) {
case WM_REDRAW:
<do stuff>
break;
}
}

} while (!mouseb);
```

The MU_M1 part serves two purposes: it keeps the loop running and it checks whether the mouse is still in the work area. It seems to work fine.
The MU_MESAG bit however, is acting a bit strange.
When it gets a redraw message in this loop it keeps repeating the message until some other message appears... When the loop starts I get message nr. 8 (what is it?), which is repeated until I get a WM_REDRAW, which is then repeated until I get some other message..
What's going on? I've tried about anything to figure it out, rangeing from clearing vars to comenting out pieces of code.

Anyone?

Thanks...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The Kennedy Constant:
Don't get mad -- get even.

4580. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <32F8966F.15FB7483@jet.uk>
Source record: 7727

```
Levien van Zon wrote:
>
> GEM Messages are enough to drive one completely mad...
>
> Anyway, I have a little problem which I hope someone can shed some light
> on...
>
> In a program I am writing I'm using a loop to check the mouse status, among
> other things. It looks something like this:
>
> do {
> <stuff>
>
> event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
> msgbuf, .... , mousex, mousey, mouseb, ..);
>
> if (event && MU_MESAG) {
try if (event & MU_MESAG) {
as evnt_multi may return with several bits set in the event variable

>
> switch (msgbuf[0]) {
> case WM_REDRAW:
> <do stuff>
> break;
> }
> }
>
> } while (!mouseb);
>
> The MU_M1 part serves two purposes: it keeps the loop running and it checks
> whether the mouse is still in the work area. It seems to work fine.
> The MU_MESAG bit however, is acting a bit strange.
> When it gets a redraw message in this loop it keeps repeating the message
> until some other message appears... When the loop starts I get message nr.
> 8 (what is it?), which is repeated until I get a WM_REDRAW, which is then
> repeated until I get some other message..
> What's going on? I've tried about anything to figure it out, rangeing
> from clearing vars to comenting out pieces of code.
>
> Anyone?
>
The following bit of code is more what you seek as all the event
handling is done in one while statement:-
```

```
int main()
{
/* initialise program */

m1flag = 0; /*-- wait for mouse to enter rectangle ---*/
timlo = 0; /*--- timer values ---*/
timhi = 255;
done=0; /*--- done flag set to 1 by QUIT or ^Q---*/

while(!done)
{
/*--- the main loop of the application ---*/

happened = evnt_multi(MU_KEYBD|MU_MESAG|MU_M1|MU_TIMER|MU_BUTTON,
1, /* number of clicks to wait
for */
1, /* mouse buttons bmask */
1, /* bstate */
m1flag, /* mouse pointer */
tidex,
tidey,
tidew,
tideh,
0, /* m2flag */
0, 0, 0, 0,
msg, /* message buffer */
timlo, timhi,
&mousex, &mousey,
&button,
&shiftkey,
&keycode,
&clicked);

/*--- which event? ---*/
if(happened & MU_KEYBD)
{
do_keyboard(shiftkey,keycode);
}

if(happened & MU_BUTTON)
{
do_button(mousex, mousey, button);
}

if(happened & MU_M1)
{
do_tidemouse(mousex,mousey);
}

if(happened & MU_M2)
{
/* do nothing in this case */
}
```

```
if(happened & MU_MESAG)
{
do_message(msg);
}

if(happened & MU_TIMER)
{
/* do nothing in this case */
}

} /* end of while(!done) */

/* clean up here */

return EXIT_SUCCESS;
}
```

-
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
| work mailto:Dennis.Armstrong@jet.uk
| home mailto:Dennis.Armstrong@corewise.demon.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4581. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzn2tjgx1i.fsf@issan.informatik.uni-dortmund.de>
Source record: 7728

Levien van Zon <lvzon@bio.vu.nl> writes:

|> GEM Messages are enough to drive one completely mad...
|> Anyway, I have a little problem which I hope someone can shed some light
|> on...

|> In a program I am writing I'm using a loop to check the mouse status, among
|> other things. It looks something like this:

|> do {
|> <stuff>

|> event = evnt_multi(MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
^^ this should be a single |

|| is the logical or (always yielding either zero or one)
| is the binary or
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4582. What's happened here?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32F89FC7.41C67EA6@etlxdmx.ericsson.se>
Source record: 7729

Hi all.

I hope someone can help me out with a weird problem concerning AES
messages.

The scenario is that keyboard shortcuts are picked up by evnt_multi()
and passed to a function for checking. If they are valid, a message is
sent via appl_write() to the AES to say that that menu item has been
selected and from then on the program behaves as if it really had.

Or it did in the last version of the program. In the new version I am
currently working on all keyboard shortcuts have stopped working.
What's really strange about this is that, since they worked perfectly
before, I haven't touched this part of the code.

Tracing the thing through, I can tell you that the key scan codes are
picked up correctly and passed on. The correct menu item is selected
and the message is assembled correctly and appears to be sent OK.
However, after passing through evnt_multi() it has changed radically.
For example, pipe[0], which was MN_SELECTED (13) has changed to 0.
Anybody got any idea what is going on here and how I can counteract it?

Regards
Martyn

4583. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0502971016230001@138.110.10.65>
Source record: 7730

In article <5d9pfn$2m3@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

> event = evnt_multi(MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
> msgbuf, ... , mousex, mousey, mouseb, ..);

In addition to the other typo noted previously, there is one here, too. That line should be MU_MESAG | MU_M1. As it's written above, you will effectively only ever end up with MU_MESAG events.

Dan Wilga
dwilga@mtholyoke.edu

4584. Re: Fortran for ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: kreymer@ea831.fnal.gov
Message-ID: <5darb1$d1v@ea831.fnal.gov>
Source record: 7731

```
Surf over to http://www.prosperosoftware.com/
```

4585. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855176530_OASIS_@swampdog.demon.co.uk>
Source record: 7732

In article <5d9pfn$2m3@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>GEM Messages are enough to drive one completely mad...

You might want to investigate putting evnt_multi() into a structure
and use Evnt_Multi() instead. Apart from keeping everything nicely
together and thus more readable, it also allows you take advatage of
using defaults which means no silly crashes ...

```
#ifndef EVM_H
#define EVM_H EVM_H
typedef struct {
int16 evm_event; /* required events */
int16 evm_clicks; /* required number of clicks (usually 1) */
int16 evm_button; /* required button (1==left,2==right) */
int16 evm_bstate; /* required state (0==up,1==down) */
int16 evm_m1io; /* 0 == into, 1 == outof, (default into) */
Rect evm_m1; /* default, all set to 1 */
int16 evm_m2io; /* default outof */
Rect evm_m2; /* default, all set to 1 */
int16 *evm_msg; /* message buffer */
uint32 evm_time; /* timer value */
int16 evm_mousex; /* mouse xpos on exit */
int16 evm_mousey; /* mouse ypos on exit */
uint16 evm_mbutton; /* mouse buttons on exit */
uint16 evm_kstate; /* ie shift ctrl keys etc */
uint16 evm_keycode; /* scancode and ascii code */
int16 evm_clicked; /* mouse clicked this many times on exit */
} EVM;
#endif /* EVM_H */
```

Er, Rect is defined as:

```
typedef struct {
int16 x,y,w,h;
} Rect;
```

The Evnt_Multi() function could be defined as ...

```
#include "evm.h"
uint16
Evnt_Multi(m,init_flg,msgbuf)
EVM *m;
BOOL init_flg;
int16 *msgbuf;
```

```
{
if (init_flg) {/* some reasonable defaults */
m->evm_event = MU_MESAG;
m->evm_clicks = 2;
m->evm_button = 1;
m->evm_bstate = 3;
m->evm_m1io = 0;
m->evm_m1.x = m->evm_m1.y = m->evm_m1.w = m->evm_m1.h = 1;
m->evm_m2io = 1;
m->evm_m2.x = m->evm_m2.y = m->evm_m2.w = m->evm_m2.h = 1;
m->evm_msg = msgbuf;
m->evm_time = 0;

return 0;
}

if (!m->evm_msg) {
form_alert(1,"[3][ Evnt_Multi() | Not initialised ][ Fatal ]");
return 0;
}

return evnt_multi(
m->evm_event,
m->evm_clicks, m->evm_button, m->evm_bstate,
m->evm_m1io, m->evm_m1, m->evm_m2io, m->evm_m2,
m->evm_msg,
(uint16)(m->evm_time & 0xffff), (uint16)(m->evm_time >> 16),
&m->evm_mousex, &m->evm_mousey, &m->evm_mbutton,
&m->evm_kstate, &m->evm_keycode,
&m->evm_clicked
)
;
}
```

.. and in use you would do something like this ...

```
static EVM evm;
main()
{uint16 events;
int16 msg[8];
BOOL done =FALSE;

appl_init();
Evnt_Multi(&evm,TRUE,msg);
evm.evm_event |= (MU_M1 | MU_BUTTON | MU_TIMER);
evm.evm_time = 1000;

while (!done) {
events = Evnt_Multi(&evm,FALSE);
if (events & MU_MESAG) Hndl_MESAG();
if (events & MU_M1) Hndl_M1();
if (events & MU_BUTTON) done = true;
```

```
if (events & MU_TIMER) Hndl_TIMER();
/* ... */
}

/* ... */
}
```

Believe me, it's well worth implementing something like this!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4586. Re: What's happened here?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855177766_OASIS_@swampdog.demon.co.uk>
Source record: 7733

In article <32F89FC7.41C67EA6@etlxdmx.ericsson.se>
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> said:-

>Hi all.
>
>I hope someone can help me out with a weird problem concerning AES
>messages.
>
>The scenario is that keyboard shortcuts are picked up by evnt_multi()
>and passed to a function for checking. If they are valid, a message is
>sent via appl_write() to the AES to say that that menu item has been
>selected and from then on the program behaves as if it really had.
>
>Or it did in the last version of the program. In the new version I am
>currently working on all keyboard shortcuts have stopped working.
>What's really strange about this is that, since they worked perfectly
>before, I haven't touched this part of the code.
>
>Tracing the thing through, I can tell you that the key scan codes are
>picked up correctly and passed on. The correct menu item is selected
>and the message is assembled correctly and appears to be sent OK.
>However, after passing through evnt_multi() it has changed radically.
>For example, pipe[0], which was MN_SELECTED (13) has changed to 0.
>Anybody got any idea what is going on here and how I can counteract it?

Maybe the message pipe has overflowed?

It might be better to post the code as it could be something as simple
as a memory leak.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4587. AV_Protocol - how to get Environment AVSERVER

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5dctbt$s9q@nnrp1.news.primenet.com>
Source record: 7595

I have two AV_PROTOCOL documents, one specifies finding the name of the AVSERVER environment variable. Is shel_write(8...) the way to get this, or a simpler way.

Also, how can I test this using single-TOS (4.04). If seems like I need Magic or MultiTos to check it out.

Thanks in advance,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

4588. Re: HELP: Keypress detection!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <855254898@p24.f101.n323.z205.mbh.org>
Source record: 7596

D.E.Jones wrote:

> Hi all,
> I am a keen programmer and I am having a problem with detecting
> keypresses. This is what I would like to be able to do:
>
> - Call a function that will return the scan code of any key that is
> pressed down at the time.

peek($fffffc02) gives the scancode of the last pressed key. You have to read the adress in Supervisor mode, in Gfa it's called speek() if I remember right, numbers 0<x<128 are scancodes for pressed keys, the same code + 128 is the realease code for the same key. Warning: when the mouse of a joystick is active a special mouse or joystick packet is send to the same adress, you can't distinguis between mouse or joystick packed data.
But ehh... doesn't inkey$ the job?

Bye, Hans Wessels

4589. Re: HELP: Keypress detection!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855252046_OASIS_@swampdog.demon.co.uk>
Source record: 7597

In article <D.E.Jones-0602971135410001@144.173.2.230>
D.E.Jones@ex.ac.uk (D.E.Jones) said:-

>Hi all,
> I am a keen programmer and I am having a problem with detecting
>keypresses. This is what I would like to be able to do:
>
> - Call a function that will return the scan code of any key that is
>pressed down at the time.

Bconin()

>> I know that the Atari ST has double debouncing so it would only be
>able to return the scan code for the last key that was pressed, but that
>will be fine.
>> I can call a function to return a value for the shift, control, etc..
>keys without any problems using one of the XBIOS routines. I would like a
>similar function for the other keys.

Rather than use Kbshift() - get Bconin() to return the shift bitmask
in bits 24..31 by toggling bit 3 of conterm (byte at location $484).
This saves them getting out of sync.

>> I have tried using other XBIOS routines relating to keyboard
>detection, but they all seem to use a keyboard buffer. This means that it
>returns the last key that was pressed, and not necessarily the key that is
>being pressed at the time.

Avoid this problem by disabling keyboard repeats - clear bit 1 of
conterm to do this. Just in case the buffer has chars in it before you
start, flush it via WHILE (Bconstat(BC_CON)) DO Bconin(BC_CON);

>> I need to be able to tell if a key is being pressed or not being
>pressed at the time the function is called.

Having done the above initialisation the test is simple ...

IF (Bconstat(BC_CON)) THEN key = Bconin(BC_CON);

.. the asci code is in the low byte of the low word of 'key'. The
scan code is in the low byte of the high word, and the Kbshift() bits
are in the high byte of the high word.

>> I managed to find a memory location (521 bytes after the keyboard
>buffer, I think) on my 2meg STE that does the trick: When a key is down
>the memory location hold the scancode for that key. When no key is down
>the memory location holds a null byte.
>> I can call a function to check the value in this memory location, and

>therefore detect which key is being pressed, if at all.
>> This memory location varies for different TOS versions and different
>machines!

oo-er! ;-)

>> I believe there must be a command in BIOS, XBIOS or GEMDOS (or
>something else) that will allow me to detect a keypress without using a
>keyboard buffer or repeat/delay rates etc..
>> ..or there may be some way of finding out where the memory location
>(holding the scancode) is for the machine that the program is running on.

It would be a lot of work to get access at a lower level - keyboard
processor interrupts, buffers and suchlike.

> I program using GFA basic, but I should be able to call BIOS commands
>that other languages use. If anyone could help me I would be very
>grateful. Thankyou.

There is another alternative - use the VDI. I had the urge to go see
how difficult it would be and was pleasantly surprised to find it was
trivial, especially considering I've never used the VDI input calls
before! ...

```
#define DEF_VDI
#define DEF_VSF_INT
#include <gem.h>

main()
{int wki[11] ={1,1,1,1,1,1,1,1,1,1,2},
wko[57],
vh;
Rect nowt;
int xy[4];
uint k;

appl_init();
vh = graf_handle(PRECT(nowt));
v_opnvwk(wki,&vh,wko);

/* completely pointless red box ... */
vsf_interior(vh,VSF_INT_PATTERN);
vsf_style(vh,4);
vsf_perimeter(vh,TRUE);
vsf_color(vh,RED);
v_hide_c(vh);
xy[0] = xy[1] = 0;
xy[2] = wko[0];
xy[3] = wko[1];
v_bar(vh,xy);
v_show_c(vh,TRUE);
```

```
/* the relevent bit ... */
/* enter sample mode ie dont wait for input - return immediately */
vsin_mode(vh,3,2);
do {
printf("\033H\033K"); /* yep, lets mix console and graphics! */

/* if keypress print scancode and ascii code */
if (vsm_choice(vh,&k)) printf("0006",k);
/* shift etc test [vq_key_s()?] omitted */

printf("\n"); /* easier than fflush(stdout) <G> */
evnt_timer(100,0); /* so we get a chance to see printf()! */
}while ((k & 0xff) != 13);
/* ... end of relevent bit */

v_clsvwk(vh);
appl_exit();
exit(0);
}
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4590. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32FA5012.15FB7483@doc.ic.ac.uk>
Source record: 7598

> But, this feels like a bit too much work. Is there a way to check AES
> version and open a workstation when the plug-in is being loaded at boot
> time?

No. To put it simply.

In more complicated but less subtle phraseology: No.

To rephrase another way; No.

Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
PROBLEMS (most likely, anyway).

Do it just the way you are doing it at the moment, and you'll be
fine. OK - so it's complicated, but have you ever programmed
Windows(TM)(R)(whatever other letters are after it at the moment)?
Windows is *really* complicated. And when I say *really*, I
mean *REALLY*. ;->

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4591. Re: Windows 95 Info Guide

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <277cd$a2f0.12d@HERMES>
Source record: 7599

Levien van Zon (lvzon@bio.vu.nl) wrote:
> cjtech@inreach.com wrote:
> : Find out what you've been missing...
> : WINDOWS 95 INFO GUIDE
> : The Only Software Package That Gives You All You Need!

> Great... Just what we need... :-(

Of course we need it.

As we all know, Atari programmers are really Windows PC programmers.

And, of course, the name of this newsgroup ("comp.sys.atari.programmer")
is just another Microsoft secret invention (shortly after Bill Gates
created the Internet) for housing the best Windows programmers and keeping
them away from the know-nothing rabble - like Microsoft programmers.

{[:-)]

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4592. Re: AV_Protocol - how to get Environment AVSERVER

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5dcvi2$gtl@due.unit.no>
Source record: 7600

John M Rojewski (rojewski@primenet.com) wrote:
:
: I have two AV_PROTOCOL documents, one specifies finding the name of
: the AVSERVER environment variable. Is shel_write(8...) the way to
: get this, or a simpler way.

getenv("AVSERVER") should do the trick. I don't think you need any special
TOS-version to use this.

Jo Even Skarstein

4593. GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2c5_9702081513@conchbbs.com>
Source record: 7601

```
The screen workstation has already been opened, and the handle can
be obtained using graf_handle(). Calling v_opnwk() again will
probably crash.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4594. Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2c6_9702081513@conchbbs.com>
Source record: 7602

```
m > I need an up-to-date list of all available cookies for an
m > update of my PROFILE 2 program.

What do you mean by ALL available cookies?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4595. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBGJCGUQUp@tos.ak.planet.gen.nz>
Source record: 7734

In <E4xn9E.3Fu@cix.compulink.co.uk> "Mark Baines" wrote :

>I need an up-to-date list of all available cookies for an update of my
>PROFILE 2 program. I have several (German) which are a little incomplete.
>Can anyone point me at a file and site please?

I know of a program called "The Cookie Monster" which has a large list of
cookies. I do not know how complete the list is, although it does contain
373 cookies in the (probably out of date) version that I have.

The author of The Cookie Monster can be contacted at:

J.J.Troup@comp.brad.ac.uk

according the documentation.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

4596. Windows 95 Info Guide

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: cjtech@inreach.com
Message-ID: <40275335.16541289@news.zippo.com>
Source record: 7735

Find out what you've been missing...

WINDOWS 95 INFO GUIDE

The Only Software Package That Gives You All You Need!

http://home.inreach.com/cjtech

Don't waste money on expensive training videos, books, and magazines
when you can have the information when and where you need it,
at the click of a button. Order Today and receive your copy of
Windows 95 Info Guide featuring hundreds of tips and tricks in
an easy to use interface and we'll include the updates...FREE!!!

4597. Atari ST and VGA PC monitor??

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: poundgate@aol.com
Message-ID: <19970206085301.DAA27388@ladder01.news.aol.com>
Source record: 7736

Anybody know if I can use a mono VGA monitor as I can't get hold of an Atari one. Obviously will have to change connector but is the scan rate right?
Thanks for any advice. Chris.

4598. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dcecg$jlq@balaena.bio.vu.nl>
Source record: 7737

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:

: |> event = evnt_multi(MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
: ^^ this should be a single |

: || is the logical or (always yielding either zero or one)
: | is the binary or

Whoops...
Got those operators confused again :)

I'll fix my code and see what happens, thanks!

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

... Now you're ready for the actual shopping. Your goal should be to
get it over with as quickly as possible, because the longer you stay in
the mall, the longer your children will have to listen to holiday songs
on the mall public-address system, and many of these songs can damage
children emotionally. For example: "Frosty the Snowman" is about a
snowman who befriends some children, plays with them until they learn
to love him, then melts. And "Rudolph the Red-Nosed Reindeer" is about
a young reindeer who, because of a physical deformity, is treated as an
outcast by the other reindeer. Then along comes good, old Santa. Does
he ignore the deformity? Does he look past Rudolph's nose and respect
Rudolph for the sensitive reindeer he is underneath? No. Santa asks
Rudolph to guide his sleigh, as if Rudolph were nothing more than some
kind of headlight with legs and a tail. So unless you want your
children exposed to this kind of insensitivity, you should shop
quickly.
-- Dave Barry, "Christmas Shopping: A Survivor's Guide"

4599. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dceha$jlq@balaena.bio.vu.nl>
Source record: 7738

```
: > event = evnt_multi( MU_MESAG || MU_M1, ... , 0, <workarea>, ...,
: > msgbuf, .... , mousex, mousey, mouseb, ..);

: In addition to the other typo noted previously, there is one here, too.
: That line should be MU_MESAG | MU_M1. As it's written above, you will
: effectively only ever end up with MU_MESAG events.

So 've noticed :)

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------
```

4600. Re: Windows 95 Info Guide

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dceor$jlq@balaena.bio.vu.nl>
Source record: 7739

cjtech@inreach.com wrote:
: Find out what you've been missing...
: WINDOWS 95 INFO GUIDE
: The Only Software Package That Gives You All You Need!

Great... Just what we need... :-(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Waiter... There's a fly in my soup!

4601. HELP: Keypress detection!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-0602971135410001@144.173.2.230>
Source record: 7740

Hi all,
I am a keen programmer and I am having a problem with detecting keypresses. This is what I would like to be able to do:

- Call a function that will return the scan code of any key that is pressed down at the time.

> I know that the Atari ST has double debouncing so it would only be able to return the scan code for the last key that was pressed, but that will be fine.
> I can call a function to return a value for the shift, control, etc.. keys without any problems using one of the XBIOS routines. I would like a similar function for the other keys.
> I have tried using other XBIOS routines relating to keyboard detection, but they all seem to use a keyboard buffer. This means that it returns the last key that was pressed, and not necessarily the key that is being pressed at the time.
> I need to be able to tell if a key is being pressed or not being pressed at the time the function is called.
> I managed to find a memory location (521 bytes after the keyboard buffer, I think) on my 2meg STE that does the trick: When a key is down the memory location hold the scancode for that key. When no key is down the memory location holds a null byte.
> I can call a function to check the value in this memory location, and therefore detect which key is being pressed, if at all.
> This memory location varies for different TOS versions and different machines!
> I believe there must be a command in BIOS, XBIOS or GEMDOS (or something else) that will allow me to detect a keypress without using a keyboard buffer or repeat/delay rates etc..
> ..or there may be some way of finding out where the memory location (holding the scancode) is for the machine that the program is running on.

I program using GFA basic, but I should be able to call BIOS commands that other languages use. If anyone could help me I would be very grateful. Thankyou.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

4602. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: haegar@condor.uni-paderborn.de
Message-ID: <5dco48$rl1@condor.uni-paderborn.de>
Source record: 7741

msbaines@cix.compulink.co.uk ("Mark Baines") writes:

>I need an up-to-date list of all available cookies for an update of my
>PROFILE 2 program. I have several (German) which are a little incomplete.
>Can anyone point me at a file and site please?

You can find the latest cookie/xbra-list at
ftp://ftp.uni-muenster.de/pub/atari/Docs/xbralist.zoo

Liste der offiziell vergebenen XBRA-Kennungen

Stand: 2. Oktober 1996
Ergnzungen und Anfragen bitte an:
Julian Reschke
EMail: jr@ms.maus.de, reschke@math.uni-muenster.de

Greetings
Thorsten
--
Internet : haegar@uni-paderborn.de
MausNet : Thorsten Boehm @ PB

4603. Re: Atari ST and VGA PC monitor??

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-06 00:00:00 UTC
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Message-ID: <Pine.OSF.3.95.970206154550.25595A-100000@venus.amu.edu.pl>
Source record: 7742

On 6 Feb 1997, Poundgate wrote:

> Anybody know if I can use a mono VGA monitor as I can't get hold of an
> Atari one. Obviously will have to change connector but is the scan rate
> right?
> Thanks for any advice. Chris.
>
for sure you can do that, beacouse a friend of mine got one connected to
its STFM...

greetz,
artur.

.---.
| Artur KARWATKA aka Vat from LuZak tEaM {m680X0/dSP56k/i386+ Coder} |
| karvatka@venus.amu.edu.pl karvatka@vm.amu.edu.pl vat@piwo.bl.pg.gda.pl |
`------>> "nemo saltat sobrius nisi forte insanit" H.Steinhaus <<------'

4604. EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5df6f2qsk1@mhafc.production.compuserve.com>
Source record: 7603
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such as THIS.EXAM.PLE instead of THISEXAM.PLE)

4605. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-07 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970207090851.17448A-100000@usr04.primenet.com>
Source record: 7604
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Yup, Get mint with minix or magic with VFAT.
That will work. bye :)
However the desktop from thr ROM can not display the longfilename
correctly.
You woudl need an alternative desktop.
However Magic comes (I believe) with it's own desktop.

On 7 Feb 1997, MICHAEL ROBILLARD wrote:

>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)
>
>

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4606. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-07 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970207150058.24479C-100000@pallas.amp.uni-hannover.de>
Source record: 7605

On Tue, 4 Feb 1997, Gaven Miller wrote:

> I am trying to write a 3D object plug-in for my Toolbox TSR.
>
> This plug-in is to be responsible for redrawing and handling 3D objects on
> screen.
>
> In order to redraw objects, a separate VDI virtual workstation handle is
> required. To open a virtual workstation, one needs the system workstation
> handle, which can be retrieved via the AES call graf_handle.
>
> But the AES isn't available until all the AUTO folder programs have been
> enumerated and have run to completion (either Pterm, Pterm0 or Ptermres).
>
> So, how do I open a VDI workstation from within the AUTO folder? And, if

I'm not completely sure if VDI is available from within the AUTO folder,
but I guess so. You simply open a workstation (not a virtual one !) for
the screen, and you can draw using this handle. You must have closed it
again by the time the AUTO execution is finished, otherwise AES can't
open their screen workstation.

> so, can I leave it open through a Ptermres() call? (So I can use the

No, see above. There is not way to tell the AES to open a virtual,
instead of a 'real' workstation.

> stored handle in my VDI redraw routines in the plug-in as called from the
> main app)
>
> I believe thet I can use v_opnwk and open a full workstation, but that
> will then prevent GEM from using v_opnwk when it [GEM] starts.

Yes.

> At present, the plug-in requires the calling app to call an intialisation
> function, passing in a pointer to a buffer containing AES version (if it
> is over 3.3 and we are in a 16+ colour screen mode then 3D effects are
> applied, otherwise not) and the system VDI handle. On return from the init
> function, the rest of the buffer is filled in with pointers to callback
> functions in the plug-in to be used for redrawing (ie within a G_PROGDEF
> object)

You can make your code be a Ptermres program, which only initialises the
most basic stuff, but not the VDI. Then make an accessory (better : a CPX
module) to call the init routine automagically after the AES have started.
I guess you'll need some user settable variables too, the accessory or CPX

is the perfect place to let the user enter them. The init routine then
opens a virtual workstation just like you're used to do.

> And, of course, when the prog exits, it has to call a de-initialisation
> function within the plug-in.

Not needed with a Ptermres solution, like the one I suggested.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4607. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-07 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5dfcog$fu4@newstoo.ericsson.se>
Source record: 7606
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

In article <5df6f2qsk1@mhafc.production.compuserve.com>, MICHAEL ROBILLARD
<76060.1125@CompuServe.COM> writes:
>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)

Use MiNT and MINIX filesystem
it works very well for me on my ATARI ST, ATARI STE and FALCON.

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@tripnet.se /|\ ---------------
URL : http://www.tripnet.se/home/erikhall/index.html / | \

4608. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-07 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970207151442.24479D-100000@pallas.amp.uni-hannover.de>
Source record: 7607

```
On 3 Feb 1997, Thomas Binder wrote:

> Hi!
>
> In article <5ckndv$ioo@rs18.hrz.th-darmstadt.de>, I wrote:
> > Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
> > was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);
> OK, here's the correct way to do it (thanks to Thomas Much who sent this
> correction to me):
>
> -- cut here --
> Create a window (or if it's open, call wind_close()),
> make a wind_set(handle,WF_ICONIFY,-1,-1,-1,-1) and a
> wind_open(handle,-1,-1,-1,-1) call. There you are.

Why should it be closed and reopened ? From my experience it works
perfect if only the wind_set is called !?!

> appl_getinfo() tells you if you can use iconification at all.
> -- cut here --
>
> Hope that helps ...

Cheers Peter

-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
-------------------------------------------------------------------------
```

4609. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5dgg6l$p7s@infa.central.susx.ac.uk>
Source record: 7608
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MICHAEL ROBILLARD (76060.1125@CompuServe.COM) wrote:
: Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
: as THIS.EXAM.PLE instead of THISEXAM.PLE)

Well, you could either get Magic which uses the Windows 95 VFAT filesystem (crap, crap, very crap) or you could get MiNT with Minix and have a proper filesystem which is very, very fast. Both offer long filenames. Magic costs money, whereas MiNT and Minix can be downloaded from any good Atari FTP site.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

4610. Re: System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: shc103@york.ac.uk
Message-ID: <5dhnqt$rju@netty.york.ac.uk>
Source record: 7609

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
~ Thirdly and probably the most important, the interface is pretty
~ flexible. Atari used traps, maybe the PC used another calling method
~ like a fixed address (a complete guess there), and if Gem had taken
~ off bigtime then a "stackless" machine wouldn't have any problems
~ either.

A PC under dos or BIOS uses traps, though they're called 'software
interrupts' and the instruction (in most high-level languages) is intr or
dosintr or intr86.

I _think_ windows uses a different method, but I never could figure it
out.

Steve Carter, shc103@york.ac.uk, http://www.york.ac.uk/~shc103

"I'm an ex-citizen of nowhere,
and sometimes I get mighty homesick."
- Ben Rumson in Paint Your Wagon

4611. Falcon Audio Internals?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: shc103@york.ac.uk
Message-ID: <5dhnuu$rju@netty.york.ac.uk>
Source record: 7610

Hi,
I'm hoping to write a realtime MIDI->Sample player for a Falcon. Can
anyone tell eme where to get and overview and more indepth spec of the
falcon audio? Also any advice on a good 68030 reference book. Cheers.

--

Steve Carter, shc103@york.ac.uk, http://www.york.ac.uk/~shc103

"I'm an ex-citizen of nowhere,
and sometimes I get mighty homesick."
- Ben Rumson in Paint Your Wagon

4612. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E5Aox4.IzI@cix.compulink.co.uk>
Source record: 7611

>The author of The Cookie Monster can be contacted at:
>J.J.Troup@comp.brad.ac.uk
>according the documentation.
Thanks Mario.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4613. Send 20 FREE Pages of Fax to any Fax machines in the World!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: chsu@from.net
Message-ID: <5dijhf$nhu@netnews.hinet.net>
Source record: 7612

Send Fax through the Internet. Low domestic and international rates.
20 FREE pages of Fax! Send to any Fax machines in the world! No obligation.

Visit the site at:

http://www.edfax.com/faxsav.htm

Chris Sundres
chsu@from.net

4614. ADULTS ONLY- Check this out! (fiYGpZ)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-08 00:00:00 UTC
From: xxxhot@*
Message-ID: <32fcda97.0@news.cias.net>
Source record: 7613

Are you into HOT CHAT? We've got the world's largest voice-personal dating system, as well as the hottest, sexiest "1 on 1", "2 on 1", and "PARTY-LINE" chat you'll find anywhere, all in one place! And you don't have to call a 900 number to get in on this hot phone fun!

You can choose from 5 hot programs that are sure to fulfill your every desire!

You can press 1 from the main menu to choose from our sexy "1 ON 1" PLEASURE MENU, then:
*to talk to a BEAUTIFUL SEXY GIRL, press 1.
*for a 1 on 1 session with an experienced DOMINANT MISTRESS, press 2.
*for steamy talk with a LUSCIOUS TRANSVESTITE, press 3.
*for an erotic 1 on 1 chat with an EXOTIC TRANSSEXUAL, press 4.

*for some man to man action with a HOT GUY, press 5.
You'll be billed just $3.99 per minute for your selection.

Or you can press 2 from the main menu to DOUBLE YOUR PLEASURE, then:
*to speak to 2 HOT SEXY GIRLS, press 1.
*to get it on with a swinging WILD COUPLE, press 2.
You'll be billed just $4.99 per minute for your selection.

Or you can press 3 from the main menu to join the GROUP ORGY LINE!
*You can party with the nations nastiest swingers for only $2.50 per minute.

Or you can press 4 from the main menu, then:
*Press 1 to join the FANTASY NETWORK. This is the world's only phone service that allows you to connect with people who share your personal fantasies. This state-of-the-art voice mail system lets you listen to messages from beautiful girls, sexy transvestites and she-males, gay and bisexual males, and dominant women. Leave them a hot and sexy message, then call back to see what erotic message they have left for you. You'll be billed just $3.50 per minute.
*Or press 2 to listen to a hot selection of recorded fantasies steamy enough to make you explode! Choose from beautiful, sexy women's fantasies or domination stories. You'll be billed just $2.49 per minute.

Or you can press 5 from the main menu for the HOT AND NASTY DATELINE, where you can listen, and respond, to voice personal ads from hot horny girls in your neighborhood, including their real names and home telephone numbers! You can also leave your own personal message for people to get in touch with you. Make new friends on the world's busiest voice personal lines! Meet singles or couples, gay or straight; you'll be billed only $2.99 per minute.

***JUST CALL 1-800-756-3906 to use your Mastercard, Visa, or American Express card. The charge is just $2.49-$4.99 per minute, plus a 50 cent connection fee. 18+ only.

***OR CALL 1-900-745-4398. The charge is just $2.49-$4.99 per minute. Must be 18 years of age or older.

Call now!!! YOU WON'T REGRET IT!

(fiYGpZ)

4615. What about a GIF DSP decoder?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-09 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7614

Here's an idea:

If anyone out there can code the DSP and has knowledge of GIFs, how about writing a GIF DSP decoder (along the same lines as the Brainstorm JPEG one, ie. a TSR).

This could then quickly become a standard (like the jpeg one) and I'm sure applications such as CAB and GemView etc. could be changed to support it!!

So, how about it anyone?

Regards, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4616. Re: Fortran for ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-09 00:00:00 UTC
From: "R. Mellish" <rm03@ic.ac.uk>
Message-ID: <5dkads$bfs@oban.cc.ic.ac.uk>
Source record: 7615

Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk> wrote:
>Could anyone direct me to a decent public domain version of Fortran for
>the Aatri ST?

I don't have any experience of using it myself, but try:

http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/fortran.zip

-- Robert Mellish (YSFC #20) All the bees are dead.

4617. Direct YM2149 programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-09 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970209235342.21115B-100000@freenet>
Source record: 7616
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Ok, I'm really bored, is there any docs on how to directly program the
PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
format used by the ST Sound Emulator. I have 'The Atari ST Internals'
page that used to be on Flinnys old STiK page, (where did this go to??)
I've (s)poked around $FFFF8800, but I can't get anything to happen. What
exactly do I do with these addresses??

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4

4618. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855505512_OASIS_@swampdog.demon.co.uk>
Source record: 7617

In article <2c5_9702081513@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>The screen workstation has already been opened, and the handle can
>be obtained using graf_handle(). Calling v_opnwk() again will
>probably crash.

I tried it under MagiC and Ease just for the hell of it ... the
program itself worked ok although the whole system froze after it
terminated - not surprising really! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4619. Re: System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855505406_OASIS_@swampdog.demon.co.uk>
Source record: 7618

In article <5dhnqt$rju@netty.york.ac.uk>
shc103@york.ac.uk (Steve Carter) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>~ Thirdly and probably the most important, the interface is pretty
>~ flexible. Atari used traps, maybe the PC used another calling method
>~ like a fixed address (a complete guess there), and if Gem had taken
>~ off bigtime then a "stackless" machine wouldn't have any problems
>~ either.
>
>A PC under dos or BIOS uses traps, though they're called 'software
>interrupts' and the instruction (in most high-level languages) is intr or
>dosintr or intr86.

That makes sense.

>I _think_ windows uses a different method, but I never could figure it
>out.

It probably has to email a request to http://www.microsoft.com! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4620. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2a7cd$c2637.3b5@HERMES>
Source record: 7619

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> The screen workstation has already been opened, and the handle can
> be obtained using graf_handle(). Calling v_opnwk() again will
> probably crash.

Thanks for your response.

I was referring to something loaded during the boot phase (ie from the
AUTO folder).

From what I am led to believe, GEM AES funcs like graf_handle are not
avaialable until after the AUTO folder has been scanned.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4621. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5dmth8$1g97@rs18.hrz.th-darmstadt.de>
Source record: 7620

Hi!

In article <32FA5012.15FB7483@doc.ic.ac.uk>,
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:
>> But, this feels like a bit too much work. Is there a way to check AES
>> version and open a workstation when the plug-in is being loaded at boot
>> time?
> [...]
> Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
> A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
> PROBLEMS (most likely, anyway).
In the Auto-folder, it's no problem to open a physical workstation (but you
must close it on exit). Many boot selectors do so to allow the use of the
mouse.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4622. Re: Falcon Audio Internals?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dn01c$kvg@m1.cs.man.ac.uk>
Source record: 7621

In article <5dhnuu$rju@netty.york.ac.uk>, shc103@york.ac.uk (Steve Carter) writes:
>Hi,
>I'm hoping to write a realtime MIDI->Sample player for a Falcon. Can

Excelent! I have been waiting for one of these for ages! :-)

>anyone tell eme where to get and overview and more indepth spec of the
>falcon audio?

I have example 680x0 and C code for playing samples on the Falcon using
the appropriate XBIOS calls on my WWW pages. I haven't detailed how to
do it directly accessing the hardware, but this is quite simple once you
know how the OS calls work (the hardware is the same thing - just not as
nice an interface, and quite a bit faster).

The programming pages are at:
http://www.cs.man.ac.uk/~jacquesa/programming/

I haven't (yet) got any info on MIDI, but I might add some (mail me if
you are interested in this).

> Also any advice on a good 68030 reference book. Cheers.

well, a good DSP book might be of more use... :)

Anthony
--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4623. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: Jesús Cea Avión <jcea@argo.es>
Message-ID: <32FF39B8.5AD9@argo.es>
Source record: 7622

> But the AES isn't available until all the AUTO folder programs
> have been enumerated and have run to completion (either Pterm,
> Pterm0 or Ptermres).

What about programming your plugin using an Accesory, instead of an Auto Program?.

--
Jesus Cea Avion _/_/ _/_/_/ _/_/_/
jcea@argo.es _/_/ _/_/ _/_/ _/_/ _/_/
_/_/ _/_/ _/_/_/_/_/
PGP Key Available at KeyServ _/_/ _/_/ _/_/ _/_/ _/_/
"Things are not so easy" _/_/ _/_/ _/_/ _/_/ _/_/ _/_/
"My name is Dump, Core Dump" _/_/_/ _/_/_/ _/_/ _/_/
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz

4624. GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1002971334010001@47.85.0.99>
Source record: 7623

Hi

I use a version of GNU Tar made by a guy called Alan Hourihane, because it works with the Tapebios package (also his). This version is Tar 1.10.

It worked really well, allowing me to backup files to a Tar archive, which was easily read by another computer..

Problem; if I attempt to backup more than (approx) 100 MBytes it crashes.

It causes a Bus Error, the PC has a value like 677A004E, which AIUI, is way above the addressing space of the 68000.

Does anybody know any reason why, like is there a maximum file size on the ST under TOS 1.04 ?

Is this a symptom of Stack underflow/overflow ?

The problem can't be the Tapebios driver, as I can create disk images of 250 Mbyte disks.

The crash happens under TOS or MiNT (1.12.6 or 1.14).

Machine is a 4 Mbyte STFM, TOS 1.04.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4625. CD~R Media at Good Prices

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: april@october.com
Message-ID: <5dna6i$1eh@dfw-ixnews5.ix.netcom.com>
Source record: 7624

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

4626. Postmortem program required

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7625
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Does anyone know of a good 'postmortem' program that displays the registers etc. after a program has bombed ie. RAM $380 - $3EB!

It must work under MagiC.

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4627. Re: Fortran for ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <855618482_OASIS_NEWS@elis.demon.co.uk>
Source record: 7626

In article <5dkads$bfs@oban.cc.ic.ac.uk>
R. Mellish <rm03@ic.ac.uk> wrote:-

>Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk> wrote:
>>Could anyone direct me to a decent public domain version of Fortran for
>>the Aatri ST?
>
>I don't have any experience of using it myself, but try:
>
>http://sunsite.doc.ic.ac.uk/packages/atari/umich/Programming/fortran.zip
>

That'd be BCF FORTRAN. I know people who've used it successfully for
some jobs, but I use Prospero. I wrote an article on the subject for ICTARI.

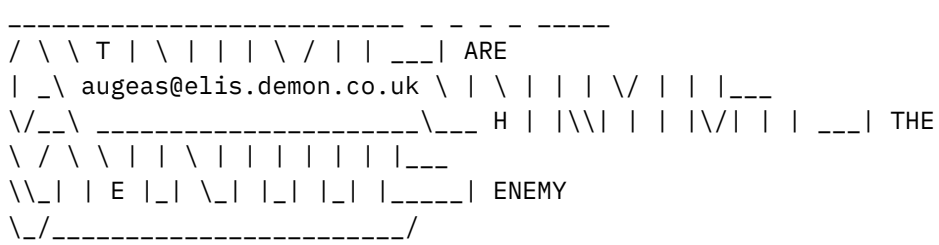
Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

And download issue 40, which also contains the BCF compiler. Issue 41 has
the GNU FORTRAN to C converter, which is also meant to have some limited
FORTRAN 90 support. I posted this earlier but Demon ate it...

Have Fun,
"Augeas"

--



4628. Re: What about a GIF DSP decoder?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5dnl9n$gtj@nyheter.chalmers.se>
Source record: 7627

In article <5667018_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
>Here's an idea:
>
>If anyone out there can code the DSP and has knowledge of GIFs, how about
>writing a GIF DSP decoder (along the same lines as the Brainstorm JPEG one,

I've thought about this, but I very much doubt that there would be any
major performance advantage over a good CPU decoder. The DSP is not very
good at the bit manipulation you need to do when unpacking GIFs and then
there's the small memory to worry about.

>This could then quickly become a standard (like the jpeg one) and I'm sure

Even if the GIF decoder ran on the CPU it could of course use a similar
concept as Brainstorm's JPEG decoder. The reason noone has done this is
probably that a reasonably good GIF decoder is small and simple to write.
(Naturally, a really good one is not quite as simple to do. ;-)

>applications such as CAB and GemView etc. could be changed to support it!!

I think what we really should have is something similar to the Amiga's
'datatypes'. Any program that supports them can load any file type that
the user has a 'driver' for (if I've understood matters correctly).

>So, how about it anyone?

If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
to worry about, I might've done something with my code from MGIFv5 (I've
not seen a faster GIF decoder than the one in my latest v5.10beta), but
right now it looks like I'll have to disable GIF support in the next
release version... :-(

Perhaps there's some anonymous guy from a country where software patents
can't be filed who'd like to give it a try? ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4629. Re: C Library

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-10 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970210153424.28868D-100000@freenet>
Source record: 7628
Body handling: 1 inline base64-encoded payload block was not displayed

[Inline base64-encoded payload not displayed]

4630. loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 7629

Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a beta is about to be released.) I just found some bitmapped GDOS compatible fonts that have a full VT100 set, including the pseudo graphics chars. How do I load them into a program, without using GDOS or equivalent. I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice manual sorta impies that I need GDOS to load them, but I got these from an old program (circa 1988) that didn't use it. How do I do it without distributing some Gdos with the files???
HEEELP!!!

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

4631. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dpiqt$hos@m1.cs.man.ac.uk>
Source record: 7630

In article <5d49en$ui9@rs18.hrz.th-darmstadt.de>, gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>Hi!
>
>In article <5ckndv$ioo@rs18.hrz.th-darmstadt.de>, I wrote:
>> Not true. Atari post-documented a way to iconfy a window "by code". IIRC it
>> was wind_set(win, WF_FULLXYWH(?), -1, -1, -1, -1);
>OK, here's the correct way to do it (thanks to Thomas Much who sent this
>correction to me):

<snip>

Thanks a lot! :)

A couple of minor points I discovered (yes it does work - it tried it last night).

* Geneva (005 demo run as a MiNT AES) doesn't support this, and it allocates an empty slot and looses the window. However, N.AES/AES 4.1 do support this. Iconify is broken in both XaAES and oAESis atm. so I didn't bother testing it with them. :)
* When you recieve the WF_UNICONIFY message, you will get -1,-1,-1,-1 as the position/size of the window, so you will need to have a way of restoring it to the correct position (put it in the wind_set(...WF_UNICONIFY...) call).

Does anyone know if it works under Magic? (it doesn't really matter, as magic doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be available < 4.0 so you cannot check for its presence...)

Anthony
--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4632. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo8vcycw.fsf@emw.ericsson.se>
Source record: 7631

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Does anyone know if it works under Magic? (it doesn't really matter, as magic
> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
> available < 4.0 so you cannot check for its presence...)

Ehhh... what do you mean with this? MagiC does have iconify and appl_getinfo
should be available. Why its not truely AES 4.1 compatible and report
3.99 as AES version I don't realy understand either. It wouldn't cause to
much work to make it support AES 4.1 fully and it would make me happier.

Andreas Kromke should know.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4633. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzbu9r7b6w.fsf@issan.informatik.uni-dortmund.de>
Source record: 7632

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

|> I'm not completely sure if VDI is available from within the AUTO folder,
|> but I guess so.

The VDI is initialized quite early in the booting process, and it is
indeed available during AUTO processing.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4634. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33007952.167EB0E7@etlxdmx.ericsson.se>
Source record: 7633

Magnus Kollberg wrote:

> should be available. Why its not truely AES 4.1 compatible and report
> 3.99 as AES version I don't realy understand either. It wouldn't cause to
> much work to make it support AES 4.1 fully and it would make me happier.
>
> Andreas Kromke should know.

Now, we've been here before :-)

Regards
Martyn

4635. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv3zcsgu.fsf@emw.ericsson.se>
Source record: 7634

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> > should be available. Why its not truely AES 4.1 compatible and report
> > 3.99 as AES version I don't realy understand either. It wouldn't cause to
> > much work to make it support AES 4.1 fully and it would make me happier.
> >
> > Andreas Kromke should know.
>
> Now, we've been here before :-)

We sure have, but it can't hurt to talk about it again. :-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4636. Re: Postmortem program required

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5dr47k$eso@nnrp1.news.primenet.com>
Source record: 7635

```
On 10 Feb 97 17:40:54 G, Gary Priest wrote:
>Does anyone know of a good 'postmortem' program that displays the registers
>etc. after a program has bombed ie. RAM $380 - $3EB!
>
>It must work under MagiC.
>
>TIA, Gary
Gee, I'd like one of those too, It would make finding bugs a whole lot
easier!

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

4637. Re: C Library

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855697502_OASIS_@swampdog.demon.co.uk>
Source record: 7636

In article <5d772r$l4e@dux.dundee.ac.uk>
dmitchel@mcs.dundee.ac.uk (Davy Mitchell) said:-

>Hi,
>
>Just wondering if anyone knows of a good easy to use C Graphics library for
>GNU C ???
>
>Something like plot(int x, int y);
> polygon (int [], int)
>would be nice !

The VDI can do the above, and more, easily. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4638. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855697622_OASIS_@swampdog.demon.co.uk>
Source record: 7637

In article <2273297_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

>Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
>beta is about to be released.) I just found some bitmapped GDOS
>compatible fonts that have a full VT100 set, including the pseudo graphics
>chars. How do I load them into a program, without using GDOS or equivalent.
>I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
>manual sorta impies that I need GDOS to load them, but I got these from an
>old program (circa 1988) that didn't use it. How do I do it without
>distributing some Gdos with the files???

Hmm - just wondering if I sent you some sources called LINEAX or
something similar. I certainly hope so because I've lost them and I
wonder if you still have them?

If you do look for a file called _lx_lfnt.c which contains all the
information on loading and processing a bitmapped gdos font.

I know I sent the source to somebody!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4639. Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: afoster@zetnet.co.uk
Message-ID: <5dqleq$vjn@irk.zetnet.co.uk>
Source record: 7638

Hello...

I'm writing a little clock program using SozobonX C, and I've come across a little problem. I've got the clock itself to work perfectly; the hands will move around the face and so on, but I can't get it to do so if I put it in a window and check for window events (movement, clicking on the close box etc). The evnt_mesag command seems to stop everything, until something happens, at which point the clock changes to the correct time.

Is there a way of checking for events without making the whole program come to a halt? I have put the offending piece of code below.

```
while (boolean){
time (&rawtime);
time_struct = localtime(&rawtime);
evnt_mesag(msg_buf); /* <---- The problem's here! */
switch (msg_buf[0]){
case WM_MOVED:
/* Lots of code here... */
break;
case WM_CLOSED:
quitflag = FALSE;
boolean = FALSE;
break;
}
if (time_struct->tm_sec != seconds){
boolean = FALSE;
}
```

Any ideas on how to fix this? I thought a tiny clock program would be easy to write, but I'm stuck, and I haven't even got on to the window clipping yet... :-(

Thanks for any help...

Adam Foster

4640. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-11 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970211153745.2808A-100000@freenet>
Source record: 7639

```
> Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
> beta is about to be released.) I just found some bitmapped GDOS=20
> compatible fonts that have a full VT100 set, including the pseudo graphic=
s
> chars. How do I load them into a program, without using GDOS or equivalen=
t.
> I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
> manual sorta impies that I need GDOS to load them, but I got these from a=
n
> old program (circa 1988) that didn't use it. How do I do it without
> distributing some Gdos with the files???
> HEEELP!!!

From=20the premere issue of STart, pg 42:

---
The following technique will let you load and use alternate fonts without=
=20
using GDOS. Your font must be in the standard format (including header)=20
as defined in the VDI manual. Either compile the font into your=20
application, or load it from a file at run time.

Instead of doing the normal vst_load_fonts call, you will alter your=20
application's control array directly. Control words 7 and 8 must be a=20
32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer=20
to a scratch buffer which will be used by the VDI when doing special=20
effects such as bold or italics. Control word 9 must be set to the length=
=20
in words of this buffer. The buffer should be at least four times the=20
size of the largest character in the font.

After setting up the control array, you should be able to select the font=
=20
using the set_font function. When you are done with the font, or with=20
your program, do a regular vst_unload_fonts call so the VDI doesn't=20
continue to think the font is available.

(thanks to John Feagens of Atari for this information.)
--

There you go!

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
```

/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4

4641. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dsblq$t1t@balaena.bio.vu.nl>
Source record: 7495

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: You might want to investigate putting evnt_multi() into a structure
: and use Evnt_Multi() instead. Apart from keeping everything nicely
: together and thus more readable, it also allows you take advatage of
: using defaults which means no silly crashes ...

Actually, I use the evnx_multi() call provided by Sozobon's XGemFast lib.
It uses a structure called XMULTI which includes GRECT structures for
rectangles, which is more or less what you described in your example.
I just didn't use evnx_multi() in my posting, because I gather that not
everyone is familiar with Sozobon C :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4642. Re: Windows 95 Info Guide

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dscit$t1t@balaena.bio.vu.nl>
Source record: 7496

Gaven Miller (gmiller@inca.co.nz) wrote:

: > : WINDOWS 95 INFO GUIDE
: > : The Only Software Package That Gives You All You Need!

: > Great... Just what we need... :-(

: Of course we need it.
: As we all know, Atari programmers are really Windows PC programmers.

Ah, yes, I forgot... Tjeezz, great diguise!

: And, of course, the name of this newsgroup ("comp.sys.atari.programmer")
: is just another Microsoft secret invention (shortly after Bill Gates
: created the Internet) for housing the best Windows programmers and keeping
: them away from the know-nothing rabble - like Microsoft programmers.

Ofcourse "comp.sys.atari.programmer" is just an alias for
"comp.sys.windows95.programmers.who.pretend.to.use.an.atari" :-)

So that's why Bill created mr. Tramiel... (And dumped him shortly after)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4643. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dsd92$t1t@balaena.bio.vu.nl>
Source record: 7497
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:

: Well, you could either get Magic which uses the Windows 95 VFAT filesystem
: (crap, crap, very crap) (...)

Yeah, I just recently saw the docs on the VFAT fs in some Linux Howto
file... Tjeez! It's a classic Crap Microsoft Backward-compatibility Patch!
It uses additional entries in the dir table which are sort of masked of from
the normal DOS fs to store additonal characters for the file name. That's
why W95 locks it's filesystems: to prevent properly written programs like
Disk Doctor from messing up (ie. fixing) the "crap" extra dir entries...
Unbelievable...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4644. Re: What about a GIF DSP decoder?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dse0p$t1t@balaena.bio.vu.nl>
Source record: 7498

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: I think what we really should have is something similar to the Amiga's
: 'datatypes'. Any program that supports them can load any file type that
: the user has a 'driver' for (if I've understood matters correctly).

Yeah, that would be a great solution... There are plenty of modular
loading/saving/printing/processing systems for images (Gemview, PARX and a
couple of commercial ones like the HiSoft things..), but there's no
standard...

: If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
: to worry about, I might've done something with my code from MGIFv5 (I've
: not seen a faster GIF decoder than the one in my latest v5.10beta), but
: right now it looks like I'll have to disable GIF support in the next
: release version... :-(

All new software should start using PNG...

: Perhaps there's some anonymous guy from a country where software patents
: can't be filed who'd like to give it a try? ;-)

Or just an anonymous guy... :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4645. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dseju$t1t@balaena.bio.vu.nl>
Source record: 7499

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: For that matter, how do you load any fonts WITH NVDI???
: The manual says only "This function is used to load GDOS fonts from disk...".
: Where on disk? How does one get it to work?? I tried the function last night,
: and nothing loaded from anywhere. Nohow!!!

Er... You have to copy the fonts into your font dir (usually C:\GEMSYS\)
and add them to your assign.sys file. Then you have to use the VDI call
vst_load_fonts() to load the fonts...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4646. Re: Direct YM2149 programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dse73$t1t@balaena.bio.vu.nl>
Source record: 7500
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: Ok, I'm really bored, is there any docs on how to directly program the
: PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
: format used by the ST Sound Emulator. I have 'The Atari ST Internals'
: page that used to be on Flinnys old STiK page, (where did this go to??)
: I've (s)poked around $FFFF8800, but I can't get anything to happen. What
: exactly do I do with these addresses??

Get the "Atari Hardware Register List" from somewhere...
I've got a link to the last version on my Programmer's page
(http://huizen.dds.nl/~levjenno/atari)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4647. Re: GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dseck$t1t@balaena.bio.vu.nl>
Source record: 7501

Gerry O'Rourke (sig@end.article) wrote:
: Hi

: I use a version of GNU Tar made by a guy called Alan Hourihane, because it
: works with the Tapebios package (also his). This version is Tar 1.10.

Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
Because if it does, you could download a decent TAR for MiNT and use
tar cvf /dev/<device>

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

ASHes to ASHes, DOS to DOS.

4648. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dsf3n$k0e@m1.cs.man.ac.uk>
Source record: 7640

```
--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------------
```

4649. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvbu9qcdzq.fsf@emw.ericsson.se>
Source record: 7641

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
>
>
> --
> -------------------------------------+-----------------------------
> Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
> | Generic STOS Fixer v1.3
> mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
> http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
> -------------------------------------+-----------------------------
> New program - KP Flash - Sound 2 Light (literally) for the Falcon
> ---
> Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
> ---

Are you sure? Nahhhh...

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

4650. Re: Postmortem program required

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1202970906580001@138.110.10.65>
Source record: 7642
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

> Does anyone know of a good 'postmortem' program that displays the registers
> etc. after a program has bombed ie. RAM $380 - $3EB!
>
> It must work under MagiC.
>
> TIA, Gary

Yes, it's called NeoDesk :-) Of course, that's just one tiny part of what
it does.

Dan Wilga
dwilga@mtholyoke.edu

4651. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: !ynoT
Message-ID: <330cfbb1.25539760@news.airtime.co.uk>
Source record: 7643

```
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
> -----------------------------------+-----------------------------
> Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
> | Generic STOS Fixer v1.3
> mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
> http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
> -----------------------------------+-----------------------------
> New program - KP Flash - Sound 2 Light (literally) for the Falcon
> ---------------------------------------------------------------------
> Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
> ---------------------------------------------------------------------

Good thread starter there Anthony :))))))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
-----------------------------------------------------
You're too distrustful of humans - Dick - 3rd Rock....
```

4652. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-12 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E5I61B.1pu@cix.compulink.co.uk>
Source record: 7644

>m > I need an up-to-date list of all available cookies for an
>m > update of my PROFILE 2 program.
>
>What do you mean by ALL available cookies?
A list of all the cookies that all the various programs that exist install.
PROFILE 2 (about from masses of other data it reports) will give a
description of every cookie it finds in the user's cookie jar. Also, for XBRA
and XNAM IDs.
I've now got an up-to-date XBRALIST which is not bad but stil has some
missing which I'm working on.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4653. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <3302E15B.41C67EA6@jet.uk>
Source record: 7502

```
Adam Foster wrote:
>
> Hello...
>
> I'm writing a little clock program using SozobonX C, and I've come across
> a little problem. I've got the clock itself to work perfectly; the hands
> will move around the face and so on, but I can't get it to do so if I put
> it in a window and check for window events (movement, clicking on the
> close box etc). The evnt_mesag command seems to stop everything, until
> something happens, at which point the clock changes to the correct time.
>
[code snipped]

Your program is (correctly) waiting for a message, use the evnt_multi
function with timer values set to 1 second.

--
Dennis Armstrong, CODAS, JET, Abingdon, Oxfordshire, OX14 3EA,
tel +44 (0)1235 464871 mailto:Dennis.Armstrong@jet.uk
home mailto:Dennis.Armstrong@corewise.demon.co.uk
Before sending advertising material, read
http://www.law.cornell.edu/uscode/47/227.html

==============================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==============================================================================
```

4654. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: patrick@onestep.co.uk
Message-ID: <855828117.21559.0@allstars.onestep.co.uk>
Source record: 7503

```
On 02/11/97, Adam Foster wrote:
>
>Hello...
...
>Is there a way of checking for events without making the whole
program
>come to a halt? I have put the offending piece of code below.
...
> evnt_mesag(msg_buf); /* <---- The problem's here! */
> switch (msg_buf[0]){
> case WM_MOVED:
> /* Lots of code here... */
> break;
> case WM_CLOSED:
> quitflag = FALSE;
> boolean = FALSE;
> break;
> }
> if (time_struct->tm_sec != seconds){
> boolean = FALSE;
> }
>
>Any ideas on how to fix this? I thought a tiny clock program would be
>easy to write, but I'm stuck, and I haven't even got on to the window
>clipping yet... :-(
>
>Thanks for any help...
>
>Adam Foster
>
>
Yeah. Use evnt_multi(...); specify several event types, including
WM_MOVED, WN_CLOSED and the one for a time delay. Use a time delay of
0. Remember that the event dispatcher will coalesce events if it can;
msg_buf[0] may contain several events |'red together.
When your code is called, if no other event occurs, you'll still get
your timer event immediately.

--
------------------------------
My opinions; nowt to do with my employer;
I do ST stuff in my spare time
------------------------------
Patrick Middleton
```

OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)

4655. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3302E022.2781E494@doc.ic.ac.uk>
Source record: 7504

> Does anyone know if it works under Magic? (it doesn't really matter, as magic
> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
> available < 4.0 so you cannot check for its presence...)

According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
that
AES < 3.99 don't support modes above 4. But since you can inquire the
maximum
mode number that's supported, this isn't a problem. You should really
check
for AES >= 3.40, then ask which functions are supported. If the
functions
to test for iconification aren't supported, you don't have
iconification.
Otherwise you do. No messing around with checking for version 4.0 and
MagiC
separately.

MagiC supports iconification as of version 3, I think. The AES version
reported is always 3.99 for MagiC (or has been up to now, as far as I'm
aware).

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4656. Re: System call interfaces

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3302E18B.446B9B3D@doc.ic.ac.uk>
Source record: 7505

Steve Carter wrote:
>
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> ~ Thirdly and probably the most important, the interface is pretty
> ~ flexible. Atari used traps, maybe the PC used another calling method
> ~ like a fixed address (a complete guess there), and if Gem had taken
> ~ off bigtime then a "stackless" machine wouldn't have any problems
> ~ either.
>
> A PC under dos or BIOS uses traps, though they're called 'software
> interrupts' and the instruction (in most high-level languages) is intr or
> dosintr or intr86.
>
> I _think_ windows uses a different method, but I never could figure it
> out.

Sadly, Windows uses absolute addressing; it relocates the addresses
when the program is loaded, based upon the current positions of the
various system DLL's in Windows' memory map.

Some Windows programs "dynamically" load the DLL's, and use pointers
to functions (obtained with GetProcAddress(), I think - but I'm not
sure; I don't program Windows much at the moment) to call the
functions within.

DOS and the BIOS do indeed use "INT" instructions.

The disadvantage of "INT"/"TRAP" instructions is that they generally
take longer to execute (e.g. on the 68000, "TRAP" takes ~40 cycles!).
Absolute jumps take relatively little time by comparison, and,
on the 68000 and on older Intel chips, don't switch into any
protected mode. On the newer Intel chips, it appears you can mess
around with the memory mapping so that the chip switches into
a higher protection mode when it calls a particular routine. This,
I presume, is how Windows protects itself.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4657. Re: Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dutt5$cdm@m1.cs.man.ac.uk>
Source record: 7506

In article <yvvbu9qcdzq.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

<nothing but .sig>

>Are you sure? Nahhhh...

hehehe... I was going to write a reply, but changed my mind...
The deliver and cancel buttons are too close on this news reader... :)

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4658. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5duvfe$lms@rs18.hrz.th-darmstadt.de>
Source record: 7507

Hi!

In article <5dqleq$vjn@irk.zetnet.co.uk>,
afoster@zetnet.co.uk (Adam Foster) writes:
> Is there a way of checking for events without making the whole program
> come to a halt? I have put the offending piece of code below.
Use evnt_multi() and wait for message- and timer-events (i.e. MU_MESAG |
MU_TIMER). Use a reasonable short amount for the delay between two timer
events. But don't forget that this period is the _minimum_ delay, so it
might easily happen that the next timer event occurs much later, e.g. if
some other application has locked the system for some time in a cooperative
multitasking environment. Also note that if a message event occurs, the
next call to evnt_multi() will again wait for the full timer delay and
forget about the time spent in the last call to evnt_multi().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4659. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5dvcl3$t40@alexander.INS.CWRU.Edu>
Source record: 7508

In a previous article, lerwick@freenet.msp.mn.us (Callum Baird Lerwick) says:

>> Can someone help? I am writing a new GEM-based VT100 telnet for stik. (a
>> beta is about to be released.) I just found some bitmapped GDOS=20
>> compatible fonts that have a full VT100 set, including the pseudo graphic=
>s
>> chars. How do I load them into a program, without using GDOS or equivalen=
>t.
>> I have nvdi 4.0, but want to write the prog. for all Ataris. The Lattice
>> manual sorta impies that I need GDOS to load them, but I got these from a=
>n
>> old program (circa 1988) that didn't use it. How do I do it without
>> distributing some Gdos with the files???
>> HEEELP!!!
>
>From=20the premere issue of STart, pg 42:
>
>---
>The following technique will let you load and use alternate fonts without
>using GDOS. Your font must be in the standard format (including header)
>as defined in the VDI manual. Either compile the font into your
>application, or load it from a file at run time.

Where does one get this VDI manual? All I have a re the 'C' manuals
for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
type fonts with ID 50, and 21 different sizes and faces, including Greek like
the DEC supplemental font and the special graphics fonts.
1. HOW does one compile a font into an application?

>Instead of doing the normal vst_load_fonts call, you will alter your=20
>application's control array directly. Control words 7 and 8 must be a
>32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer

2. IF you load it at run time, where do you find these pointers, etc.?
Sorry to sound dense, but tho I have programmed for many years,
I am a novice at 'C', and "browsing" thru the manual to find the one needed
command from a non-intuitive name list is a bear, to say the least.

>to a scratch buffer which will be used by the VDI when doing special
>effects such as bold or italics. Control word 9 must be set to the length
>in words of this buffer. The buffer should be at least four times the
>size of the largest character in the font.
>
>After setting up the control array, you should be able to select the font
>using the set_font function. When you are done with the font, or with
>your program, do a regular vst_unload_fonts call so the VDI doesn't

>continue to think the font is available.
>
>(thanks to John Feagens of Atari for this information.)
>--
>
>There you go!
>Can you help some more??????
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4660. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv67zwd7si.fsf@emw.ericsson.se>
Source record: 7509

afoster@zetnet.co.uk (Adam Foster) writes:

```
> Is there a way of checking for events without making the whole program
> come to a halt? I have put the offending piece of code below.
>
> while (boolean){
> time (&rawtime);
> time_struct = localtime(&rawtime);
> evnt_mesag(msg_buf); /* <---- The problem's here! */
> switch (msg_buf[0]){
> case WM_MOVED:
> /* Lots of code here... */
> break;
> case WM_CLOSED:
> quitflag = FALSE;
> boolean = FALSE;
> break;
> }
> if (time_struct->tm_sec != seconds){
> boolean = FALSE;
> }
```

You have to include MU_TIMER as well or it will just sit and wait, at the
place you have marked, for the above events to come and no others.
Add MU_TIMER to your program and it should work just fine.

```
//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+
```

4661. Re: Atari ST and VGA PC monitor??

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: kucik@mrakoplas.phil.muni.cz
Message-ID: <5dveqe$hst@rhino.cis.vutbr.cz>
Source record: 7510

Poundgate (poundgate@aol.com) wrote:
: Anybody know if I can use a mono VGA monitor as I can't get hold of an
: Atari one. Obviously will have to change connector but is the scan rate
: right?

For ST-high you need XVGA or SVGA monitor and to know how to connect this monitor to ST. For ST-med and ST-low you need special multisync monitor.

Fufin

4662. Help, please! Atari400!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: slothdelux@aol.com
Message-ID: <19970213210700.QAA05831@ladder01.news.aol.com>
Source record: 7511

Does anyone have any technical manuals or anything for the Atari400? I just bought one for five bucks, and I want to do some programming on it. I'd like to try it in assembler, but all of the books that I could find about that have been out of print for quite some time. I also need the specs for the hardware (power supply, i/o, etc.). Any help at all would be appreciated. Email SlothDelux@aol.com

4663. Dpathconf

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E5K1Cw.6vx@cix.compulink.co.uk>
Source record: 7512

Is the MiNT function Dpathconf() available on any other OS, such as MagiC, or
is it MultiTOS only?

In other words, can you have a drive U:? I see from someone with MagiCPC that
there is a U: drive but is it like MiNT's U:?
Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?

Thanks

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4664. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970213152924.18221D-100000@freenet>
Source record: 7513

> Any ideas on how to fix this? I thought a tiny clock program would be=20
> easy to write, but I'm stuck, and I haven't even got on to the window=20
> clipping yet... :-(=20

As may people have said, use event_multi() with a timeout of 1 second...

Clipping is easy. 'Proffesional GEM' includes some clipping source I was=20
able to modify very easily into my program. My web page includes a simple=
=20
GEM program I wrote using only ProGEM... I'll have to add links to places=
=20
to get ProGEM. Maybe convert the 'proff' version of ProGEM to HTML...
(anyone know of a proff-to-HTML converter?)

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4

4665. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970213153855.18221E-100000@freenet>
Source record: 7514

```
> >The following technique will let you load and use alternate fonts withou=
t
> >using GDOS. Your font must be in the standard format (including header)
> >as defined in the VDI manual. Either compile the font into your
> >application, or load it from a file at run time.
>=20
> =09Where does one get this VDI manual? All I have a re the 'C' manuals
> for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
> type fonts with ID 50, and 21 different sizes and faces, including Greek =
like
> the DEC supplemental font and the special graphics fonts.=20

I think it came with the infamous Developers Kit... I'm guessing this is th=
e=20
same thing as a standard GDOS bitmap font...

> 1. HOW does one compile a font into an application?

I'd like to know too... In C I think this involves converting a binary=20
file to hex codes which are placed into a static array...
=20
> >Instead of doing the normal vst_load_fonts call, you will alter your=3D2=
0
> >application's control array directly. Control words 7 and 8 must be a
> >32-bit pointer to the font. Control words 10 and 11 are a 32-bit pointer
>=20
> 2. IF you load it at run time, where do you find these pointers, etc.?
> =09Sorry to sound dense, but tho I have programmed for many years,
> I am a novice at 'C', and "browsing" thru the manual to find the one need=
ed=20
> command from a non-intuitive name list is a bear, to say the least.

I am also a beginning C programmer. I think it has something to do with=20
v_opnvwk(). In my program it looks like this:

void init()
{
=09WORD work_in[11]=3D{1,1,1,1,1,1,1,1,1,1,2},work_out[57];
[snip]
=09v_opnvwk(work_in,&vdihndl,work_out);
[snip]
}

I think work_in[] is what your looking for. ProGEM (the only tutorial=20
I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
work_in[] and work_out[]??? As you can see they are just local variables=20
```

that are ignored and obliterated once the init() code is finished...

> >to a scratch buffer which will be used by the VDI when doing special
> >effects such as bold or italics. Control word 9 must be set to the lengt=
h
> >in words of this buffer. The buffer should be at least four times the
> >size of the largest character in the font.
> >
> >After setting up the control array, you should be able to select the fon=
t
> >using the set_font function. When you are done with the font, or with
> >your program, do a regular vst_unload_fonts call so the VDI doesn't
> >continue to think the font is available.
> >
> >(thanks to John Feagens of Atari for this information.)
> >--
> >
> >There you go!
> >Can you help some more??????

Not really... My hard drive went blooey and I'm too lazy to see if=20
SozobonX will fit onto a floppy... Anyone want to donate an old SCSI=20
mech? :P

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4 =C4

4666. Quick appl_init() question...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>
Source record: 7515
Body handling: 1 inline base64-encoded payload block was not displayed

[Inline base64-encoded payload not displayed]
xA0K

4667. GIF, JPEG scanning service. FREE OFFER! A pictures worth a thousand words! (xrCHpW)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: scanning@XXX1324noreply.com
Message-ID: <ePuFACgG8GA.178@uptgmsnb01>
Source record: 7516

Why don't you print or save this info in case you need it in the future?

Hello Friends,
It's time to take full advantage of the online medium by having your photographs scanned today! Once your pictures are scanned into one of three formats (GIF, JPEG, or BMP) you can do many exciting things with them.

-You'll easily be able to attach them to emails and send them to people your chatting with online. No more having to try and explain what you look like!

-You can also use your photos in all kinds of fun projects: build web pages; design your own greeting cards; make personalized stationary,desktops, and screen savers- the list is endless!

- Scan pictures of yourself, your pet, your vacation, or whatever you choose!

Cyber Services will scan ANY photograph, drawing, magazine clipping, or other artwork to an image file, and email or US mail it (on disk) back to you within 24 hours of its receipt. (You must be able to receive file attachments to get your file(s) via email. Check with your ISP if your not sure.) PRIVACY & CONFIDENTIALITY ARE ASSURED. You'll also receive helpful technical tips on everything from renaming your file to saving time when sending it to people via email.

We scan all our images in 16.7 million colors for best quality. For just $1 extra we can enlarge or crop your photo, blur out a body part, or ad text (such as your name or email address).

Best of all, as a FREE GIFT to you (limited time only), IF YOU CHOOSE TO, we'll reserve you a FREE PAGE (or pages) in our "Internet Date-Site" (Now under construction!!!). This web site contains pages classified by local area and sexual preference. There's also a erotic image gallery (must be legal age to enter), and a "special interests" section. That's right, you can have your own page on the internet for just $4! (Note: You're responsible for answering your dog's email!) Your free page(s) will include any or all of the following: Your scanned photo(s) (You pick which ones- You can have some, none or all of your photos posted on your page), your email address with an icon visitors can click to send you mail, and a brief profile about you. We'll remove or modify your page, at your request, at anytime! When the "Date-Site" opens for business, you'll receive an email notifying you of the address of your personal web page. You can give the address to people and they can view it from any internet
connection! There are millions and millions of people on the internet.It's

time you start meeting them! (This service won't be free for long so act now!)

If you have any questions regarding our services, please call us at (541)744-5718.

Ordering Information:

Price: $4 for first scan, $3 for each additional scan
Extras: $1 each to add personalized information. (name/email)
$1 each to have image modified (enlarged, body part blurred, etc..)
$2 to have image files mailed to you on a floppy disk (IBM or MAC).
$1 credit card processing fee (Visa/Mastercard users only)

If you would like your photographs returned to you please include a self addressed stamped envelope. Otherwise they will be destroyed.

Order Form (PRINT OUT or COPY CLEARLY):

Name (optional):

Email Address or Screen name (PRINT CLEARLY! You must be able to receive file attachments. Otherwise include $2 for shipment on floppy disk.):

Address (optional unless having shipped on disk):

Phone number (optional):

File type (GIF, JPEG, or BMP. GIF recommended):

Extras (Exact personalized info you want printed on scan):

Disk Format (if having mailed on a floppy): IBM or MAC

Payment method (Cash, Check, Money Order, or Visa/Mastercard):
Please make checks payable to Cyber Services.

Credit Card # (credit card orders only):

Expiration date:
Don't forget to include the $1 processing fee if your paying with your credit card.

Do you want the FREE GIFT? Yes or No (circle one)
-Web Page(s) in our "Internet Date-Site" (under construction). You can have a page for yourself, a page for your car, and a page for your cat! Be sure to indicate where you want your page (F4M, M4F, F4F, F4M, or Couples) and which of the following info you want on your page (print clearly): State and Town, email address, year or birth, physical description, quote/message (under 30 words please). Please indicate which photos you want on your page (if any) if you don't want them all to be displayed. If your want your nude/erotic photos displayed in our erotic image gallery YOU MUST include a signed statement that your are over 18 years of age or older and give us

consent to display your nude/erotic photo, and be sure to tell us if your want it displayed with your info or anonymously.

Mail the above information and photos with payment to:

Cyber Services
2852 Willamette St. #131
Department 1
Eugene, OR 97405

Orders sent overnight will be given first priority.

Erotic/Nude photo's will be accepted providing everyone in them is of legal age.

Questions? Call (541)744-5718

Please help our small business grow by sharing this info with someone you think could use it.

Thank You!

(xrCHpW)

4668. Re: AES Messages

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855864580_OASIS_@swampdog.demon.co.uk>
Source record: 7517

In article <5dsblq$t1t@balaena.bio.vu.nl>
lvzon@bio.vu.nl (Levien van Zon) said:-

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>
>: You might want to investigate putting evnt_multi() into a structure
>: and use Evnt_Multi() instead. Apart from keeping everything nicely
>: together and thus more readable, it also allows you take advatage of
>: using defaults which means no silly crashes ...
>
>Actually, I use the evnx_multi() call provided by Sozobon's XGemFast lib.
>It uses a structure called XMULTI which includes GRECT structures for
>rectangles, which is more or less what you described in your example.

Ah - I see!

>I just didn't use evnx_multi() in my posting, because I gather that not
>everyone is familiar with Sozobon C :-)

Like me! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4669. loading fonts w/o gdos??

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f6e_9702171850@conchbbs.com>
Source record: 7518

```
b > I just found some bitmapped GDOS compatible fonts that have a
b > full VT100 set, including the pseudo graphics chars. How do I
b > load them into a program, without using GDOS or equivalent.

Refer to the Compendium (Appendix C) for the file format. The fonts
will be stored as a raster image 1 character high and 256 characters
wide, with a table of horizontal offsets to each character. You can
copy them to the screen using vrt_cpyfm().

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4670. Cookies List

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f70_9702171850@conchbbs.com>
Source record: 7519

```
> What do you mean by ALL available cookies?

m > A list of all the cookies that all the various programs that
m > exist install.

RamS - RAM Scan (structure pointer)
LEAK - RAM Leak (structure pointer)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4671. What about a GIF DSP dec

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f6f_9702171850@conchbbs.com>
Source record: 7520

The reason the DSP is good at decoding JPEGs is that JPEGs use a
cosine transform. Not only is the DSP good at multiply-and-add type
operations, it has a sine/cosine table already in ROM.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4672. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2e7cd$d181d.103@HERMES>
Source record: 7521

=?iso-8859-1?Q?Jes=FAs?= Cea =?iso-8859-1?Q?Avi=F3n?= (jcea@argo.es) wrote:
> > But the AES isn't available until all the AUTO folder programs
> > have been enumerated and have run to completion (either Pterm,
> > Pterm0 or Ptermres).

> What about programming your plugin using an Accesory, instead of an Auto
> Program?.

... and when the user CTRL-clicks the name instead of the one above/below it?

This will kill the accessory under MTOS, and will leave any app with
callbacks pointing into the accessory in a state of readiness to crash.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4673. Re: GEM questions

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2e7cd$d1324.2e2@HERMES>
Source record: 7522

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:
> > But, this feels like a bit too much work. Is there a way to check AES
> > version and open a workstation when the plug-in is being loaded at boot
> > time?

> No. To put it simply.

> In more complicated but less subtle phraseology: No.

> To rephrase another way; No.

> Basically, you can't do it. AND DON'T EVEN THINK ABOUT OPENING
> A PHYSICAL WORKSTATION YOURSELF; YOU'LL CAUSE ALL SORTS OF
> PROBLEMS (most likely, anyway).

> Do it just the way you are doing it at the moment, and you'll be
> fine. OK - so it's complicated, but have you ever programmed
> Windows(TM)(R)(whatever other letters are after it at the moment)?
> Windows is *really* complicated. And when I say *really*, I
> mean *REALLY*. ;->

In a moment of weakness (and curiosity) some years ago, I picked up a copy
of Petzold's book "Programming Windows 3,1". After reading it, I was
amazed at the level of complexity an app has to go through to do anything.

I am still going to therapy sessions twice weekly to "normalise" myself. {[:-)]

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4674. Re: Quick appl_init() question...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: patrick@onestep.co.uk
Message-ID: <855913840.25281.0@allstars.onestep.co.uk>
Source record: 7523

```
On 02/13/97, Callum Baird Lerwick wrote:
>SnVzdCB3b25kZXJpbmcgd2hhdCBoYXBwZW5zIGlmIEkgY2FsbCBhcHBsX2lu
>aXQoKSBhbmQgZ2xfYXBpZCBjb21lcw0KYmFjayAtMT8gQ2FuIHRoaXMgaGFw
>cGVuPyBXaGF0IGRvZXMgaXQgbWVhbj8NCg0KIMQgxMTExMTExMTExMTExMTE
>xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTE
>xMTExMTExCDEDQogICAgIN4gICAgICAgICAg3t8gICAgICAgICAgICAg
>ICAgICBodHRwOi8vZnJlZW5ldC5tc3AubW4udXMvfmxlcndpY2svDQogICAg
>INvcZXJ3aWNrIEAg299yZWVuZXQubXNwLm1uLnVzICAgICAgICAgTWVnYVNU
>MiAgLSAgMzg2c3gvMTYNCiDEIMTExMTExMTExMTExMTExMTExMTExMTExMTE
>xMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMTExMQg
>xA0K
>
Or, when not unnecessarily base64'ed [why not tidy your sigblock?],
>Just wondering what happens if I call appl_init() and gl_apid comes
>back -1? Can this happen? What does it mean?

What is supposed to happen - with the C bindings anyway - is that you
call appl_init(), and get a short int back, with -1 meaning failure.
However: the bindings supplied with the original Atari developer's kit
were supposedly defective; appl_init() returned garbage, but it did
initialise a global short int gl_apid to the return value. [See the
Tim Oren GEM tutorials.] If it happens, what it means is that the AES
can't allocate itself some resources to run a GEM app. I've never seen
this.

--
Patrick Middleton
OneStep Solutions plc
351 London Road Phone: +44 (0)1702 426400
Hadleigh Fax: +44 (0)1702 551515
Essex. SS7 2BT Email: patrick@OneStep.co.uk
England (NeXTmail, MIME welcome)
```

4675. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5e1mkn$qnv@m1.cs.man.ac.uk>
Source record: 7524

In article <3302E022.2781E494@doc.ic.ac.uk>, "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
writes:
>> Does anyone know if it works under Magic? (it doesn't really matter, as magic
>> doesn't even 'have' iconify, as it is < AES 4.0 and appl_getinfo shouldn't be
>> available < 4.0 so you cannot check for its presence...)
>
>According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just that
>AES < 3.99 don't support modes above 4.

Well you must have a different edition of the AC. In the copy I have it says
appl_getinfo is present from AES 4.00 and modes above 4 are only supported
on AES >= 4.1 (which makes sense as AES 4.0 doesn't have iconify etc.).
This is also confirmed by my copy of Modern Atari System Software which
says that appl_getinfo is available from AES 4.0 (and doesn't mention AES
4.1 at all, and doesn't mention modes above 4)

I didn't get a chance to check my compendium CD, but I expect this gives the
same.

>But since you can inquire the maximum
>mode number that's supported, this isn't a problem. You should really check

How? I couldn't see any way of doing this?

>for AES >= 3.40, then ask which functions are supported. If the functions
>to test for iconification aren't supported, you don't have iconification.
>Otherwise you do. No messing around with checking for version 4.0 and
>MagiC separately.

Um, well as mentioned above you DONT have appl_getinfo (acording to Atari
Compendium and MASS) < 4.0 so you STILL cannot test without the dirty
hack (sorry, but it is...)

Anthony
--
---------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
----
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

4676. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5e1tl7$1aoc@rs18.hrz.th-darmstadt.de>
Source record: 7525

Hi!

In article <3302E022.2781E494@doc.ic.ac.uk>,
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> writes:
> According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
> that
> AES < 3.99 don't support modes above 4. But since you can inquire the
> maximum
> mode number that's supported, this isn't a problem. You should really
> check
> for AES >= 3.40, then ask which functions are supported.
The way I use to check for appl_getinfo() is the following:

```
if ((aes_version >= 0x340) || (appl_find("AGI?") >= 0))
{
< use appl_getinfo() with any mode and respect the return value - 0
means that the requested information is not available, 1 means OK >
}
```

Note that "AGI?" in the appl_find() is _not_ filled up to 8 characters, so
even if there was an application running with that name, it wouldn't be
found by that call. I don't know whether MagiC supports that "AGI?"-thing,
but at least WINX does, as it implements some appl_getinfo()-modes (but not
all, so it's _important_ to check for the return value of all calls to
appl_getinfo(), no matter what information was requested).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4677. Re: Dpathconf

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5e1v50$1aoc@rs18.hrz.th-darmstadt.de>
Source record: 7526

Hi!

In article <E5K1Cw.6vx@cix.compulink.co.uk>,
msbaines@cix.compulink.co.uk ("Mark Baines") writes:
> In other words, can you have a drive U:? I see from someone with MagiCPC that
> there is a U: drive but is it like MiNT's U:?
> Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?
It does. But why bother? Just use the calls and check the return value.
GEMDOS has the nice (and documented) feature to return -32L (EINVFN) for
calls which are not supported by the current version.

And btw: The presence of Dopendir() & Co. does not automatically mean that
there's a drive U (and vice versa). For example, there are some MetaDOS
ISO9960-drivers which support these calls, even though there's no drive U in
the system.

But you may rely on the fact that if there's a drive U in the system (use
Dsetdrv(Dgetdrv()) and check bit 20 of the result), it will act mostly
"MiNT-compatible", e.g. that there are subdirectories dev and proc.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4678. Re: Quick appl_init() question...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5e1vj7$1aoc@rs18.hrz.th-darmstadt.de>
Source record: 7527

In article <Pine.SGI.3.91r.970213160242.18221F-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> writes:
> Just wondering what happens if I call appl_init() and gl_apid comes
> back -1? Can this happen? What does it mean?
This means that the call has failed, e.g. because the system doesn't allow
another GEM application or has memory shortage. Always check the return
value of appl_init() and quit your app (_not_ using form_alert()) if it's
less than zero.

Or did you mean appl_init() has returned a value >= 0, but the value of the
app-ID in the global-field is -1? This would be a bug, either in the library
you're using, or in the OS.

And please, next time use a newsreader which is able to post US-ASCII as
US-ASCII, and not BASE64. I was lucky that my newsreader automatically
decodes that, but that does not mean that it's an allowed form of posting
text to the usenet ...

Ciao

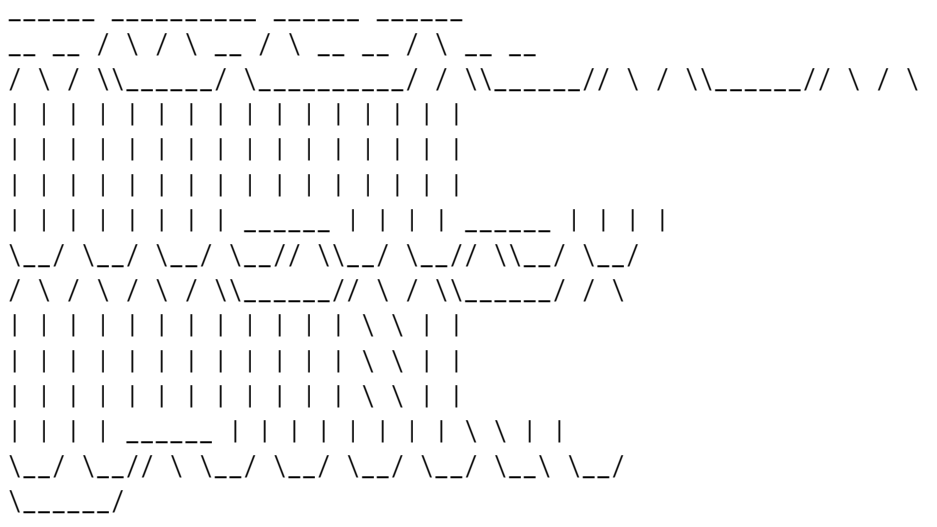
Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

4679. Gather Ye ICTARIs While Ye May...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <855944526_OASIS_NEWS@elis.demon.co.uk>
Source record: 7528

Thee Augean Stables Present:



The Atari Programmer's User Group

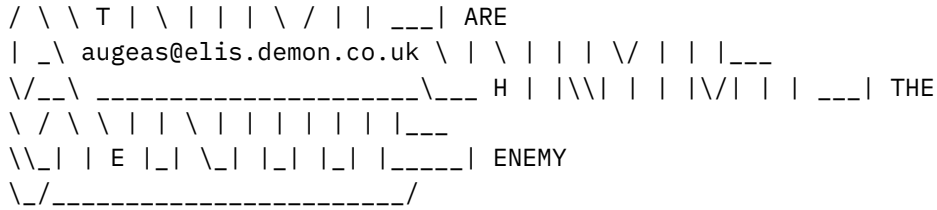
ICTARI 43 is now available from the usuall place:

http://www.elis.demon.co.uk/ictari/ictari.htm

This is the first issue since I took over from Peter Hibbs as editor.
This is all rather new to me, so please bear with me. I'm getting
dangerously low on articles for next month, and the readers who download
ICTARI from the WEB site contribute far less than the readers who send
disks. -I cannot produce the magazine without your input. Doom and gloom
aside, I can see no reason why ICTARI shouldn't continue.

Have Fun,
"Augeas"

--



4680. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBOJBCXYUp@tos.ak.planet.gen.nz>
Source record: 7529

In <yvv67zwd7si.fsf@emw.ericsson.se> Magnus Kollberg wrote :

>afoster@zetnet.co.uk (Adam Foster) writes:
>
>
>> Is there a way of checking for events without making the whole program
>> come to a halt? I have put the offending piece of code below.
>>
>> while (boolean){
>> time (&rawtime);
>> time_struct = localtime(&rawtime);
>> evnt_mesag(msg_buf); /* <---- The problem's here! */
[...]
>You have to include MU_TIMER as well or it will just sit and wait, at the
>place you have marked, for the above events to come and no others.
>Add MU_TIMER to your program and it should work just fine.

BTW, in order to "include MU_TIMER" you would have to change the evnt_mesag
to evnt_multi.

Alternatively, split your program into two threads; one which handles
events and one which does the ongoing processing.

This has the advantage of letting the kernal do the multitasking, which
should make the multitasking smoother, and you don't have to bother
with splitting the process up into slices yourself.

The disadvantage is that not all versions of TOS support multithreading, so
if you want your program to be backwardly compatible you would have to
implement both options.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

4681. Re: Quick appl_init() question...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970214171445.12420A-100000@freenet>
Source record: 7530

> Or, when not unnecessarily base64'ed [why not tidy your sigblock?],

Blah. Pine sucks as a newsreader. Guess I'll have to kill the extended
chars...

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

4682. Re: Quick appl_init() question...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970214172207.12420B-100000@freenet>
Source record: 7531

```
> And please, next time use a newsreader which is able to post US-ASCII as
> US-ASCII, and not BASE64. I was lucky that my newsreader automatically
> decodes that, but that does not mean that it's an allowed form of posting
> text to the usenet ...

Damn, seems pine likes to encode stuff and go to great lengths to keep
you from knowing about it...

- -------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

4683. GFA/mint/acc programmation

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970215012336.7790C-100000@usr04.primenet.com>
Source record: 7532

Hi, the acc I just did can not be loaded correctly.
With all the aes it works fine, except the AES 4.1
The result is just blank. The acc is not in the menu bar, BUT! in the
processes it shows that it has been loaded, but just in state "STOP".
If I cont this process, then it will show up normally.
What do I need to implement in my program to load it up correctly with
mint/aes4.1?
this problem only appears with this aes version. Even with naes it
does the same, and I believe Naes is considered as 4.1 as well.
any help/tip would be appreciated.
Bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4684. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-14 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855947552_OASIS_@swampdog.demon.co.uk>
Source record: 7533

In article <Pine.SGI.3.91r.970213153855.18221E-100000@freenet>
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> said:-

>void init()
>{
>=09WORD work_in[11]=3D{1,1,1,1,1,1,1,1,1,1,2},work_out[57];
>[snip]
>=09v_opnvwk(work_in,&vdihndl,work_out);
>[snip]
>}
>
>I think work_in[] is what your looking for. ProGEM (the only tutorial=20
>I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
>work_in[] and work_out[]??? As you can see they are just local variables=20
>that are ignored and obliterated once the init() code is finished...

work_in[] is supposed to allow some defaults to be set up when you
open the workstation simply to save you having to perform specific
initialisation calls.

work_in[0] Device Number
1 Line Type
2 Line Colour
3 Marker Type
4 Marker Colour
5 Text Face
6 Text Colour
7 Fill Type
8 Fill Style
9 Fill Colour
10 Co-ordinate System.

This mechanism is broken on early Gems thus you always pass the values
you have listed above because at best other values are ignored and at
worst it can crash the system. ie you are forced to use vdi calls to
set up alternatives. Not a problem - just slightly annoying.

The work_out[] array is filled by v_opnvwk() with values which tell
you about the virtual device you have opened. I'm not about to type in
the info about all 57 of them - perhaps someone else already has it in
a file?

It does not matter that the arrays are local. Each successful
v_opnvwk() [non zero return value iirc] allocates yet another
internal virtual workstation structure. The work_in[] contents are
copied into this and other settings are copied to work_out[] before it

returns. You are perfectly at liberty to trash both arrays after the call. vq_extnd() can be used to obtain the same 57 words or the "extended" words (yet more info). Some of the information is very useful and some of it is useless - it depends on the task in hand.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4685. Compression source code?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2f7cd$1732a.3e7@HERMES>
Source record: 7534

Where can I locate compression source code? ie ZIP or LZH.

I want to create a plugin for my Toolbox TSR that can handle compression on a system-wide basis.

So, one would be able to place the following functions in your code, and have them resolve to appropriate code within the compression extension (Toolbox plug-in):

```
archandle = arcCreate( "foo.archive" );
arcAddFile( archandle, "bar.file" );
arcExtractFile( archandle, "blat.file" );
arcCompressBlock( srcptr, src_size, destptr, dest_size );
arcExpandBlock( srcptr, src_size, destptr, dest_size );
arcDeleteFile( archandle, "redundant.file" );
arcCloseFile( archandle );
```

... as well as any I may have forgotten.

(An immediate use for this code would be in my DESKFMT background disc formatter/copier for MultiTOS. One could compress disc images as written by it and stored on the hard drive)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4686. Adding a new XBIOS function

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2f7cd$1710d.1f2@HERMES>
Source record: 7535

As I have found out, some debuggers tend to pop up with an error message when one uses an illegal opcode, like TRAP #0 (which I use to call my Toolbox TSR or one of it's plug-in extensions)

MON, as supplied with Lattice C and Devpac 3.1 is a prime example.

Unless I write a daemon to set the trap vector to the right address, MON will pop up with "invalid Trap" every time I use it to debug an app which uses the Toolbox)

So, in the interests of making it more universal, I was thinking I'd patch into the XBIOS vector, and add a new XBIOS function which will resolve to the Toolbox code.

Is there any info as to what function numbers are available beyond those already defined? Or can I just simply add function numbers willy-nilly and include documentation to say "Function number XYXX is used to ..."

I am currently looking at function code 'tb' (0x7462, 29794) or 'TB' (0x5442, 21570) to call the Toolbox from the XBIOS vector.

Any ideas, guidelines, comments?

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4687. ST Timers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: cavey@cavestar.demon.co.uk
Message-ID: <856022434.20350.0@cavestar.demon.co.uk>
Source record: 7536

I am writing a MIDI sequencer and so would like to record incoming MIDI information to an accuracy of about 5ms.

I know that this could be done with the 200Hz clock at $4bc, but I'm not sure this would be accurate since there is the possibility of overflow occuring.

I have tried hooking into Timer C without much success, as my routine always crashes after it has run. Does anyone know about the functions of the timers, including information about the data registers? The Lattice C books don't go into enough detail.

TIA,

Mark

4688. Using the ST timers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: cavey@cavestar.demon.co.uk
Message-ID: <856024240.18941.0@cavestar.demon.co.uk>
Source record: 7537

Has anyone has any experience of using the ST's timers to record incoming MIDI data?

I have tried hooking into Timer C without success to time the data to the nearest 5ms (which is what I would like to do).

Please could anyone shed some light on this confusing subject, as the Lattice C manuals don't give enough information about timer registers etc. for this sort of thing.

I have also tried reading the value of the 200Hz clock at $4bc but I don't know how to cope with overflow situations!!!

TIA

Mark

4689. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: jonas.moller.nielsen@p7.dada.ct.se
Message-ID: <ftn_2.200.136.7$fidonet.org_3305dd74_Jonas.Moller.Nielsen@p7.dada.ct.se>
Source record: 7538

AF> Is there a way of checking for events without making the whole
AF> program come to a halt? I have put the offending piece of code

As I see it, you should use the evnt_timer. With this event you will get an event at the specified time intervall. Each time you call you function that updates the display of the clock.

Good luck.

Yours sincerely
Jonas Mï¿½ller Nielsen

Internet:
jonas.moller@mbox301.swipnet.se
jonas@dada.ct.se

*FidoNet:*2.200/136.7

NeST:

FujiNet:

4690. Re: GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1502971913080001@47.85.0.99>
Source record: 7539

In article <5dseck$t1t@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van
Zon) wrote:

> Gerry O'Rourke (sig@end.article) wrote:
> : Hi
>
> : I use a version of GNU Tar made by a guy called Alan Hourihane, because it
> : works with the Tapebios package (also his). This version is Tar 1.10.
>
> Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
> Because if it does, you could download a decent TAR for MiNT and use
> tar cvf /dev/<device>
>

No, unfortunatly, you would have to 'roll your own' interface to it.

Since the programming docs are good, maybe it's posssible.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

4691. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-15 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199702151745.a29381@ka2.maus.de>
Source record: 7540

```
TB>if ((aes_version >= 0x340) || (appl_find("AGI?") >= 0))
^^^^
The call is appl_find("?AGI")!

TB>I don't know whether MagiC supports that "AGI?"-thing

It does.

bye, Thomas
```

4692. Re: Iconify check

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-16 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E5pHFy.H6C@cix.compulink.co.uk>
Source record: 7541

>According to my Compendium, AES >= 3.40 have appl_getinfo(); it's just
TAC is wrong here. appl_getinfo is only available from AES 4.00. The first 4
types are available only. Types 4-14 are only available from AES 4.10.
However, Magic has an AES of 3.99 and it is available there, so you do need
to check for the presence of MagiC apart from AES version.

TAC gets this wrong in many places. On the whole where it refers to 3.40
substitute 4.00.

I have a whole list of TAC errors collated from around the UK which runs to
29K long.

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4693. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120505118362@ip-pdx18-13.teleport.com>
Source record: 7542
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

4694. Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120545120740@ip-pdx18-13.teleport.com>
Source record: 7543
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

```
Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR
```

4695. Re: Using the ST timers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5e97j3$r16@cndns.combitech.se>
Source record: 7445

In article <856024240.18941.0@cavestar.demon.co.uk>, cavey@cavestar.demon.co.uk (Mark Cave-Ayland) writes:
> Has anyone has any experience of using the ST's timers to record
> incoming MIDI data?
>
> I have tried hooking into Timer C without success to time the data to
> the nearest 5ms (which is what I would like to do).
>
> Please could anyone shed some light on this confusing subject, as the
> Lattice C manuals don't give enough information about timer registers
> etc. for this sort of thing.

There is a lot to be said about the MFP and the timers.
I really think you should try to get hold of an Atari reference manual,
like "Atari ST Internals" or the "Atari Compendium".

/
/ Daniel

4696. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2t34n4u.fsf@emw.ericsson.se>
Source record: 7446

mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

>
> >You have to include MU_TIMER as well or it will just sit and wait, at the
> >place you have marked, for the above events to come and no others.
> >Add MU_TIMER to your program and it should work just fine.
>
> BTW, in order to "include MU_TIMER" you would have to change the evnt_mesag
> to evnt_multi.

Yup I know. I missed that one. I thought everyone used evnt_multi in the
main loop. ;-)

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4697. Re: What about a GIF DSP decoder?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohdj4ncv.fsf@emw.ericsson.se>
Source record: 7447

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> If there hadn't been the Unisys patent on the LZW algorithm (used in GIF)
> to worry about, I might've done something with my code from MGIFv5 (I've
> not seen a faster GIF decoder than the one in my latest v5.10beta), but
> right now it looks like I'll have to disable GIF support in the next
> release version... :-(

So what about writing one for PNG insteed? Sounds like a much better idea.
As PNG support isn't as well spread yet it would be a good thing and
people wouldn't need to make their own, they just use the PNGDSP.PRG
placed in their autofolder. :-)))

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4698. Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: !ynoT
Message-ID: <33108652.15246033@news.airtime.co.uk>
Source record: 7448

How to Copy protect a disk

My idea is to damage a sector/track of the disk, 78 79 something late
and not used,

Then my program at boot up reads in the tracks, this is sooo quick:)
if there is an error then ok, if no error then not the same disk, a
simple error that fcopy and any other decent copier would fix
automatically,

First..I dont know how to damage the disk ?

Second..Anyone else any ideas for copy protecting a disk ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

You're too distrustful of humans - Dick - 3rd Rock....

4699. Re: Dpathconf

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E5rFI4.8q6@cix.compulink.co.uk>
Source record: 7449

>It does. But why bother? Just use the calls and check the return value.
>GEMDOS has the nice (and documented) feature to return -32L (EINVFN) for
>calls which are not supported by the current version.
Good idea, I'd forgotten about that.

>And btw: The presence of Dopendir() & Co. does not automatically mean that
>there's a drive U (and vice versa).
Yep.

>But you may rely on the fact that if there's a drive U in the system (use
>Dsetdrv(Dgetdrv()) and check bit 20 of the result)
Yes, understood.
Thanks Thomas

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4700. assembly on the Atari 800xl

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: Tom Lohman <tlohman@ub.d.umn.edu>
Message-ID: <3308F815.7CF4@ub.d.umn.edu>
Source record: 7450

I am looking for the instruction set details for either the Atari 800xl
or the Atari 400/800. If you have any info for me please email me back.

Thanks
Tom Lohman
tlohman@d.umn.edu

4701. HELP!! VDI vs ALINE speeds?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5eange$is3@alexander.INS.CWRU.Edu>
Source record: 7451

its beta phase now.
I got the original sources from J. Baumgardner, for his
Telnet 1.00, or something before the final versiion.
I have extensively reworked and rewritten most of the code, except for the
STiKstuff and thw windows structure. To work out the new Esc code
sequence logic, I adapted t100, a plain vanilla source from umich,
which uses aline coding, and souped up vt52 commands to LOOK like a VT102.
That works fine as a dumb terminal thru a direct dial-in to my VAX at
the lab, which uses VT100 codes extensively.
The command codes and they keypad instructions now work (mostly)
properly in both the t100, and the new TELVT102, which goes thru STiK, to
a slip acct., then telnetted to the same VAX. The slip line is running 115200,
thru a 28.8 modem. The T100 goes thru a different direct line at 19.2 with
14.4.
NOW, the important part of the problem. I ran a few timing tests.
With TELVT102, I typed out a 70k file to the screen, using vro_cpyfm
to do the scrolling, at the end of each line received. It took about
4 min, or a transmission rate of about 300 cps. I removed the scrolling
at the <CR>'s scrolling only at the end of each packet, and the speed went
up to about 450 cps, taking about 2.6 min.
THEN I connected with my T100, which uses aline and emulartes
the vt100 commands with vt52 codes thru aline, and scrolling at the
end of each line, it only took 1:05 , or abou 1k cps.
Using the same line,I used Connect, which uses GEM-type windows
but MAY be written in machine code, at least parts an it took 35 secs
or about 2k cps.
I even use NVDI, which is supposed to speed up GEM,no?
Any ideas why vro_cpyfm is so d--n slow?? Is there somewhere I can
find some source to adapt that uses VDI more efficiently?
If you reply, remember I am a novice 'C' programmer, who
has almost no references other than the C manuals, and the K & R book.

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4702. Re: Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856219250@p24.f101.n323.z205.mbh.org>
Source record: 7452

!ynoT wrote:

> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>
> First..I dont know how to damage the disk ?

1 Clear the disk with a magnet.
2 format the disk double sided, 9 sectors per track, 78 tracks
using fcopy or another formatter
3 change the number of sectors to 1440 in the bootsector (offset $13) and set
the Media descriptor to $f9 (offset $15) (that one might be
already set to $f9 by the fromatter)

> Second..Anyone else any ideas for copy protecting a disk ?

Learn assembly, read all about the FDC and the DMA unit and obfuscate a track.

Bye, Hans

4703. Wanted: GFA Basic Source code for Database example

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-17 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <3307e316.3727759@netnews.worldnet.att.net>
Source record: 7544

I'd like to get some samples of GFA Basic (Version 2.0 or 3.5) source code if anyone out there has some good examples. I'm trying to learn GFA Basic some and learn better by studying and changing items in others source code. If anyone out there has some they are willing to share, it would be greatly appreciated. Thanks Mike

4704. MagiC 5 and memory protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1yu4hzd.fsf@emw.ericsson.se>
Source record: 7453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I have heard and read different stories about MagiC and its
so called memory protection.

How is the true story? I have heard several people saying
that MagiC doesn't have any memory protection at all (which
looks to be the truth as it's easy to get "memory block
destroyed" and a reboot as only solution, while MiNT handles
this just fine) but they claim in the docs that they have.

So how is the story? Will MagiC ever get proper memory
protection, or does it already have it, but it just doesn't
work very well or not as it's supposed to?

Anyone?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

4705. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvenee4hur.fsf@emw.ericsson.se>
Source record: 7454

lvzon@bio.vu.nl (Levien van Zon) writes:

> Use evnt_multi() instead of evnt_mesag(). Or better still: use evnx_multi()
> (check XGEMFAST.H docs in hypertext for info on this call)

What is this 'evnx_multi()'?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

4706. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330973F2.41C67EA6@etlxdmx.ericsson.se>
Source record: 7455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi Magnus

Magnus Kollberg wrote:

> I have heard and read different stories about MagiC and its
> so called memory protection.
>
> How is the true story? I have heard several people saying
> that MagiC doesn't have any memory protection at all (which
> looks to be the truth as it's easy to get "memory block
> destroyed" and a reboot as only solution, while MiNT handles
> this just fine) but they claim in the docs that they have.
>
As far as I can tell, MagiC does not have proper memory protection. It's supposed to be improved in v5.04 but is certainly pretty bad in v5.03 (which I have). Proper memory protection can only be implemented on processors 68030 and above or 68020 with a co-processor. Since MagiC also runs on STs with 68000 CPUs, the only way to implement it properly is use the MinT method of having two versions of the executable, one that uses memory protection and one that doesn't. Currently, it doesn't do this, though there is no reason why it shouldn't be implemented in the future. One of the Black Scorpian programmers recently wrote a small program to test MagiC's memory protection. All it did was write to memory that didn't belong to it. Magic crashed.

Regards
Martyn

4707. Re: Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5ebuev$355@cndns.combitech.se>
Source record: 7456

In article <33108652.15246033@news.airtime.co.uk>, (!ynoT) writes:
>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>
> First..I dont know how to damage the disk ?

Write a fake sector checksum.
Problem is that a good copy program will copy the sector and
ignore the faulty checksum. So you will end up with a perfect
copy including the error. But you will at least fool the desktop
and a few "not-so-good" copy programs...

> Second..Anyone else any ideas for copy protecting a disk ?

I think that writing info between the sectors is the way to go.

/
/ Daniel

4708. Cookies for MAGIC MAC/PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: lecoat@chronos.ief-paris-sud.fr
Message-ID: <5ecb79$fj1@upsn6.u-psud.fr>
Source record: 7457

Hello everybody,
My question is about MAGIC MAC/PC ...
Is there any cookie specific for MAGIC MAC/PC ?
Which are these cookies ?
Thanks, bye for now...

-- Francois LE COAT

E-mail lecoat@ief.u-psud.fr
WEB http://www.ief.u-psud.fr/~lecoat

4709. Re: Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: frances.page@c-dilla.com
Message-ID: <856273487.29793@dejanews.com>
Source record: 7458

In article <33108652.15246033@news.airtime.co.uk>,
comp.sys.atari.programmer wrote:
>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
> and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
> if there is an error then ok, if no error then not the same disk, a
> simple error that fcopy and any other decent copier would fix
> automatically,
>
> First..I dont know how to damage the disk ?
>
> Second..Anyone else any ideas for copy protecting a disk ?
>
> Cheers...!ynoT
>
> Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
> ATARI Freeware Programmer ***** Keeper of the STOS FAQ
> http://www.airtime.co.uk/users/stosser * For More Info
> --
> You're too distrustful of humans - Dick - 3rd Rock....

Hello Tony,

Have you seen CD-Secure 2 by C-Dilla Ltd? Our software prevents any
copying of the disc by taking a random record of the machine's
environment like a fingerprint and binding the discs to that individual
machine. Any copies taken will only work on one machine unless they ring
you and ask permission and you exchange codes...and possibly money too.
URL: www.c-dilla.com

What do you think?
Frances.
Email: frances.page@c-dilla.com
Tel: +44 (0) 118 969 1111
Fax: +44 (0) 118 969 1161

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

4710. Re: What about a GIF DSP dec

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Guido Vollbeding <guivol@esc.de>
Message-ID: <3309CD50.41C67EA6@esc.de>
Source record: 7459

John Kormylo wrote:
>
> The reason the DSP is good at decoding JPEGs is that JPEGs use a
> cosine transform. Not only is the DSP good at multiply-and-add type
> operations, it has a sine/cosine table already in ROM.

True in general, but the JPEGD.PRG particularly does *not* use
builtin sine/cosine table. The reason is that the IDCT (Inverse
Discrete Cosine Transform) does only need the cosine values at
a few discrete points, which can be precalculated and used as
inline constants or constant tables in practice. In fact, all
practical IDCT implementations take this approach.

You are right that the DSP's superior performance in this regard
is mainly due to its efficient (and accurate!) multiply-and-add
type operations (MAC and MACR instructions).
BTW, the DSP is still superior in architecture compared to the
recent "MMX technology" from Intel.
See for example Intel's sample IDCT implementation for MMX under

http://developer.intel.com/drg/mmx/appnotes/ap528.htm

They use the 'quick-and-dirty' (fast but less accurate) AAN
(Arai, Agui & Nakajima) integer IDCT method, because the more
accurate (but still fast IMHO) LLM (Loeffler, Ligtenberg &
Moschytz) algorithm didn't provide sufficient speedup on
the MMX.
The DSP, however, can perform accurate IDCT methods *without*
losing performance!

BTW, the current JPEG library from the IJG (Independent JPEG
Group) provides both (AAN & LLM) IDCT algorithms (see files
'jidctfst.c' and 'jidctint.c' respectively).
1stGuide, for instance, uses an 68000-assembly optimized
version of the more accurate LLM method internally for
maximum output quality :-).

Regards,
Guido

4711. MIDI file format

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5eclco$cr9@infa.central.susx.ac.uk>
Source record: 7460
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I am looking for the MIDI file format -- a friend of mine is writing a program for his 3rd year project at Uni that composes music, and he wants to be able to listen to it. So we're looking for the MIDI file format so we can get it onto my Atari.

There's probably a better place to post a request for this, but I thought I'd try here first.

Cheers,

James Cox
--
<jamesco@cogs.susx.ac.uk>

4712. Re: What about a GIF DSP dec

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Guido Vollbeding <guivol@esc.de>
Message-ID: <3309DE9A.167EB0E7@esc.de>
Source record: 7461

PS: There is an IEEE (Institute of Electrical and Electronics
Engineers) standard (No. 1180-1990) for required accuracy
of IDCT implementations, to which the JPEG and MPEG standards
refer.
Recently there was rumor in Usenet that IEEE has withdrawn
this standard just because Intel's proposed MMX AAN IDCT
implementation failed the conformance tests :-/.
The LLM method (with appropriate implementation), however,
does conform to the accuracy requirements of that standard.

Regards,
Guido

4713. Re: Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: !ynoT
Message-ID: <3309f251.9811270@news.airtime.co.uk>
Source record: 7462

On 18 Feb 1997 09:57:51 GMT, daniel.hagg@marine.combitech.se (Daniel
Hï¿½gg) wrote:

> > My idea is to damage a sector/track of the disk, 78 79 something late
> > and not used,

> > First..I dont know how to damage the disk ?
>
>Write a fake sector checksum.

Sounds like a reasonable suggestion, but still looking for "How"? :)

>Problem is that a good copy program will copy the sector and

hmmm fcopy seems to be the norm, plus now I think about hard drive
support, then maybe this isnt such a good idea, hmmm

THANKS for the input..

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

You're too distrustful of humans - Dick - 3rd Rock....

4714. Anyone intersted in doing the FIGlet 2.2 port for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: chai@chip.cs.uiuc.edu
Message-ID: <chai.856305788@chip.cs.uiuc.edu>
Source record: 7463

Hello.

FIGlet is a freeware program that

```
_ _ _ _
__| | ___ ___ ___ | |_| |__ (_)_ __ __ _ ___
/ _` |/ _ \ / _ \/ __| | __| '_ \| | '_ \ / _` / __|
| (_| | (_) | __/\__ \ | |_| | | | | | | | (_| \__ \
\__,_|\___/ \___||___/ \__|_| |_|_|_| |_|\__, |___/
|___/
_ _ _
| | o | | | | o
| | | | _ _|_ | | ,
|/ | |/_) |/ | |/ \ | / \_
|__/|_/| \_/|__/ |_/| |_/|_/ \/
```

Someone did a port for the Atari for an older version, but I lost
contact with them. If any of you is interested to do this port, feel
free to grab the source code from the unix distribution from either the
ftp site ftp.nicoh.com in the pub/figlet/program/unix directory, or
from the web site http://st-www.cs.uiuc.edu/users/chai/figlet.html#who

When you're done, upload it to the pub/figlet/incoming directory and
email me and I'll put it in the proper place, and announce it to
FIGLET-L.

--
....
Ian Chai <chai@uiuc.edu> http://www.uiuc.edu/ph/www/chai

4715. Easy Money !!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: Thomas Walter <thomas.walter@metronet.de>
Message-ID: <01bc1d45$74b06f00$1a66a8c0@thomas.walter.metronet.de>
Source record: 7464
Cross-posted to: comp.os.os2.programmer.oop,comp.os.os2.programmer.porting,comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer,comp.sys.mac.programmer.codewar

READ THIS!!!!

NEW VERSION ! 1997 (Legal Questions Addressed!)

(Excerpt From Bob Novak Who Started This New Version)

In late October of 1996, I saw an article in an internet newsgroup telling me that I could make $50,000 within a month for an investment of only $5. I thought, "OH YAH!! I'VE GOT A BRIDGE I'LL SELL YOU TOO!!" It sounded like all the rest of the "get rich quick" schemes and scams I've seen over the past 40 years or so.

I spoke to my attorney, a few friends, and family about it, and they all agreed it was some kind of scam. I can't stand scams, because usually someone gets burned, and I didn't want it to be me. After rejecting the idea at first, it kind of played on my mind and I thought, "what if it really worked?" I realized all I had to lose was $5.00, I usually blow that much on the lottery every week anyway, so I figured what the heck, and decided to give it a shot.

Within two weeks I began receiving money in the mail! Soon, hundreds, and then thousands of dollars began to roll in. Within 4 weeks, I had received a total of $46,812.00! It came from everywhere in the world." Lately, I've doubled my efforts and the money is rolling in even faster. I would tell you how much but then the IRS would know also, let's just say it's a VERY comfortable living. Now, I am really going to work! If I can make as much as I have, and still am, on a lousy $5.00 investment, why not double it and make the "Big Bucks" twice as fast? Anybody can afford to gamble $10.00 on a chance to make $100,000.00 or more in a month, especially when the business has already proven itself.

If you follow the three steps below, there is no reason why the same shouldn't happen to you! This is a legitimate investment opportunity. You invest $10, and you receive a return on your investment. So does the next investor. THIS IS NOT ILLEGAL, THIS IS NOT A CHAIN LETTER, THIS IS PERFECTLY LEGITIMATE. (See additional legal details below.)

THE PROCEEDURE IS SIMPLE:

1) Invest your $10 by writing your name and address on five seperate pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST." (In this way, you're not just sending two dollars to someone; you're paying for a legitimate service.) Fold two $1 U.S. Treasury bills, money order, or bank note inside each piece of paper, and mail them by standard U. S. Mail to the following five addresses:

1. David Wiseman
P. O. Box 1648
Clarenville, NF A0E 1J0
Canada

2. Sean Bennett
#605 - 9825 103 St
Edmonton, AB T5K 2M3
Canada

3. Gregory Pang
Box 60367
U of A postal outlet
Edmonton, AB T6G 2S6
Canada

4. Pawel Koper
#4-7120 Pandora St.
Burnaby, BC
V5A 1B7
Canada

5. Thomas Walter
Parsbergstr. 14
82110 Germering
Germany

2) Now remove the top name from the list, and move the other four names up. In other words, #5 becomes #4 and so on. Put your name as the fifth one on the list. You can do this by simply retyping the article or reposting it to other newsgroups with the edited addresses.

3) Post the article to at least 200 newsgroups. There are 22,000, so it shouldn't be hard to find that many. Remember, there are no "Free Lunches" in this world so the harder you work the more money you will make.

You are now in the mail order investment business, and should start seeing returns within a week or two. Of course, the more newsgroups you post to, the greater your return will be. If you wish to remain anonymous, you may use a pseudonym, but make sure your address is correct.

LEGAL ? ? ?

People have asked me if this is really legal. It is! You are using the Internet to advertise your business. What is that business? You are assembling a mailing list of people who are interested in home based computer and online businesses and methods of generating income at home. Remember - people send you a small fee to be added to your list. It is legal. What will you do with your list of thousands of names? That's up to you.

NOW HERE IS WHY THE SYSTEM WORKS:

The internet is growing at a tremendous rate - it doubles in size every 4 months. Think about it. You see those "Make Money Fast" posts more and more. All that growth means profits for everyone who participates. There are no losers.

Of every 200 posts I made, I received 5 responses. That probably doesn't seem like much. You make $10 for every 200 posts with your name at #5.

Each person who sent you $2 now also makes 200 additional postings with your name at #4. i.e.. 1000 postings. On average therefore, 50 people will send you $2 with your name at #4. $100.00.

Your 50 new agents make 200 postings each with your name at #3 or 10,000 postings. Average return 500 people=$1,000.00. They make 200 postings each with your name at #2=100,000 postings=5000 return at $2 each=$10,000.

Finally, 5,000 people make 200 postings with your name at #1 and you get a return of $100,000 before your name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE MAKES ONLY 200 POSTINGS! Total income in one cycle = $100,000.

From time to time, when you see your name no longer on the list, you take the latest posting that appears in the newsgroups, and send out another $10, and put your name at #5, and start posting again. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Lets review why you should do this. THE ONLY COST IS $10, AND 5 STAMPS, AND 5 ENVELOPES. Anyone can afford $10 for such an effortless investment with such SPECTACULAR RETURNS.

Some people have said to me, "what happens if the scheme is played out and no one sends me any money?" Big Deal, so you lose $10.00 but what are the chances of that happening? SINCE THIS IS A BRAND NEW PROGRAM AS OF JANUARY 1, 1997, YOU'RE IN ON THE GROUND FLOOR!

There are millions of internet users, and millions of new net surfers every month.

Remember- read the instructions carefully, and play fairly. THAT'S the only way this will work. Get a printout so you can refer back to this article easily.

Keep a list of everyone that sends you money, keep good books, pay your taxes, and always keep an eye on the postings to make sure everyone is playing fairly. You know where your name should be.

If you're really not sure or still think this can't be for real, then don't do it. But please print this article and pass it along to someone you know who really needs the bucks, and see what happens.

REMEMBER-HONESTY IS THE BEST POLICY. WHAT ARE 10 DOLLARS TO YOU? YOU DON'T NEED TO CHEAT THIS IDEA TO MAKE MONEY!!! (We will monitor the program and if we find you have cheated by not sending your money to your five recipients, we will just dump you out of the system). This is the easiest way that you can make a buck. Think how excited you'll be to open up your mailbox day after day! Will it be $50? or $5,000? Start making your plans, because it can happen to you.

DON'T PASS UP THIS ONCE IN A LIFETIME OPPORTUNITY!!!

Extra section:
HOW TO POST TO NEWSGROUPS FAST WITH YOUR WEB BROWSER:

The Fastest Way To Post To a Newsletter:

Simply highlight and COPY (Ctrl-C for copy) the text this e-mail message and PASTE it into a text editor such as Notepad and SAVE it (as a .txt file).

After you have made the necessary changes that are outlined above, Simply COPY and PASTE the text into the message section of the message composition window and to be posted to the Newsgroup and post it!

If you have Netscape 3.0 do EXACTLY the following:

1) Click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box like it is, CHANGE the subject box to something flashy, like, "NEED CASH $$$ READ HERE

$$$" or "FAST CASH"!!!

3) Tab once and you should be ready to type. Now, retype (only once)
THIS whole article WORD FOR WORD, except insert your name at #5, and remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the SAME!

4) When you're done typing the WHOLE article, click on FILE in THIS BOX, RIGHT ABOVE SEND, NOT WHERE IT SAYS NETSCAPE NEWS ON THE FIRST BOX.

Click on SAVE AS when you're under FILE. Save your article as a text file to your C: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU DO THIS. Once saved, move on to number 5 below.

NOTE: If you don't want to type in the whole article by hand, AND you know how to use a plain text editor (like Notepad), you can edit the file ahead of time, then attach it as shown in step 6.

5) If you still have all of your text, send or post to this newsgroup now by just clicking send, which is right below FILE, and right above Cc:.

6) Here's where you're going to post all 200. OK, click on any news group then click on 'TO NEWS', again in the top left corner. Leave the NEWSGROUPS BOX alone again, put a flashy subject title in the SUBJECT BOX, hit TAB once you're in the body of the message. Click on ATTACHMENTS, which is below the SUBJECT BOX. You will get another box to come up. Click on ATTACH FILE, then find YOUR file that you saved; click on the file, and then click 'OPEN' now click on OK; if you did this right, you should see your file name in the attachments box, and it will be shaded green.

Note: If you don't want to type in the whole article and you know how to use a plain text editor (Notepad), you can edit the file ahead of time, then attach it.

QUICK TIP!

You can post this message to many newsgroups at a time by simply selecting a newsgroup near the top of the screen, hold down the SHIFT key, and then select a newsgroup near the botton of the screen. All of the newsgroup in-between will also be selected.

IF YOU USE IE EXPLORER IT'S JUST AS EASY...HOLDING DOWN THE LEFT MOUSE BUTTON, highlight this article. then press the "crtl" key and the "c" key at the same time to copy this article. then print this article for your records, to have

the names of those you will be sending $1 bills to.

2) Go to the news groups and press "post an article". A window will open. Type in your headline in the subject area and then click in the large window below. Press "crtl" and then "v" and the article will be placed in the window.

If you want to edit the article, do so and then highlight and copy it again. Now every time you post the article in a new newsgroup all you have to repeat is "ctrl" and "v" and press post.

3) That's it. Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups, or more.

You see? Now you just have 199 to go!! (Don't worry, each one takes about 30 seconds, once you get used to it.)

REMEMBER 200 IS THE MINIMUM. The more you post the more money you will receive. AND THAT'S ALL THERE IS TO IT!!!

DON'T LET THIS ONCE IN A LIFETIME OPPORTUNITY PASS YOU BY!

4716. ST Timers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <c54_9703010910@conchbbs.com>
Source record: 7465

```
c > I know that this could be done with the 200Hz clock at $4bc,
c > but I'm not sure this would be accurate since there is the
c > possibility of overflow occuring.

The 200Hz clock is driven by Timer C, so using Timer C directly is
no more accurate than using the long counter at $4BC. As for
overflow, subtracting the start time should always give you the
correct elapsed time (unless you were planning to let it run for
several days).

Only Timer A is not used by the OS, unless you have DMA sound (which
uses Timer A for the frame counter). If you have a TT or Falcon,
you have a second MFP with another set of timers, of which only
Timer D is used (Serial 1 Baud Rate, TT only).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4717. Re: ST Timers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E5uLLC.E1w@cee.hw.ac.uk>
Source record: 7466

In article <856022434.20350.0@cavestar.demon.co.uk>,
cavey@cavestar.demon.co.uk (Mark Cave-Ayland) wrote:
>I am writing a MIDI sequencer and so would like to record incoming
>MIDI information to an accuracy of about 5ms.
>
>I know that this could be done with the 200Hz clock at $4bc, but I'm
>not sure this would be accurate since there is the possibility of
>overflow occuring.
>
>I have tried hooking into Timer C without much success, as my routine
>always crashes after it has run. Does anyone know about the functions
>of the timers, including information about the data registers? The
>Lattice C books don't go into enough detail.
>
>TIA,
>
>Mark
>
>

Right then!

The ST timers are created by theMFP68901 chip.
There are 4 timers, timers A,B,C, and D.

Each timer has a control register, and a data register.

The main MFP clock is 2,457,600 Hz (This is entirely from
memory! Impressive huh?)

The timer control registers allow the main clock to be divided
down, e.g. /4, /10, /16, /100, /100.

The timer data regs tell the MFP how many clock pulses to
count before setting an interrupt.

E.G. 2,457,600 / 200 = 12.288 KHz

Data register = 61
hence timer frequency = 12.288 KHz /61
= 201.4Hz

In general it is better to use timer A, as it is not used by
the system! (Avoids crashes!)

Hope this helps!

brian.

4718. MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5eet9t$2b6@due.unit.no>
Source record: 7467

Hi!

I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
evnt_multi()-loop while the parent does the same?

Jo Even Skarstein

4719. Re: Compression source code?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5eet82$fbh@balaena.bio.vu.nl>
Source record: 7468

Gaven Miller (gmiller@inca.co.nz) wrote:
: Where can I locate compression source code? ie ZIP or LZH.

LHA sources are easy to come by. I've seen some on a few Atari FTP sites.
If you can't find those, try the UN*X Lharc source - I believe it is
included with the Linux LHA distribution, which should be easy enough to
locate...

: I want to create a plugin for my Toolbox TSR that can handle compression
: on a system-wide basis.

Sounds cool!

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

4720. Re: GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5eeteu$fbh@balaena.bio.vu.nl>
Source record: 7469

Gerry O'Rourke (sig@end.article) wrote:

: > Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
: > Because if it does, you could download a decent TAR for MiNT and use
: > tar cvf /dev/<device>

: No, unfortunatly, you would have to 'roll your own' interface to it.
: Since the programming docs are good, maybe it's posssible.

Yeah, someone should write a MiNT device interface for the thing...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

4721. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5eeslp$fbh@balaena.bio.vu.nl>
Source record: 7470

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

: > Use evnt_multi() instead of evnt_mesag(). Or better still: use evnx_multi()
: > (check XGEMFAST.H docs in hypertext for info on this call)

: What is this 'evnx_multi()'?

It's an implementation of evnt_multi() that uses a structure instead of
the normal huge pile of parameters. Is faster and easier to use.
The call as implemented in the Sozobon C XGemFast libs is called evnx_multi()
but other compilers or programmers who implement it themselves usually use
some other name...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

4722. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-19 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5ees4u$fbh@balaena.bio.vu.nl>
Source record: 7471

Guy Harrison (guy@swampdog.demon.co.uk) wrote:

: >I think work_in[] is what your looking for. ProGEM (the only tutorial=20
: >I've read...) doesn't explain v_opnvwk() at all, what exactly are=20
: >work_in[] and work_out[]??? As you can see they are just local variables=20
: >that are ignored and obliterated once the init() code is finished...

: The work_out[] array is filled by v_opnvwk() with values which tell
: you about the virtual device you have opened. I'm not about to type in
: the info about all 57 of them - perhaps someone else already has it in
: a file?

Only in German, from the 1st Guide docs:

/* Inhalt von work_out-Nummer *
* 0: Rasterbreite des Ger�tes in Punkte oder Schritte *
* 1: Rasterh�he des Ger�tes in Punkte oder Schritte *
* 2: 0 *
* 3: Breite eines Punktes oder Plotterschrittes in mm/1000 *
* 4: H�he eines Punktes oder Plotterschrittes in mm/1000 *
* 5: Anzahl der verschiedenen Schriftgr��en (0 = unbegrenzt) *
* 6: Anzahl der Linientypen *
* 7: Anzahl der Linienbreiten (0 = unbegrenzt) *
* 8: Anzahl der Markierungsarten *
* 9: Anzahl der Markierungsgr��en (0 = unbegrenzt) *
* 10: Anzahl der Zeichens�tze des Ger�tes *
* 11: Anzahl der Muster *
* 12: Anzahl der Schraffier-Arten *
* 13: Anzahl der Farben (2 bei Monochrom-Monitor) *
* 14: Anzahl der Grafik-Grundfunktionen *
* 15-24: Sequentielle Liste der unterst�tzten Grafik-Grundfunktionen.*
* Eine -1 kennzeichnet das Ende der Liste: *
* 1 = Balken *
* 2 = Bogen *
* 3 = Kreissegment *
* 4 = Kreis *
* 5 = Ellipse *
* 6 = elliptischer Bogen *
* 7 = Ellipsensegment *
* 8 = abgerundetes Rechteck *
* 9 = gef�lltes abgerundetes Rechteck *
* 10 = justierter Grafiktext *
* 25-34: sequentielle Liste der Attribute der Grundfunktionen: *
* 0 = Linienoperation *
* 1 = Markierungsoperation *

* 2 = Text *
* 3 = ausgef�llter Bereich *
* 4 = kein Attribut *
* 35: Flag Farbdarstellung: 0 = nicht verf�gbar *
* 1 = verf�gbar *
* 36: Flag f�r Textrotation: 0 = nicht verf�gbar *
* 1 = verf�gbar *
* 37: Flag ausgef�llte Bereiche: 0 = nicht verf�gbar *
* 1 = verf�gbar *
* 38: Flag Funktion v_cellarray: 0 = nicht verf�gbar *
* 1 = verf�gbar *
* 39: Anzahl der verf�gbaren Farben: 0 = mehr als 32767 Farben *
* 1 = monochrom *
* >2 = Anzahl der Farben *
* 40: Grafikcursor-Kontrolle: *
* 1 = nur �ber Tastatur *
* 2 = �ber Tastatur und ein anderes Ger�t (Mouse) *
* 41: wertver�ndernde Eingaben: 1 = �ber Tastatur *
* 2 = anderes Ger�t *
* 42: Auswahltasten: 1 = Funktionstasten *
* 2 = anderes Tastenfeld *
* 43: alphanumerische Eingabe: 1 = Tastatur *
* 44: Art des Arbeitsger�tes: 0 = Ausgabeger�t *
* 1 = Eingabeger�t *
* 2 = Ein/Ausgabeger�t *
* 3 = reserviert *
* 4 = Metafile-Ausgabe *
* 45: minimale Zeichenbreite *
* 46: minimale Zeichenh�he *
* 47: maximale Zeichenbreite *
* 48: maximale Zeichenh�he *
* 49: minimale Zeilenbreite *
* 50: 0 *
* 51: maximale Zeilenbreite *
* 52: 0 *
* 53: minimale Markierungsbreite *
* 54: minimale Markierungsh�he *
* 55: maximale Markierungsbreite *
* 56: maximale Markierungsh�he */
}

Not much use for those who can't read German though...

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You might have mail

4723. Re: Problem with events...

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohdf3g9e.fsf@emw.ericsson.se>
Source record: 7472

```
lvzon@bio.vu.nl (Levien van Zon) writes:

> : What is this 'evnx_multi()'?
>
> It's an implementation of evnt_multi() that uses a structure instead of
> the normal huge pile of parameters. Is faster and easier to use.
> The call as implemented in the Sozobon C XGemFast libs is called evnx_multi()
> but other compilers or programmers who implement it themselves usually use
> some other name...

Okey, thanks.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+
```

4724. Re: GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5eh5np$r57@due.unit.no>
Source record: 7473

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Gerry O'Rourke (sig@end.article) wrote:
:
: : > Does this Tapebios package support MiNT devices? (Or TOS devices, ehm...)
: : > Because if it does, you could download a decent TAR for MiNT and use
: : > tar cvf /dev/<device>
:
: : No, unfortunatly, you would have to 'roll your own' interface to it.
: : Since the programming docs are good, maybe it's posssible.
:
: Yeah, someone should write a MiNT device interface for the thing...

Actually, there is atleast one! In the GEMAR-distribution there is a
tape-XFS. With a small program (tape*) you can "mount" the tape and use
something like...

tar cvf * /dev/mt

Haven't tried it yet, I broke my (Very expencive...) SCSI2-cable when I
recased my Falcon :-(

Jo Even Skarstein

4725. Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2157cd$1918.12f@HERMES>
Source record: 7474
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Levien van Zon (lvzon@bio.vu.nl) wrote:
> John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

> : I have a C reference which states that ALL microcomputers use 16 bit
> : ints. Admittedly it's a bit dated, but I suspect that using 32 bit
> : ints will hurt you more than help you w.r.t. portability.

> Yep, that _is_ a bit dated. as far as I know GCC uses 32bit ints by default,
> and most "modern" compilers also do so... Some systems at my University even
> use 64 bit ints!

It has probably been said already, but I always try to follow the golden
rule for portable code: "Never assume the sizes of data types"

And as to whether an integer should be a particular size, I fall back on
what Kernighan (sp?) and Ritchie said in "The C Programming Language
(Second Edition)" : An integer should fit the natural word size of the
machine. (I've lost my copy of the book, so this quote may be a little
fuzzy).

To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
width of the target processor, so an int would be 16-bits on a 16-bit CPU
like the 68k, but 32-bits on a 32-bit CPU like the 020+ CPUs. DEC Alpha
systems would use 64-bits as the "int" size, as that is the size of the
Alpha ALU (and the Alpha can only deal with 64-bit integers - smaller data
has to be loaded, masked, and optionally bit-shifted into the correct form
that the ALU can deal with natively)

(CPU's work fastest when using ALU-width data. Smaller or larger data is
slower to deal with, and more likely to generate errors)

For a 68000 or pre-386 CPU this would mean 16-bit.

For a 68020 or 386+ processor, this would be 32-bit.

But the compiler writer is free to ignore this.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4726. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <5ehoo9$4e5@nntp.hut.fi>
Source record: 7475

In article <5eet9t$2b6@due.unit.no>,
Jo Even Skarstein <josk@ifi.unit.no> wrote:
>
>Hi!
>
>I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>evnt_multi()-loop while the parent does the same?

No, I tried to do this but it won't work. The problem might be in
the C's AES library (not re-entrant), but I don't know.

It really pissed me.. you can't fully use that wonderful multitasking
in programs because of that.

4727. Re: MIDI file format

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: kucik@mrakoplas.phil.muni.cz
Message-ID: <5ehsgo$srb@rhino.cis.vutbr.cz>
Source record: 7476
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

James Cox (jamesco@cogs.susx.ac.uk) wrote:
: I am looking for the MIDI file format -- a friend of mine is writing a program

Try ftp://ftp.cnam.fr/pub/Atari/Docs/ST-Guide/midif000.zip. It is an english hypertext for ST-Guide.

Fufin

4728. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: mitala@utu.fi
Message-ID: <5ehv69$sda@antares.utu.fi>
Source record: 7477

ajalkane@lk-hp-6.hut.fi (Arto Jalkanen) writes:

>In article <5eet9t$2b6@due.unit.no>,
>Jo Even Skarstein <josk@ifi.unit.no> wrote:
>>I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>>evnt_multi()-loop while the parent does the same?
>No, I tried to do this but it won't work. The problem might be in
>the C's AES library (not re-entrant), but I don't know.

Normal AES libaries aren't re-entrant but there's mt_aes library which
claims to be re-entrant. Haven't tried it but if I remember right it is
designed for MagiC's threads. Probably works with MiNT threads also.
Can be found e.g. from ftp.cs.tu-berlin.de.

--
--
** If you want to succeed in doing something don't do it with me. **

4729. Re: Special offer

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29785_please@no.spam.mail.here>
Source record: 7478

FROM: SSweet@mettav.demon.co.uk
SUBJ: Special offer

>> ...now, now! This is America even perverts have their rights!

f> Yeah, that's the problem with America, even fucking perverts have
f> rights. Fuck their rights, shoot the fuckers. No castration, no
f> incarceration, no analysis, just shoot the fuckers.

OK, but i'l do the trigger pulling, someone got a nice shooter i can borrow.
8~)) Can i be Judge and Jury as well. 8~))

f> Why can't you bleeding heart arseholes just be brave, stand up and be
f> counted and draw a line in the sand and say: "this is it, we do not
f> cross over this line"

Wow!, your being a bit sedate, tell us what you'd really want to do with
them, and give plenty of detail on the exact voltage needed to help along

I'd love to describe what i'd do to them except that would make me sound a
bit wierd as well. Hot melt glue gun in your orifice anybody 8~))

f> Greetings from the US State of Britain (BTW we're getting to be as soft
f> on these dirty bastards as you lot...)

Pervs have voting rights as well you know, thats why Johhnie boy Major dont
want to upset em.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Why is "abbreviation" such a long word.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~

4730. GFA Basic on a Falcon/T60

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-20 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5eic01ebm1@news2.qtm.net>
Source record: 7479

I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
It runs just fine, but the menu's are all garbled and cannot be read.
I have to run the program in only two colors (mono) to get it to run
properly. How is everyone running this program on a Falcon? Are you
using a 2,4 or 16 color mode or are you using a 256 color mode?

4731. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-21 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5ejit7$ggl@cndns.combitech.se>
Source record: 7480

In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> Levien van Zon (lvzon@bio.vu.nl) wrote:
> And as to whether an integer should be a particular size, I fall back on
> what Kernighan (sp?) and Ritchie said in "The C Programming Language
> (Second Edition)" : An integer should fit the natural word size of the
> machine. (I've lost my copy of the book, so this quote may be a little
> fuzzy).

Yes, I agree.

> To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> width of the target processor, so an int would be 16-bits on a 16-bit CPU
> like the 68k,...

Ahem...
The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
My point is that it is up to the guy who writes the compiler to decide what
the "natural word size" is. Sometimes its obvious, sometimes it isnt.

/
/ Daniel

4732. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-21 00:00:00 UTC
From: desnogue@bavi.unice.fr
Message-ID: <5ejvnp$e0n$1@malibu.unice.fr>
Source record: 7481

In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
[...]
> (and the Alpha can only deal with 64-bit integers - smaller data
> has to be loaded, masked, and optionally bit-shifted into the correct form
> that the ALU can deal with natively)
[...]

No, the Alpha can deal with 32 bit integers in the
ALU *and* the memory. On top of that the latest
generation (EV5) can also load/store bytes.

Laurent

4733. Re: GFA Basic on a Falcon/T60

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-21 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970221212416.12467N-100000@tingeling.lysator.liu.se>
Source record: 7482

On 20 Feb 1997, Edward S. Baiz Jr. wrote:

>
> I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> It runs just fine, but the menu's are all garbled and cannot be read.
> I have to run the program in only two colors (mono) to get it to run
> properly. How is everyone running this program on a Falcon? Are you
> using a 2,4 or 16 color mode or are you using a 256 color mode?

GFA Basic is pretty hardcoded when it comes to draw it's menus and other
things. I only works in ST modes.
There was a preview of GFA Basic 4.0 with a GEM shell, but apparently, the
company that was in charge of its development never released it.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4734. Re: GFA Basic on a Falcon/T60

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-21 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5el2hm$bms@library.airnews.net>
Source record: 7483

>On 20 Feb 1997, Edward S. Baiz Jr. wrote:
>
>
> I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> It runs just fine, but the menu's are all garbled and cannot be read.
> I have to run the program in only two colors (mono) to get it to run
> properly. How is everyone running this program on a Falcon? Are you
> using a 2,4 or 16 color mode or are you using a 256 color mode?
>
Unless you want to run in ST compat. modes, the only way to run it is
with the use of a good shell program or to write a little program
that changes your screen mode to an ST compat. mode before
automatically launching GFA.

I use G-Shell for GFA Basic. I believe it has been released as shareware
or perhaps freeware by now.

-Jared

4735. Re: GFA Basic on a Falcon/T60

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5ek9tu$s2l@balaena.bio.vu.nl>
Source record: 7484

Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:

: I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
: It runs just fine, but the menu's are all garbled and cannot be read.
: I have to run the program in only two colors (mono) to get it to run
: properly. How is everyone running this program on a Falcon? Are you
: using a 2,4 or 16 color mode or are you using a 256 color mode?

My patched GFA Basic runs in 640x400x2, 640x200x4, 640x480x2, 640x480x16,
320x200x16...
Don't know if it's the patch that does it, but try ftp'ing it somewhere
and see what happens...

-=Levjenno
--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Houston, Tranquillity Base here. The Eagle has landed."
-- Neil Armstrong

4736. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-22 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970222152241781 51@ip-pdx20-04.teleport.com>
Source record: 7485
Cross-posted to: comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.programmer

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

4737. Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-22 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970222152245783 93@ip-pdx20-04.teleport.com>
Source record: 7486
Cross-posted to: comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.programmer

Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

4738. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222183357.12281A-100000@freenet>
Source record: 7487

```
> > To me, "natural word size" refers to the ALU (Arithmetic & Logical Uni=
t)
> > width of the target processor, so an int would be 16-bits on a 16-bit =
CPU
> > like the 68k,...
>=20
> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
> My point is that it is up to the guy who writes the compiler to decide wh=
at
> the "natural word size" is. Sometimes its obvious, sometimes it isnt.

Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=
=20
a 24-bit address bus? In a similar manner to this 386SuX/16 that is=20
currently blasting some MODs at me?

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

4739. Re: MIDI file format

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-22 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970222183436.24517B-100000@swindon>
Source record: 7488
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

> Date: 18 Feb 1997 16:29:12 GMT
> From: James Cox <jamesco@cogs.susx.ac.uk>
> Newsgroups: comp.sys.atari.st.tech, comp.sys.atari.programmer
> Subject: MIDI file format
>
> I am looking for the MIDI file format -- a friend of mine is writing a program
> for his 3rd year project at Uni that composes music, and he wants to be able
> to listen to it. So we're looking for the MIDI file format so we can get it
> onto my Atari.

I have an ST-Guide hypertext of the midifile format that I used to add
midifile support to Dump-It!
Email me for it, or if you prefer I can send the raw text to you - it's
also available around the net.

|> | |
|> E |\| |-| /\ |_ |_

4740. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2177cd$c20d.d5@HERMES>
Source record: 7489

Daniel H&#65533;gg (daniel.hagg@marine.combitech.se) wrote:
> In article <2157cd$1918.12f@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> > Levien van Zon (lvzon@bio.vu.nl) wrote:
> > And as to whether an integer should be a particular size, I fall back on
> > what Kernighan (sp?) and Ritchie said in "The C Programming Language
> > (Second Edition)" : An integer should fit the natural word size of the
> > machine. (I've lost my copy of the book, so this quote may be a little
> > fuzzy).

> Yes, I agree.

> > To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> > width of the target processor, so an int would be 16-bits on a 16-bit CPU
> > like the 68k,...

> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!

You must have a mutant 68k.

Can I buy it - it'll be worth something someday... {[:-)]

But seriously, the ALU in the 68000 is 16 bit - it can only work with 16
bit data in one pass. The 68000 (and its 16-bit friends [68010, 68331])
is, however, intelligent enough to make two (or more) passes at the data
when 32 bit data is manipulated. An "ADD.L d0,d1" instruction takes two
or more passes through the ALU before completion.

The first 32-bit ALU for the 68k appeared in the 68020.

(I believe this is covered in the comp.sys.m68k FAQ)

> My point is that it is up to the guy who writes the compiler to decide what
> the "natural word size" is. Sometimes its obvious, sometimes it isnt.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4741. GCC 2.7.2 ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-23 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <5epdde$uot@nntp.hut.fi>
Source record: 7490

Hi,

I'm trying to get GCC 2.7.2 up and running to use C++.
But the problem is, all I can find is versions of
libraries for it that require 68030 and CoProcessor.
Unfortunately I don't have coprocessor, and anyway I'd
like to do software that works with every Atari.

Anyone know where to find libraries that work with
every Atari?

Thanks,
Arto Jalkanen
ajalkane@cc.hut.fi

4742. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856665305@p24.f101.n323.z205.mbh.org>
Source record: 7491

Daniel H�gg wrote:

> Ahem...
> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!

Sory, can't resist too.
The ALU of a plain 68k is 16 bit. All ALU operations on longs take 2 clock cycles more then the same on a word. If the 68k had a 32bit ALU there would be no difference.

Bye, Hans

4743. Re: GFA Basic on a Falcon/T60

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-23 00:00:00 UTC
From: Jim <fouchsft@erie.net>
Message-ID: <331062E4.920@erie.net>
Source record: 7492

Tomas Berndtsson wrote:
>
> On 20 Feb 1997, Edward S. Baiz Jr. wrote:
>
> >
> > I have a Hades 060 clone and have tried to run GFA Basic version 3.6.
> > It runs just fine, but the menu's are all garbled and cannot be read.
> > I have to run the program in only two colors (mono) to get it to run
> > properly. How is everyone running this program on a Falcon? Are you
> > using a 2,4 or 16 color mode or are you using a 256 color mode?
>
> GFA Basic is pretty hardcoded when it comes to draw it's menus and other
> things. I only works in ST modes.
> There was a preview of GFA Basic 4.0 with a GEM shell, but apparently, the
> company that was in charge of its development never released it.
>
> Tomas
>
> --
> NoBrain/NoCrew
> tobe@lysator.liu.se
> http://www.lysator.liu.se/~tobe

I had to change the menu heights through code to make my programs work
in other resolutions. If you need to see some sample code I can e-mail
some to you.

Also, if you want to use the GET/PUT graphics commands, you will have to
make your own for the higher resolutions. I also have code to do this.

Thanks,

Jim Fouch
FOUCH SOFTWARE

4744. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-23 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5epsgu$lhu@nyheter.chalmers.se>
Source record: 7493

In article <Pine.SGI.3.91r.970222183357.12281A-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>> Ahem...
>> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
>> My point is that it is up to the guy who writes the compiler to decide wh=
>at
>> the "natural word size" is. Sometimes its obvious, sometimes it isnt.
>
>Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=

That depends on your definition of `32 bit processor`, but normally the
68000 is indeed considered a 16 bit processor (even though the 68k
architecture is definitely 32 bit). In the 68000, only the registers are 32
bit long, the internal data paths are not.
(In the same way, many 8 bit processors have 16 bit wide registers.)

>a 24-bit address bus? In a similar manner to this 386SuX/16 that is=20
>currently blasting some MODs at me?

The 386SX is very similar to the 68030 as used in the Falcon.
Both are fully 32 bit internally, but have a 16 bit data bus to the outside
world.
While the 68030 _can_ use a 32 bit bus, it's locked to a 16 bit one in
the Falcon.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4745. Re: Dpathconf

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <331154DA.167EB0E7@doc.ic.ac.uk>
Source record: 7346

Mark Baines wrote:
>
> Is the MiNT function Dpathconf() available on any other OS, such as MagiC, or
> is it MultiTOS only?

MagiC supports almost all the MiNT function calls (as of V5). Even V4
supported
quite a lot of them, and Dpathconf() was among them.

> In other words, can you have a drive U:? I see from someone with MagiCPC that
> there is a U: drive but is it like MiNT's U:?
> Does Pdomain(), Dopendir(), Dreaddir() mean anything under MagiC?

Pdomain() just causes MagiC's file selector (and any loadable
filesystems
present) to assume that the program understands long filenames (this is
a V5
feature). Dopendir()/Dreaddir() work fine as of V4.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4746. KillThings

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E63o8L.Av5@cee.hw.ac.uk>
Source record: 7347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi All!

First some bad news. KillThings (Doom clone) is no longer being
developed by DigiTallis (Boo hoo! :(

Some Good news. The source code and executables are now on the
DigiTallis Web site as PD! :)

I have down loaded it and I think I might be able to finish the
coding! (Just got to define a level file spec, put in level loading routs, add
game logic, finish off the level editor, etc, etc. A big job, but once I
define the level specs, then It should be a lot easier. Tell you what though,
perhaps some other programmers out there would like to lend a hand? If we
can define a common level file format, then we can all work together to get
the game finished!)

Yeah!

Bye for now!

Brian!

4747. making CAB work with ethernet card.....

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: Andres Saul <saul@polaire.crmc2.univ-mrs.fr>
Message-ID: <3311676B.7748@polaire.crmc2.univ-mrs.fr>
Source record: 7348

Hi:
I have a TT and a RIEBL ethernet card that I want to use with CAB.
I know how to make CAB to work with a PPP modem conexion (stik) but I
did not
succed to make it work with my ethernet card.
Any help will be welcome.....
Andres

--
--
Andres Saul | Office: (33)-04.91.17.28.88
CRMC2-CNRS, Campus de Luminy Case 913, | Fax: (33)-04.91.41.89.16
13288 Marseille Cedex 9 France |
--
e-mail: saul@crmc2.univ-mrs.fr
--

4748. Re: KillThings

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <33120855.23A6@xs4all.nl>
Source record: 7349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Brian Thomas Innes wrote:
>
> Hi All!
>
> First some bad news. KillThings (Doom clone) is no longer being
> developed by DigiTallis (Boo hoo! :(
>
> Some Good news. The source code and executables are now on the
> DigiTallis Web site as PD! :)
>

Brian,

do you mind telling me the URL of the Web site?

R.

4749. GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E64EoI.D7q@cix.compulink.co.uk>
Source record: 7350

Apart from scanning the ASSIGN.SYS file looking for *.SYS files and
appropriate driver numbers, or looping through 1-99 and trying to v_opnwk()
and seeing if handles are viable, is there another, simpler way I can find
out what GDOS drivers are available to the system?

Slainte mhath
Mark

--
* Mark S Baines * "The Atari A to Z" book *
* Inver, Scotland * An encyclopaedia on all that is Atari *
* * 340 A5 pages, 128,000 words, 2,238 entries, 101 tables *
* 01862 871624 * Only available from me, e-mail me for further details *

4750. return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5et44t$rdl@alexander.INS.CWRU.Edu>
Source record: 7351

for STiK. In my dialog box, where I get the host ID from,
It comes up fine with
"Host:_____" , BUT The cursor in the dialog box
is at the end of the line, not at the beginning, like it should.
Thus, one has to hit <esc> to clear the line and enter the data.
What am I doing wrong? I am using Lattice 'C' v5.6.
Please, This is my first real 'C' project, and I am not yet
too familiar with the lingo or with WERCS. so please reply elaborately.
Thanx in advance.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4751. Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5etts2$nio@nnrp1.news.primenet.com>
Source record: 7352

In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
a method to intercept exception vector 2 and replace it with my
routine that just ignores the exception. I tried signal()s, but they
won't catch it.

Setexc(2, (void (*)())-1) will read the current vector.
Setexc(2, trap_ex) should set it to function trap_ex()

and of course, reset it before I return.

Question:

```
void __interrupt trap_ex()
{
} will this work?
```

or:

```
void trap_ex()
{
_emit( RTE );
}
```

or should I just suffer with the BUS ERRORS?

John

```
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

4752. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-24 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3311539F.41C67EA6@doc.ic.ac.uk>
Source record: 7494

Arto Jalkanen wrote:
>
> In article <5eet9t$2b6@due.unit.no>,
> Jo Even Skarstein <josk@ifi.unit.no> wrote:
> >
> >Hi!
> >
> >I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> >evnt_multi()-loop while the parent does the same?
>
> No, I tried to do this but it won't work. The problem might be in
> the C's AES library (not re-entrant), but I don't know.

This is almost certainly the case, since virtually all GEM libraries
used by compilers use global arrays for the AES contrl[], intin[],
intout[], addrin[], addrout[] and global[] arrays.

The only way to fix it is to either protect AES calls with an
interlock mechanism (i.e. a semaphore), or to fix them so that
they use local arrays.

> It really pissed me.. you can't fully use that wonderful multitasking
> in programs because of that.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4753. Re: Protection

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: merciful@worldaccess.nl
Message-ID: <5etlqg$2tr5@easy4.worldaccess.nl>
Source record: 7353

```
>
>
> How to Copy protect a disk
>
> My idea is to damage a sector/track of the disk, 78 79 something late
>and not used,
>
> Then my program at boot up reads in the tracks, this is sooo quick:)
>if there is an error then ok, if no error then not the same disk, a
>simple error that fcopy and any other decent copier would fix
>automatically,
>
> First..I dont know how to damage the disk ?
>
> Second..Anyone else any ideas for copy protecting a disk ?
>
Well, you could read/write complete tracks from a disk. It does not matter how
the disk is formatted then.

Eabe.

Take and watch how light fades away
Brake to please those other persons today
Shaking pictures appear in the streets by day or night

Man of pride

Faces look Familiar today
Places where he hasn't been till Tuesday
Laze to get ready for the next shattering day

Man of pride
Tried to hide
Man of pride
He just died

Pray to hope that they'll back off
Stay to look out for man outside
Grey becomes his mind so quickly
and no one should colour his mind up

March 1992

DOOMSDAY REFLEX 1994

For any information
Please write to:
```

DOOMSDAY REFLEX
P.O. Box 68, 2160 AB Lisse
The Netherlands
---
merciful@worldaccess.nl

4754. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970225011639306881@ip-pdx06-03.teleport.com>
Source record: 7354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR
```

4755. Programming documentation about Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: Bruno Hemeury <byh>
Message-ID: <5euopu$4tc@miranda.gmrc.gecm.com>
Source record: 7355

Hi,

Can anyone point out some information sources which detail specific Falcon features such as new xbios, AES calls and DSP programming.

Is there any free DSP 56000 compiler available?

Thanks

4756. Re: Programming documentation about Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5eus81$h9l@m1.cs.man.ac.uk>
Source record: 7356

In article <5euopu$4tc@miranda.gmrc.gecm.com>, Bruno Hemeury <byh> writes:
>Hi,
>
>Can anyone point out some information sources which detail specific Falcon
>features such as new xbios, AES calls and DSP programming.

Get the book Modern Atari System Software, or The Atari Compendium.
Alternatively, get the osbind.h and xbios.h etc. from an up-to-date
C compiler for the prototypes...

Also, check out my WWW pages, as I have information on how you use
some of the new calls...

>Is there any free DSP 56000 compiler available?

Yes, Micro C and GCC have both been ported to generate 56000 code.
(sorry, I dont know where you can get either compiler on the net)
However, according to Doug Little, a C compiler will generate far
from optimal 56k code, and it would often be better just to use the
680x0 (but this is not the case with hand-written 56k code).

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...

4757. Re: Programming documentation about Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohd9gckx.fsf@emw.ericsson.se>
Source record: 7357

Bruno Hemeury <byh> writes:

> Can anyone point out some information sources which detail specific Falcon
> features such as new xbios, AES calls and DSP programming.

The Atari Compendium would be a good start (as usuall...). It covers about
everything and all AES calls up to AES 4.1 (which is the latest) including
xbios and some DSP stuff.

> Is there any free DSP 56000 compiler available?

I think Motorolas DSP assembler is for free (and the best I think), or?

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4758. Re: return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <33133F8D.41C67EA6@doc.ic.ac.uk>
Source record: 7358

Boris D. Cahan wrote:
>
> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:_____________________" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

It's quite simple; you have, presumably, filled the text string with
"_" characters. This is not necessary. All you have to do is start
with the p_text field blank (i.e. wherever you put "_", delete them).
The p_tmplt field should contain (in WERCS and all other RCSs that
I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
field should have "x"s (as many as you have "~") and nothing else.
(I may have got the p_tmplt and the other field mixed-up; in any
case I can't remember the name of the second one).

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4759. Re: loading fonts w/o gdos???

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <331340E5.2781E494@doc.ic.ac.uk>
Source record: 7359

Callum Baird Lerwick wrote:
>
> > >The following technique will let you load and use alternate fonts without
> > >using GDOS. Your font must be in the standard format (including header)
> > >as defined in the VDI manual. Either compile the font into your
> > >application, or load it from a file at run time.

The font header is the same as the one in Lattice C's "linea.h" header
file.
It is exactly the same thing.

> > Where does one get this VDI manual? All I have a re the 'C' manuals
> > for MWC and for Lattice 'C' 5.6. The fonts turn out to be standard GDOS
> > type fonts with ID 50, and 21 different sizes and faces, including Greek like
> > the DEC supplemental font and the special graphics fonts.
>
> I think it came with the infamous Developers Kit... I'm guessing this is the
> same thing as a standard GDOS bitmap font...
>
> > 1. HOW does one compile a font into an application?
>
> I'd like to know too... In C I think this involves converting a binary
> file to hex codes which are placed into a static array...

Yes. Convert the file into hex codes; then (if you want to use the
line-A) to
plot the font, you'll have to mess with the textblt function. It's very
gory
and really quite awkward. Instead, I suggest you load the font from
ASSIGN.SYS.
(And use GDOS).

> I am also a beginning C programmer. I think it has something to do with
> v_opnvwk(). In my program it looks like this:
>
> void init()
> {
> WORD work_in[11]={1,1,1,1,1,1,1,1,1,1,2},work_out[57];
> [snip]
> v_opnvwk(work_in,&vdihndl,work_out);
> [snip]
> }
>
> I think work_in[] is what your looking for. ProGEM (the only tutorial
> I've read...) doesn't explain v_opnvwk() at all, what exactly are

> work_in[] and work_out[]??? As you can see they are just local variables
> that are ignored and obliterated once the init() code is finished...

work_in[] is an array containing the default attributes for each of
the drawing functions (e.g. colour, size, etc...). I don't recall which
way round they go (but you should be able to test this easily enough).

work_out[] is a 57 element array (normally), which gives you information
about the particular display device you have chosen to draw upon. Again,
I don't remember all the elements... but you should get a Compendium or
something to look them up in.

____
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

4760. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-25 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199702252232.a40486@ka2.maus.de>
Source record: 7360

MB>is there another, simpler way I can find out what GDOS drivers are
MB>available to the system?

There are two VDI calls, both are supported from NVDI 3.00 onwards.
vq_devinfo() is also available in SpeedoGDOS IMHO, but the use of
vq_ext_devinfo() is recommended.

------------------------------schnipp------------------------------

• INQUIRE DEVICE STATUS INFORMATION (VDI 248)

vq_devinfo() returns if a driver is available and if it has been opened
already. The file name (e.g. "XVGA256.SYS") and the full name ("VGA 256
colors") are returned, too. If the file name is empty, the driver is
not available.

Decl.: void vq_devinfo(WORD handle, WORD device, WORD *dev_open,
BYTE *file_name, BYTE *device_name);
Call: vq_devinfo(handle, device, &dev_open, file_name, device_name);

Input:

contrl[0] 248 vq_devinfo
contrl[1] 0 # ptsin
contrl[3] 1 # intin
contrl[6] handle
intin[0] device VDI device (0-99)

Output:

contrl[2] p # WORDS in ptsout
contrl[4] i # words in intout

ptsout[0] dev_open 0: driver has not been opened yet
1: driver has already been opened
ptsout[1..p-1] device_name driver's full name (C string)
intout[0..i-1] file_name driver's file name

Annotations:
The file name is returned word by word, i.e. for each letter one word
is used (control[4] returns the length of the string). The full name
is returned as a ASCIIZ string (control[2] returns the number of
WORDS in ptsout).

------------------------------schnipp------------------------------

• INQUIRE EXTENDED DEVICE STATUS INFORMATION (VDI 248, 4242)

Like vq_devinfo() vq_ext_devinfo() returns the driver names and
information. Unlike, the data format makes more sense.

Decl.: WORD vq_ext_devinfo(WORD handle, WORD device, WORD *dev_exists,
BYTE *file_path, BYTE *file_name, BYTE *name);

Call: dev_open = vq_ext_devinfo(handle, device, &dev_exists, file_path,
file_name, name);

Input:

contrl[0] 248 vq_devinfo
contrl[1] 0 # ptsin
contrl[3] 7 # intin
contrl[5] 4242 subopcode
contrl[6] handle
intin[0] device VDI device (0-99)
intin[1/2] file_path pointer to file path buffer
intin[3/4] file_name pointer to file name buffer
intin[5/6] name pointer to full name buffer

Output:

contrl[2] 0 # ptsout
contrl[4] 2 # intout
intout[0] dev_exists 0: no driver with this device number
!= 0: driver exists
intout[1]: dev_open 0: driver has not been opened yet
!= 0: driver has already been opened

All returned strings are C-like ASCIIZ string.

--------------------------------schnipp--------------------------------

bye, Thomas

4761. Re: making CAB work with ethernet card.....

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HB1KBHUQUp@tos.ak.planet.gen.nz>
Source record: 7361

In <3311676B.7748@polaire.crmc2.univ-mrs.fr> Andres Saul wrote :

> I have a TT and a RIEBL ethernet card that I want to use with CAB.
>I know how to make CAB to work with a PPP modem conexion (stik) but I
>did not
>succed to make it work with my ethernet card.

I believe MiNTNet has a driver for that card, so you should be able to use
CAB with it via MiNTNet.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

4762. DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <21a7cd$14363a.37a@HERMES>
Source record: 7362

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4763. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <21b7cd$01236.86@HERMES>
Source record: 7363

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> The 386SX is very similar to the 68030 as used in the Falcon.
> Both are fully 32 bit internally, but have a 16 bit data bus to the outside
> world.
> While the 68030 _can_ use a 32 bit bus, it's locked to a 16 bit one in
> the Falcon.

Footnote to the above:

The 030 has a 32-bit CPU-to-world data path. The 386SX is only 16 bit in
this regard (the 386DX is a full 32/32 CPU like the 030).

The '020 and '030 have a feature called "Dynamic Bus Sizing" whereby the
CPU detects the bus size on each access. It can be used on either a 16 or
32 bit system board. A 16-bit system board (like that in the Falcon) is
slower than a same speed 32 bit system board (like that in the TT)

The '040 removed this feature. It can be added, however, by the addition
of an external Motorola 68xxx chip - I forget the chip number, but it's
mentioned in the comp.sys.m68k FAQ.

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4764. Re: Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzpvxniv1f.fsf@issan.informatik.uni-dortmund.de>
Source record: 7364

John M Rojewski <rojewski@primenet.com> writes:

|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
|> a method to intercept exception vector 2 and replace it with my
|> routine that just ignores the exception. I tried signal()s, but they
|> won't catch it.

|> Setexc(2, (void (*)())-1) will read the current vector.
|> Setexc(2, trap_ex) should set it to function trap_ex()

|> and of course, reset it before I return.

|> Question:

|> void __interrupt trap_ex()
|> {
|> } will this work?

No.

|> or:
|> void trap_ex()
|> {
|> _emit(RTE);
|> }

No, it will result in an endless loop.

|> or should I just suffer with the BUS ERRORS?

Fix your programs. Bus errors are the result of bugs.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4765. Re: Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5f1krv$67h@nnrp1.news.primenet.com>
Source record: 7365

```
On 26 Feb 1997 13:58:04, Andreas Schwab wrote:
>John M Rojewski <rojewski@primenet.com> writes:
>
>|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
>|> a method to intercept exception vector 2 and replace it with my
>|> routine that just ignores the exception. I tried signal()s, but they
>|> won't catch it.
>|> or should I just suffer with the BUS ERRORS?
>
>Fix your programs. Bus errors are the result of bugs.

Ok, If I could find the problems, I could fix them. But I get cryptic
messages that say "I got 2 bombs" and I have no idea where the problem
is. I need a method to detect and report the BUS Error so that I can
fix it!

More Ideas?
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

4766. Re: Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2602971536590001@138.110.10.65>
Source record: 7366

> >|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
> >|> a method to intercept exception vector 2 and replace it with my
> >|> routine that just ignores the exception. I tried signal()s, but they
> >|> won't catch it.
> >|> or should I just suffer with the BUS ERRORS?
> >
> >Fix your programs. Bus errors are the result of bugs.
>
>
> Ok, If I could find the problems, I could fix them. But I get cryptic
> messages that say "I got 2 bombs" and I have no idea where the problem
> is. I need a method to detect and report the BUS Error so that I can
> fix it!
>
Get Templemon. It's free and should be available on the normal FTP sites.
(It may be abbreviated TEMPLMON.)

It sounds like your programming language has its own bomb handler, so you
may have to do this:

1. Run your program.
2. Press Control-Help (to get into Templemon)
3. Type "vi" to reinitialize Templemon's vectors.
4. Type "g" to Go back to your program.
5. Make it crash. You should end up back in Templemon.

Of course, now you'll need to know assembly language to actually figure
out where the error is...

Dan Wilga
dwilga@mtholyoke.edu

4767. Re: return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856991970_OASIS_@swampdog.demon.co.uk>
Source record: 7367

In article <33133F8D.41C67EA6@doc.ic.ac.uk>
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> said:-

>Boris D. Cahan wrote:
>>
>> for STiK. In my dialog box, where I get the host ID from,
>> It comes up fine with
>> "Host:_____________________" , BUT The cursor in the dialog box
>> is at the end of the line, not at the beginning, like it should.
>> Thus, one has to hit <esc> to clear the line and enter the data.
>> What am I doing wrong? I am using Lattice 'C' v5.6.
>> Please, This is my first real 'C' project, and I am not yet
>> too familiar with the lingo or with WERCS. so please reply elaborately.
>
>It's quite simple; you have, presumably, filled the text string with
>"_" characters. This is not necessary. All you have to do is start
>with the p_text field blank (i.e. wherever you put "_", delete them).
>The p_tmplt field should contain (in WERCS and all other RCSs that
>I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
>field should have "x"s (as many as you have "~") and nothing else.
>(I may have got the p_tmplt and the other field mixed-up; in any
>case I can't remember the name of the second one).

Are you sure? The MWC editor uses '@' ?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4768. Re: Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856987836_OASIS_@swampdog.demon.co.uk>
Source record: 7368

In article <5f1krv$67h@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>
>On 26 Feb 1997 13:58:04, Andreas Schwab wrote:
>>John M Rojewski <rojewski@primenet.com> writes:
>>
>>|> In a attempt to kill the dread BUS ERROR (2 bombs) I am thinking about
>>|> a method to intercept exception vector 2 and replace it with my
>>|> routine that just ignores the exception. I tried signal()s, but they
>>|> won't catch it.
>>|> or should I just suffer with the BUS ERRORS?
>>
>>Fix your programs. Bus errors are the result of bugs.
>
>
>Ok, If I could find the problems, I could fix them. But I get cryptic
>messages that say "I got 2 bombs" and I have no idea where the problem
>is. I need a method to detect and report the BUS Error so that I can
>fix it!
>
>More Ideas?

A few. ;-)

Imo low level debugging is not much use. Just because your program crashes at a particular point does not mean that point was at fault, or under multitasking that your program is even at fault at all! Thus I prefer to incorporate debugging into the program itself.

Leave in the all debugging information just in case the report comes from someone who happens to be proficient in the same language. Rare but useful.

As we all know many (most?) problems are down to memory leaks so it is well worth writing your own memory manager so you can implement decent checking. It could then output a suitable alert and dump that and the "arena" to disk before continuing onto the crash. The more checking the better. There's nothing stopping you storing function names in your custom block headers if you wanted. ;-)

Logging entry and exit from functions is another useful method but you must ensure the data gets written. I method I have used is loosely based on the below. More intelligence is needed of course but this serves to illustrate ...

```
debug(r)
char **r;
{FILE *fp;

if (!(fp = fopen("LOGGING",APPEND_ONLY_IF_EXISTS_MODE))) {
/* logging disabled */
return;
}
fprintf(fp,"%r",&r);
fclose(fp);
}
```

.. which is going to be damn slow when enabled of course!
[I'm not sure if recursive printing is MWC specific or not]

As an aside, I thought telling people how to create a zero length "LOGGING" file to enable the logging would be easy but sometimes it was not, so supply a little program to do it for them! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4769. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8tmhckp.fsf@emw.ericsson.se>
Source record: 7369

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> >> The ALU in the M68000 is 32 bit. Sorry, couldnt resist that!
> >> My point is that it is up to the guy who writes the compiler to decide wh=
> >at
> >> the "natural word size" is. Sometimes its obvious, sometimes it isnt.
> >
> >Isn't the entire 68000 a 32bit proccessor? Just with a 16bit data bus and=
>
> That depends on your definition of `32 bit processor`, but normally the
> 68000 is indeed considered a 16 bit processor (even though the 68k
> architecture is definitely 32 bit). In the 68000, only the registers are 32
> bit long, the internal data paths are not.
> (In the same way, many 8 bit processors have 16 bit wide registers.)

If you read Motorolas own documentaion they clearly write that the
68020 is the first 32-bit implementation of the 68k family of micro
processors.

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4770. Using 'C' in GFA Basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: houghp6@cs.man.ac.uk
Message-ID: <5f415h$cke@m1.cs.man.ac.uk>
Source record: 7370

I'm interested in using some C stuff in GFA. I;ve looked at one exa,ple program,
and its not clear quite how it works.

This is what I've gathered so far:

place the .o file of the C you want to use in the system folder before compile,
you can then call the C procedure by using $X proc name.

what I'm not sure about is how I can pass parameters back and forth, and also
how this works in interpreter mode.

Does anyone have any example progs (both C and GFA) explaining how to use it
etc. ???

If so can they mail me a reply ??? (houghp6@cs.man.ac.uk) or reply here.

Thanks

Phil Hough

4771. Any books, tutorials, etc. on GEM for BASIC people?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <3315A255.20C6@ix.netcom.com>
Source record: 7371

I've been using GFA Basic for many years and have done some pretty big-scale (to me, anyway!) projects with it. I'm a musician and have mostly written programs to help me get more from my gear.

My latest project is to help me use my Roland XP-50 keyboard, and it requires me doing something I've never done before, in all my years of programming--a dialog box! I've always used GFA's own keywords & commands to take care of system calls, and they don't have a specific DIALOG command similar to ALERT (for an alert box).

Anyway, I'm completely self-taught and have gotten a lot of help from many people over the years when I needed it. I have a book on TOS and have gotten into things that I needed to, like re-sizing the midi buffer, messing with disk files, etc. However, I've never had to write my own AES, VDI, or higher-level GEM routines because I've been able to accomplish those things with GFA's own commands. Do you see the problem? I am completely lost when I try to get into these areas because all the books & tutorials I've seen assume knowledge of C, assembler, and microprocessor workings. GFA shields me from all that (like a good BASIC should, I suppose!), so I never learned what is going on at the nuts & bolts level.

I have Tim Oren's old PROGEM series, and the Atari Compendium. Re dialogs, I understand the basic concept of parent-child object trees but get lost when trying to figure out the syntax--how to put together the TEDINFO, etc. stuff and make it work in my program. The example files that came with GFA 3.5 don't help me much. I would like to know if there is any reference material that would help someone like me who is not new to programming in general (ie, I have the capacity to understand some advanced topics) but need to start from the point *before* someone already experienced in C and assembler. I have searched the web and not found much...any help is appreciated. Thanks!

Rob Aries

4772. Re: KillThings

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E69rxE.loq@cee.hw.ac.uk>
Source record: 7372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <33120855.23A6@xs4all.nl>, Rene Kint <itsux@xs4all.nl> wrote:
>Brian Thomas Innes wrote:
>>
>> Hi All!
>>
>> First some bad news. KillThings (Doom clone) is no longer being
>> developed by DigiTallis (Boo hoo! :(
>>
>> Some Good news. The source code and executables are now on the
>> DigiTallis Web site as PD! :)
>>
>
>Brian,
>
>do you mind telling me the URL of the Web site?
>
>R.

Here is the URL of the KILLTHINGS source and executables!

http://www.geocities.com/SiliconValley/6273/killtngs.zip

Now, I am thinking of finishing the coding of KILLTHINGS when I am off university on my hols. ARe there any programmers out there (68000 assembly language please :) who would care to help. Please e-mail me if you do, with the subject KillThings

Bye!

4773. ~~~ FS: Atari 1040 STe ~~~

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: Richard Thomas <xebec@armory.com>
Message-ID: <Pine.SCO.3.91.970227171002.17758F-100000@deepthought.armory.com>
Source record: 7373

```
FS: Atari 1040 STe - 4meg Ram
Atari SC1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AdSCSI Plus ST Host Adapter - Internal Clock

$800.00 takes it All - $50 ship/hand in Cont. U.S.A.

E-mail xebec@deepthought.armory.com

There once was a chimpanzee named Sam
Who got caught with his dick in his hands
His mother said Sammy
You're not much of a Chimpanzee
But you'll make one hell-of-a Man...

(From the note book of Charles Darwin)
(Outline for Comedy In The Trees...)
(Later all the comedy was removed and)
(the Title was Changed...Go Figure..)

Xebec.....
```

4774. Re: Setexc examples in "C"

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-27 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5f4a3v$60s@infa.central.susx.ac.uk>
Source record: 7374

: >Fix your programs. Bus errors are the result of bugs.

: Ok, If I could find the problems, I could fix them....[snip]

Definitely fix your programs -- bus errors are caused by attempting to
access (read or write) memory you are not allowed to. For example, attempting
to access an OS variable without being in supervisor state. Reading or writing
outside of the total mapped memory, or attempting to write to ROM areas.

: More Ideas?

One way to try and catch the point where is bombs out is to use MiNT with
memory protection on. This will distinguish between reading/writing to memory
like OS variables (bus error) and just accessing memory outside of your
program (perhaps accidentally reading/writing after then end of an array,
particularly if that array was createde with Malloc().

MiNT should give you a message telling you the type of the error (bus/address
etc) and the point in your program where it happened. The trick then is to
figure out the point in your program exactly -- if you are writing in assembly
then this is a doddle, but anything else is a bigger problem.

Hope some of this is of some help.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

4775. DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <21c7cd$f362d.10@HERMES>
Source record: 7375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.ech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

4776. DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <317cd$017f.152@HERMES>
Source record: 7376
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Open up, it's the pigs!"

4777. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E6Bsu6.1qE@cix.compulink.co.uk>
Source record: 7377

>There are two VDI calls, both are supported from NVDI 3.00 onwards.
>vq_devinfo() is also available in SpeedoGDOS IMHO, but the use of
>vq_ext_devinfo() is recommended.
Thanks Thomas, I keep forgetting to look in TAC and MASS books for the newer functions.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

4778. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <E6Br2o.4Iv@novice.uwaterloo.ca>
Source record: 7378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>I have been working on a TSR that allows the loading of modules and "DLL"
>like extensions or plug-ins. It will be released later this year, and will
>be freely distributable (within reason).

Shared libraries are really only useful in a multitasking environment,
otherwise only a single process would ever use them at a time anyway.
Of course there are benefits of being able to fix bugs without re-linking
the executable.

You may want to look at MiNT--it may have support for shared libs.

Also, shared libs, if not implemented correctly, may cause problems in
a multitasking environment with memory protection between processes.
Generally, shared lib code will reside in "shared, read-only executable"
memory space.

Art
--
Art
atwareck@novice.uwaterloo.ca

4779. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970228221854.20700C-100000@pallas.amp.uni-hannover.de>
Source record: 7379

On 20 Feb 1997, Arto Jalkanen wrote:

> In article <5eet9t$2b6@due.unit.no>,
> Jo Even Skarstein <josk@ifi.unit.no> wrote:
> >
> >Hi!
> >
> >I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> >evnt_multi()-loop while the parent does the same?
>
> No, I tried to do this but it won't work. The problem might be in
> the C's AES library (not re-entrant), but I don't know.

Yes, of course. Andreas has written a reentrant AES library for MagiC.
If you run MagiC, you can download it from the ASH BBS.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4780. Re: return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970228222116.20700D-100000@pallas.amp.uni-hannover.de>
Source record: 7380

```
On 24 Feb 1997, Boris D. Cahan wrote:

> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:____________________________" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

Try to set the first character of the tedinfo te_ptext field to a '@' :

tree[index].ob_spec.tedinfo->te_ptext[0] = '@';

Cheers Peter

-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
-------------------------------------------------------------------------
```

4781. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970228221537.20700B-100000@pallas.amp.uni-hannover.de>
Source record: 7381

On 19 Feb 1997, Jo Even Skarstein wrote:

> Hi!
>
> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> evnt_multi()-loop while the parent does the same?

A MagiC thread can so ... dunno 'bout MiNT

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4782. Re: making CAB work with ethernet card.....

Newsgroup: comp.sys.atari.programmer
Date: 1997-02-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970228222350.20700E-100000@pallas.amp.uni-hannover.de>
Source record: 7382

```
On Mon, 24 Feb 1997, Andres Saul wrote:

> I have a TT and a RIEBL ethernet card that I want to use with CAB.
> I know how to make CAB to work with a PPP modem conexion (stik) but I
> did not
> succed to make it work with my ethernet card.
> Any help will be welcome.....

With STiK 2 you'll be able to use a Ethernet module that provides
Ethernet connectivity for STiK. However, it's not ready yet ... ;-)

Cheers Peter

------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
------------------------------------------------------------------------
```

4783. Re: Any books, tutorials, etc. on GEM for BASIC people?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857198758_OASIS_@swampdog.demon.co.uk>
Source record: 7383

In article <3315A255.20C6@ix.netcom.com>
Robert Aries <robaries@ix.netcom.com> said:-

Well, as none of the GFA coders here have dived in yet ;-)

>I've been using GFA Basic for many years and have done some pretty
>big-scale (to me, anyway!) projects with it. I'm a musician and have
>mostly written programs to help me get more from my gear.
>
>My latest project is to help me use my Roland XP-50 keyboard, and it
>requires me doing something I've never done before, in all my years of
>programming--a dialog box! I've always used GFA's own keywords &
>commands to take care of system calls, and they don't have a specific
>DIALOG command similar to ALERT (for an alert box).

Get hold of a resource editor. You just place the "OBJECTS" where you
want them and it builds it for you (the .rsc file). Don't do it by
hand. I've been doing them for years and still screw it up if I have
to do one manually! Plus, manual ones are a real pita to change.

Can somebody recommend a shareware editor?

The only resource editor (I know of) which generates GFA is Interface
which is commercial. Don't let that worry you though. It is easy to
convert the C header file (the .h one the editor writes) into (I guess)
an .lst file. Certainly infinitely easier than doing the whole lot
manually anyway!

>Anyway, I'm completely self-taught and have gotten a lot of help from
>many people over the years when I needed it. I have a book on TOS and
>have gotten into things that I needed to, like re-sizing the midi
>buffer, messing with disk files, etc. However, I've never had to write
>my own AES, VDI, or higher-level GEM routines because I've been able to
>accomplish those things with GFA's own commands.

Another advantage to using a resource file is that it has the
potential to be resolution independant. The rsrc_load() function does
the conversion for you.

>Do you see the problem? I am completely lost when I try to get into these areas
>because all the books & tutorials I've seen assume knowledge of C,
>assembler, and microprocessor workings.

Assuming you use a rsc editor and that GFA has such commands as
rsrc_load() etc then most of your subsequent problems will revolve
round accessing the relevent bits of data in the resource.

A rsc is built from OBJECTs and array of OBJECTs make up a TREE. One
of the things a TREE can be is a dialogue box.

No doubt you'll have come across something like this already ...

```
typedef struct object
{
int ob_next; /* -> object's next sibling */
int ob_head; /* -> head of object's children */
int ob_tail; /* -> tail of object's children */
unsigned int ob_type; /* type of object- BOX, CHAR,...*/
unsigned int ob_flags; /* flags */
unsigned int ob_state; /* state- SELECTED, OPEN, ... */
unsigned long ob_spec; /* "out"- -> anything else */
int ob_x; /* upper left corner of object */
int ob_y; /* upper left corner of object */
int ob_width; /* width of obj */
int ob_height; /* height of obj */
} OBJECT;
```

It translates thus ...

```
Decimal offset Name
-------------- ----
00 ob_next
02 ob_head
04 ob_tail
06 ob_type
08 ob_flags
10 ob_state
12 ob_spec
16 ob_x
18 ob_y
20 ob_width
22 ob_height
```

So, if you had a variable P then to read the value of ob_x you would
need to get 2 bytes from p+16 - something like PEEKWORD(p+16) I suppose.
ob_spec is the only 4 byte value and is used differently depending on
the OBJECT's type (ob_type).

The OBJECT structure is always 24 bytes long as you can see, and
because a TREE consists of an array of these then you need to be able
to access the correct array element. In C you are not limited to
having arrays of strings or integers - you can make up your own
things, so when you see ...

```
OBJECT P[10];
```

.. you have declared 10 lots of 24 bytes, and when you see this P[3]
written in C, it is the same as saying P+(24*3). Combine this with the
ob_x part above then P[3].ob_x in C translates to P+(24*3)+16. Thus
for any C array reference to a structure ...

P 24 3 16
mem_location = base_address + structure_size * array_element + offset

Just write some functions to do this sort of thing for you 'cos the
potential for errors is enormous!

>GFA shields me from all that (like a good BASIC should, I suppose!),
>so I never learned what is going on at the nuts & bolts level.

A dialog box consists of a ROOT OBJECT which is covered by CHILDren.
The ROOT OBJECT is always in the array at element 0. The CHILDren
reside in other elements in no particular order (the ob_next, ob_tail,
ob_head items define their relationships). The resource editor does
this for you, you'll be pleased to hear. This is where the C header
file (.h) comes in. It allows you to name any OBJECT you want to mess
with. When you save, it assigns the correct array index values to the
names so that you can access the OBJECT you want. Note - each time you
save in the editor, these values can and will change so never put
fixed values in your program - always use the names.

The C header will look something like this ...

```
#define F0 0 /* TREE in Resource {filename} */
#define F0OK 7 /* OBJECT in TREE F0 */
#define F0CANCEL 3 /* OBJECT in TREE F0 */
```

This needs to be translated into something like this ...

```
LET F0 = 0
LET F0OK = 7
LET F0CANCEL = 3
```

.. it's that simple!

So your program would like something like this ...

```
R_TREE = erm_dunno_offhand
ROOT = 0
MAX_DEPTH = 8

RSRC_LOAD("eg.rsc")
RSRC_GADDR(R_TREE,F0,&P)
FORM_CENTER(P,&X,&Y,&W,&H)
FORM_DIAL(0,1,1,1,1,X,Y,W,H)
OBJC_DRAW(P,ROOT,MAX_DEPTH,X,Y,W,H)
RESULT = FORM_DO(P,0)
FORM_DIAL(3,1,1,1,1,X,Y,W,H)
RSRC_FREE()
```

.. where P is a 32 bit value so it can hold the TREE (ie the base
address of the OBJECT array). R_TREE, ROOT and MAX_DEPTH are constants
commonly defined when using Gem. Where I've used the & above you need
to find some way of passing the address of the variable rather than
the variable itself, so that the functions can fill those variables
with the correct values. The above does nothing except display and get

rid of the dialog to keep it simple.

>I have Tim Oren's old PROGEM series, and the Atari Compendium. Re
>dialogs, I understand the basic concept of parent-child object trees but
>get lost when trying to figure out the syntax--how to put together the
>TEDINFO, etc. stuff and make it work in my program.

TEDINFO is one of those things which is slung onto the side of an
OBJECT. This is the sort of thing that ob_spec is used for.

```
typedef struct text_edinfo
{
unsigned char * te_ptext; /* ptr to text (must be 1st) */
unsigned char * te_ptmplt; /* ptr to template */
unsigned char * te_pvalid; /* ptr to validation chrs. */
int te_font; /* font */
int te_junk1; /* junk word */
int te_just; /* justification- left, right...*/
int te_color; /* color information word */
int te_junk2; /* junk word */
int te_thickness; /* border thickness */
int te_txtlen; /* length of text string */
int te_tmplen; /* length of template string */
} TEDINFO;
```

```
Dec offset
----------
00 te_ptext
04 te_ptmplt
08 te_pvalid
12 te_font
14 te_junk1
16 te_just
18 te_color
20 te_junk2
22 te_thickness
24 te_txtlen
26 te_tmplen
```

If there was a TEDINFO in the OBJECT named F0EDIT then it is accessed
thus ...

```
T = PEEKLONG(P+(F0EDIT*24)+12)
```

. then you could manipulate it ...

```
S = PEEKLONG(T+8)
```

.. which leaves S pointing at the nul terminated te_valid string.

> The example files that came with GFA 3.5 don't help me much.

There is a utility called MYDIALS for GFA which I think places whole
dialogs into windows. Although this is more than you want it might

have some tools or sources which will help you figure out how to translate all the C examples into basic.

>I would like to know if there is any reference material that would
>help someone like me who is not new to programming in general (ie, I
>have the capacity to understand some advanced topics) but need to
>start from the point *before* someone already experienced in C and
>assembler. I have searched the web and not found much...any help is
>appreciated. Thanks!

I seem to have written a minor essay! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4784. Re: return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-01 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <331831801c971f1@xs4all.nl>
Source record: 7384

```
On 24 Feb 1997, Boris D. Cahan wrote:

> for STiK. In my dialog box, where I get the host ID from,
> It comes up fine with
> "Host:_____________________" , BUT The cursor in the dialog box
> is at the end of the line, not at the beginning, like it should.
> Thus, one has to hit <esc> to clear the line and enter the data.
> What am I doing wrong? I am using Lattice 'C' v5.6.
> Please, This is my first real 'C' project, and I am not yet
> too familiar with the lingo or with WERCS. so please reply elaborately.

Try initializing the string tedinfo->te_ptext points to. So, if you
have

string[number];

initialize it with

string[number]="";

or

string[number];
string[0]='\0';
```

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

4785. Opening Ease windows?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857227186_OASIS_@swampdog.demon.co.uk>
Source record: 7385
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi folks,

Anybody know if it's possible for a program to send a message to Ease
so that it opens a window?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4786. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-01 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5f8pmp$sj6@nyheter.chalmers.se>
Source record: 7386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <E6Br2o.4Iv@novice.uwaterloo.ca>,
Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
>In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>>I have been working on a TSR that allows the loading of modules and "DLL"
>>like extensions or plug-ins. It will be released later this year, and will
>>be freely distributable (within reason).
>
>Shared libraries are really only useful in a multitasking environment,
>otherwise only a single process would ever use them at a time anyway.

Yes, but I don't think you should look at the above as shared libraries
in the normal sense. DLL, after all, stands for Demand Loaded Library.
That is, a library that is only loaded when it's needed. It doesn't
necessarily have to be sharable by definition.

IMO this would be a generalized way of dealing with for example load/save
modules in image or word processing programs.
If it's released soon enough, I'll definitely consider using it for the
module system that will go into the next version of MGIF. Otherwise I'd
have to write something similar myself.

>Of course there are benefits of being able to fix bugs without re-linking
>the executable.

Perhaps, but for that to be really useful your executable would, IMHO, need
to be partitioned into relatively small 'library chunks'.
It's after all not that often that serious bugs are found in the standard
libraries themselves.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4787. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-02 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5farbd$h8o$1@hal.cs.duke.edu>
Source record: 7387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

From the Holy Book of <E6Br2o.4Iv@novice.uwaterloo.ca>
as spake by atwareck@novice.uwaterloo.ca (Art Twarecki) :

>You may want to look at MiNT--it may have support for shared libs.

Unfortunately not. That's one of the things that gets suggested about
every six months or so on the MiNT mailing list; usually, it gets as far
as determining that it will require modification to the compiler to
generate the shared library and stub calls thereto before petering out.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4788. Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-02 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 7388

I'm currently writing a replacement form_do() so that I can
use non-modal dialog boxes.

I am having a little problem with editable fields though.

My routine works fine if all the editable fields are either: in one
child object, in one child and the root object, or if they are all
in the root object.

The problem arises when I have editable fields in two seperate
child objects. When I try to move the cursor between the two
child objects it crashes on me.

My cursor routines add or subtract 1 from the object number, check
to see if the editable flag is set on this object, if it is then
I place the cursor in to the object otherwise I continue adding or
subtracting 1 from the object number until all the objects have
been checked.

Can anyone help?

(And before anyone says to just use a C library that already supports
non-modal dialog boxes I'm writing in assembly language)

--

---
david@ritter.demon.co.uk

4789. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-02 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5fchs9$2h6@infa.central.susx.ac.uk>
Source record: 7389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:
: In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
: >I have been working on a TSR that allows the loading of modules and "DLL"
: >like extensions or plug-ins. It will be released later this year, and will
: >be freely distributable (within reason).

a TSR approach to this under MiNT is a _bad_ move. Causes all sorts of
problems. Also, you can't load and unload modules on the fly. Fine if you
intending this to be used for SingleTOS without MiNT (TOS in ROM, basically),
but if you want this to work with MiNT then you'll need a big redesign.

: Shared libraries are really only useful in a multitasking environment,
: otherwise only a single process would ever use them at a time anyway.
: Of course there are benefits of being able to fix bugs without re-linking
: the executable.

: You may want to look at MiNT--it may have support for shared libs.

It doesn't as far as I know.

: Also, shared libs, if not implemented correctly, may cause problems in
: a multitasking environment with memory protection between processes.

Exactly.

: Generally, shared lib code will reside in "shared, read-only executable"
: memory space.

I would argue that a shared library/module/whatever who _always_ be in shared,
read-only memory. Anything that the module wants to be able to change should
always belong to the client application.

Incidentally, I am working on a Component Manager for MiNT (and only MiNT --
it won't work without multitasking support). I have no idea when it will be
finished, but I'm hoping that I will have a little time in about 13 weeks
(when I finish my degree -- wayhay!! :). It's all designed, and partially
coded -- I just need time to sit and code the rest.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

4790. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-02 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703022312.a45560@ka2.maus.de>
Source record: 7390

MB>I keep forgetting to look in TAC and MASS books for the newer
MB>functions.

;-)

BTW: I've put the latest English version of the "NVDI 4.11 programmer's guide" on http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

bye, Thomas

4791. Re: Any books, tutorials, etc. on GEM for BASIC people?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331B3B81.24CE@cfcsc.dnd.ca>
Source record: 7296

Guy Harrison wrote:
> In article <3315A255.20C6@ix.netcom.com>
> Robert Aries <robaries@ix.netcom.com> said:-
> Well, as none of the GFA coders here have dived in yet ;-)

> >I've been using GFA Basic for many years and have done some pretty
> >big-scale (to me, anyway!) projects with it. I'm a musician and have
> >mostly written programs to help me get more from my gear.
> >My latest project is to help me use my Roland XP-50 keyboard, and it
> >requires me doing something I've never done before, in all my years of
> >programming--a dialog box! I've always used GFA's own keywords &
> >commands to take care of system calls, and they don't have a specific
> >DIALOG command similar to ALERT (for an alert box).

> Get hold of a resource editor. You just place the "OBJECTS" where you
> want them and it builds it for you (the .rsc file). Don't do it by
> hand. I've been doing them for years and still screw it up if I have
> to do one manually! Plus, manual ones are a real pita to change.
> Can somebody recommend a shareware editor?
> What about RCS.ZIP?
I think --> ftp.cnam.fr \pub\atari\disks\utils\rsc.zip

> Guy Harrison
>
> Email guy@swampdog.demon.co.uk
> swampdog@dial.pipex.com
> Web http://www.swampdog.demon.co.uk/index.html
>
>

4792. GFA 3.5 / TSR's

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-0303972031140001@ttyc6.foxvalley.net>
Source record: 7297

Help... ;)

I need help writting (a little) a GFA basic TSR...

I know what to do for most of it, but I need help on some weirder concepts...

If you CAN help me PLEASE email me so I know to come back to this newsgroup...

I am going to write a small auto folder .PRG that will install itself to run when the interrupt for MIDI IN port is generated... What I need this program to BASICly do is...

act as a MIDI THRU when I'm NOT running my music software.... In other words when I'm online w/ the computer and I wanna play my midi rig it'll be waiting in the background for MIDI port input... then it'll grab that vector and take the byte that's in the MIDI IN port and send it to the out unchanged... It's a TSR... I don't want an ACC...
Also I'd like a hot key combo to make it go DORMANT (set vector back to normal) and watch they keyboard for the hotkey combo again to come back to ACTIVE...

I need to know if it's is possible to READ the MIDI in port WITHOUT clearing the byte read? So that after I run my THRU routine I can branch back to the system's routine... Or would it be more wise to just use my own routine all together?

Also in GFA manuals it CLAIMS that you can NOT use pterm resident... Is this due to the effect that it woud have on the interpreter? I mean if I wrote the program WITH the pterm res call in it... and did NOT run it from WITHIN the Intrpreter, but compiled it instead... Would it work then? or do you know if the compiler would filter out the pterm res command when it did it's thingy?

Also I need clarification on the whole cookie thingy... The one in the basepage... Do I set that when I install my prog? And it's 8 bytes right? 4 for ident and 4 for address right? and the first four are for WHAT? and the second four is WHAT address? The original address that the vector I robbed points to? If my prog were to crash would TOS take that address and poke it back into the vector I robbed?

(here I catch my breath...)

Thanks,

Luke.

4793. GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <3d6_9703042027@conchbbs.com>
Source record: 7298

```
T > BTW: I've put the latest English version of the "NVDI 4.11
T > programmer's guide" on
T > http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

Does this include info on how to write your own drivers?

I was thinking it would be nice to write an HPLJ driver which lets
you set the resolution and paper type via the extendable control
panel (puts a structure address for these parameters in a cookie).
Right now you need a different driver for each resolution & paper
type.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4794. Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <3d5_9703042027@conchbbs.com>
Source record: 7299

```
d > My cursor routines add or subtract 1 from the object number,
d > check to see if the editable flag is set on this object, if it
d > is then I place the cursor in to the object otherwise I
d > continue adding or subtracting 1 from the object number until
d > all the objects have been checked.

form_keybd() takes care of all that. This is how I do it ("start"
is the index of the object being editted):

if(flags & MU_KEYBD) {
key = event.ev_mkreturn;
wind_update(BEG_UPDATE);
if(!form_keybd(tree, start, 1, key, &obj, &new)) {
if(start) objc_edit(tree, start, 0, &cursor, ED_END);
wind_update(END_UPDATE);
return(obj);
}
if(obj) {
if(!new) {
objc_edit(tree, start, 0, &cursor, ED_END);
objc_edit(tree, obj, 0, &cursor, ED_INIT);
start = obj;
}
else objc_edit(tree, start, new, &cursor, ED_CHAR);
}

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4795. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: lecoat@chronos.ief-paris-sud.fr
Message-ID: <5feh8c$kaq@upsn6.u-psud.fr>
Source record: 7300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platforms such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN, STonX and MAGIC MAC/PC.
There may be remaining incompatibilities that I wish users to
tell me about. So don't hesitate to mail me ...
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcome ...
Have fun with my production, bye for now ...

-- Francois LE COAT

4796. Assembler and Disassembler?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-0303971305280001@144.173.2.229>
Source record: 7301

Hi all,
I need to get hold of an assembler and a disassembler for use on my Atari STE 2meg Tos. Does anyone know of a shareware one that I can download from somewhere. Also it would help a lot if there was some sort of manual available. Thanks.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

4797. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <337cd$e3337.27e@HERMES>
Source record: 7391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
> >Gaven Miller <gmiller@inca.co.nz> started this thread with:
> >>I have been working on a TSR that allows the loading of modules and "DLL"
> >>like extensions or plug-ins. It will be released later this year, and will
> >>be freely distributable (within reason).
> >
> >Shared libraries are really only useful in a multitasking environment,
> >otherwise only a single process would ever use them at a time anyway.

> Yes, but I don't think you should look at the above as shared libraries
> in the normal sense. DLL, after all, stands for Demand Loaded Library.
> That is, a library that is only loaded when it's needed. It doesn't
> necessarily have to be sharable by definition.

Or, if you are MS-brained, DLL = "Dynamic(ally) Loaded Library".

Either way, it amounts to (almost) the same thing.

> IMO this would be a generalized way of dealing with for example load/save
> modules in image or word processing programs.
> If it's released soon enough, I'll definitely consider using it for the
> module system that will go into the next version of MGIF. Otherwise I'd
> have to write something similar myself.

My TSR is called "The Toolbox", and I've been working on it since 1992.
It became extensible in 1994, and the ability to dynamically load a module
was added quite recently (previously all modules could only be loaded at
boot time).

It was originally designed as an OS-level library of callable code,
then it became a library manager.

It was all written in assembly language, using Devpac 1.25 (from an ST
User cover disc) and now Devpac 3.1 (from Hisoft)

At present, there are some bookkeeping problems with using it in a
multitasking environment (primarily when multiple apps are using one
dynamically loaded extension). It works OK under MTOS with memory
protection.

It requires TOS 1.0 or better, and about 32k of RAM. It works best when
loaded before MiNT, and was designed for the GEMDOS file system, although
it works moderately well when using minix file system under Mint.

I've designed it to have only one instance of any particular extension (based upon a "cookie" identifier within the extensions ID block).

I'm torturing the current version - as well as mulling over the exact format of the extension/toolbox interface. The "calling the extension" is fully working, but the extension ID block needs work.

There is a built-in limit of 16 extensions loaded simultaneously - but this limit will be raised soon.

It lacks RPC functionality, though. I'd like to add that later.

It still has an assembler level interface in terms of the startup code, and I haven't tried to make it "Lattice Friendly", so you can write extensions in a higher level code (you'd need to make a few changes to the startup stubs and initialisation code, as well as setting the base register [generally A4] on entry to any funcs that needed it when using a base-relative compiler mode).

If you are interested in taking this further, I'll start a "Toolbox API" thread in c.s.a.p and we can nut out the details to form an "open" standard calling protocol.

> >Of course there are benefits of being able to fix bugs without re-linking
> >the executable.

> Perhaps, but for that to be really useful your executable would, IMHO, need
> to be partitioned into relatively small 'library chunks'.
> It's after all not that often that serious bugs are found in the standard
> libraries themselves.

--

Quote For The Month:

"Open up, it's the pigs!"

4798. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331AFCE3.1E28@cfcsc.dnd.ca>
Source record: 7392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

James Cox wrote:
> Incidentally, I am working on a Component Manager for MiNT (and only MiNT --
> it won't work without multitasking support). I have no idea when it will be
> finished, but I'm hoping that I will have a little time in about 13 weeks
> (when I finish my degree -- wayhay!! :).

Let us know when. I'll invite us all over to my neighbourhood for a virtual pint
in celebration. Leave the car at home! :^)

> It's all designed, and partially
> coded -- I just need time to sit and code the rest.
> Cheers,
> James Cox.
> --
> <jamesco@cogs.susx.ac.uk>

4799. Atari 400/800 assembly examples

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: Tom Lohman <tlohman@ub.d.umn.edu>
Message-ID: <331B35CA.2697@ub.d.umn.edu>
Source record: 7393

I am just learning how to program the Atari 400/800 in assembly and would like to get a few examples of assembly programs for the Atari 400/800. I work best from examples. If anyone would be willing to share a program or two it would be most helpful.

Thanks for any help on this

Tom

4800. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5fde1s$3mq@nyheter.chalmers.se>
Source record: 7394

In article <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>,
David Knight <david@ritter.demon.co.uk> wrote:
>I'm currently writing a replacement form_do() so that I can
>use non-modal dialog boxes.
...
>My cursor routines add or subtract 1 from the object number, check
>to see if the editable flag is set on this object, if it is then
>I place the cursor in to the object otherwise I continue adding or
>subtracting 1 from the object number until all the objects have
>been checked.

Hmm, if you always place the cursor in an editable field I can't see why
it would crash. Unless you put it there in the wrong way of course.

>Can anyone help?
>
>(And before anyone says to just use a C library that already supports
>non-modal dialog boxes I'm writing in assembly language)

There's nothing stopping you from using C libraries from assembler (if
you use a decent assembler), but I know it can be interesting to write your
own stuff from the ground up.
Still, writing GEM code in assembly doesn't sound like much fun at all.

Anyway, I actually modified the MGIF sources for windowed dialogs a couple
of days ago and extended that to handle any number of open dialogs
simultaneously only yesterday.
For the edit field things I simply used form_keybd(), which worked very
well for the single windowed dialogs (incredibly simple to do). There are
still some strange problems remaining with the multi-dialog version,
though, so I'm not 100% sure that form_keybd() actually does the job...
(There are lots of other strange things going on in the extended code, so
form_keybd() may well be blameless.)

Perhaps there's someone around who has more experience with form_keybd()?

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4801. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857414516_OASIS_@swampdog.demon.co.uk>
Source record: 7395

In article <44964885_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (David Knight) said:-

>I'm currently writing a replacement form_do() so that I can
>use non-modal dialog boxes.
>
>I am having a little problem with editable fields though.

Tricky blighters are editable fields. :-)

>My routine works fine if all the editable fields are either: in one
>child object, in one child and the root object, or if they are all
>in the root object.
>
>The problem arises when I have editable fields in two seperate
>child objects. When I try to move the cursor between the two
>child objects it crashes on me.

Check out objc_edit() carefully. There are two bindings for it and I'm
not sure offhand which is the "real" one.

objc_edit(tree,object,character,oldindex,kind,newindex)
objc_edit(tree,object,character,&index,kind)

. where &index does double duty (oldindex in - newindex out).

There are some instances where an incorrect LASTOB will cause Gem to
barf (anywhere in the wrong place can make it sulk basically).

With that sorted, you use ED_INIT to start a text field, ED_CHAR
within it, and ED_END to finish off the field. So to move fields you
need an ED_END(cur_field) then ED_INIT(new_field).

>My cursor routines add or subtract 1 from the object number, check
>to see if the editable flag is set on this object, if it is then
>I place the cursor in to the object otherwise I continue adding or
>subtracting 1 from the object number until all the objects have
>been checked.

There are two concerns with this method, both are derived from the
fact no consideration is given to the real order in which the objects
in the tree occur. This has implications both for the LASTOB flag
(which you are effectively ignoring) and which field the cursor
appears in when you "tab" to the next one (which could differ between
Gem and your routine). For a one-off situation this is acceptable as
you can massage the resource editor into producing the order you want
but not otherwise.

>Can anyone help?

You need to walk the tree like Gem. Gem does a recursive descent until it meets LASTOB (end of tree) or returns to the ROOT. A handy function to implement is one which does something like this ...

Objc_Walk(tree,startob,func)

. which descends 'tree' from 'startob' repeatedly calling 'func' until it rises back to 'startob' or 'func' aborts the traversal. 'startob' is typically set to ROOT but this code can be used for lots of things if 'func' is passed 'tree' and the index of the current object - like manipulating radio buttons for instance (ie - set 'startob' to the parent of the buttons, func unselects them .. blah).

>(And before anyone says to just use a C library that already supports >non-modal dialog boxes I'm writing in assembly language)

Most C libraries behave like traps. You should only have to preserve d3-d7 and a3-a6 to make a call work, but it's more fun doing it yourself!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4802. Re: Opening Ease windows?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCEJBHWEUp@tos.ak.planet.gen.nz>
Source record: 7302
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :

>Anybody know if it's possible for a program to send a message to Ease
>so that it opens a window?

I believe Ease supports the AV Protocol, so you could use this. I'm not sure where the documentation can be found, but I can email it to you if you wish.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

4803. HELP! Need fonts for the new TelVT102!

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5fg3jq$p4q@alexander.INS.CWRU.Edu>
Source record: 7303

Where OH where can I find a Line drawing (graphics) vector font for the Atari???? I DON't mean an ANSI set with 128-255 having IBM graphics chars. I mean a separate font with line drawing chars in place of the lower case alphabet, that is called by ss2 (^n) and ss3 (^o) by graphics calls in a VT102 terminal. If I can't find one for the Atari, what other publicly available fonts (TrueType???) can I use, and where can I find them??? HEEEELP!

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

4804. Collection of porn stars!

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: nudecelb@wstarztv.net
Message-ID: <5fgg4h$bn4@ecuador.earthlink.net>
Source record: 7304

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!
* Graphics viewing software for Windows/DOS/Win95

* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

4805. Re: Programming documentation about Falcon

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fhaad$k2l@lyra.csx.cam.ac.uk>
Source record: 7305

In article <5eus81$h9l@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>>Can anyone point out some information sources which detail specific Falcon
>>features such as new xbios, AES calls and DSP programming.
>
> Get the book Modern Atari System Software, or The Atari Compendium.

I would not recommend MASS; it's just the bits they missed out of the
lattice C documentation, The Compendium has it integrated with the existing
calls, and also has much more detail on everything.

>>Is there any free DSP 56000 compiler available?
>
> Yes, Micro C and GCC have both been ported to generate 56000 code.
> (sorry, I dont know where you can get either compiler on the net)
> However, according to Doug Little, a C compiler will generate far
> from optimal 56k code, and it would often be better just to use the
> 680x0 (but this is not the case with hand-written 56k code).

Yes, it's very difficult for a C compiler to use things like circular
buffers or hardware looping efficiently. Many DSP vendors sell compilers
that use a C-like language with extra features for efficient DSP use; there
was some talk of standardising them but at the moment all such compilers
are different, and in any case none of them are freeware or available at
all for the Atari.

4806. Re: return in a dialog box?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fh9p1$k2l@lyra.csx.cam.ac.uk>
Source record: 7306

In article <856991970_OASIS_@swampdog.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) writes:

>>It's quite simple; you have, presumably, filled the text string with
>>"_" characters. This is not necessary. All you have to do is start
>>with the p_text field blank (i.e. wherever you put "_", delete them).
>>The p_tmplt field should contain (in WERCS and all other RCSs that
>>I've seen) "Host:~~~~~~~~~~" (as many "~" as you need). The other
>>field should have "x"s (as many as you have "~") and nothing else.
>>(I may have got the p_tmplt and the other field mixed-up; in any
>>case I can't remember the name of the second one).
>
> Are you sure? The MWC editor uses '@' ?

He's right about the ~; where the @ is used is to clear the text field - you
fill it with enough spaces (or anything else for that matter) and then go
back and replace the first one with a @.

4807. Re: GTAR crashes with > 100MByte files - any ideas?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fh9sv$k2l@lyra.csx.cam.ac.uk>
Source record: 7307

In article <5eh5np$r57@due.unit.no>,
josk@ifi.unit.no (Jo Even Skarstein) writes:

>: Yeah, someone should write a MiNT device interface for the thing...
>
> Actually, there is atleast one! In the GEMAR-distribution there is a
> tape-XFS.

tape-XDD surely?

With a small program (tape*) you can "mount" the tape and use
> something like...
>
> tar cvf * /dev/mt

The /dev/mt goes before the filenames, but otherwise that's about right.

> Haven't tried it yet, I broke my (Very expencive...) SCSI2-cable when I
> recased my Falcon :-(

Ouch. Do you mean the pins in the high density connector? I can imagine
they'd be easy to break.

4808. Re: Atari 400/800 assembly examples

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <331C5118.62319AC4@fir.fbc.com>
Source record: 7308

Tom,

You may want to find 6502 Assembler for Atari's, its a very good book
and probably has examples in it. Place a posting for the book, you sure
to get it.

Curt

4809. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <63739305_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 7309

Thanks for the help but (after 3 hours of looking at my code)
I finally found the problem. I won't say just what it was as it
would make me seem as if I had an IQ of about 10 if I did say what
the problem was :)

BTW Johan I do actually find GEM programming in assembly fun!

--

---
david@ritter.demon.co.uk

4810. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrgg$4kf@ornews.intel.com>
Source record: 7310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <5f8pmp$sj6@nyheter.chalmers.se>,
d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>... DLL, after all, stands for Demand Loaded Library.
>That is, a library that is only loaded when it's needed. It doesn't
>necessarily have to be sharable by definition.

According to my MickeySoft developer's docs, it stands for Dynamic Linked
Library - just a quibble, though, it's the same concept regardless.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

4811. Some of the SEXIEST women alive!

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-04 00:00:00 UTC
From: brianb@ei-bay.net
Message-ID: <5fi77i$13n@bolivia.earthlink.net>
Source record: 7311

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star (Web Masters get a FREE CD!)
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$
ADULT WEBMASTERS - Get this CD for FREE! Goto our site, find out how!

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!

* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

4812. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo82zn1u.fsf@emw.ericsson.se>
Source record: 7312

d8klojo@dtek.chalmers.se (Johan Klockars) writes:

> Anyway, I actually modified the MGIF sources for windowed dialogs a couple
> of days ago and extended that to handle any number of open dialogs
> simultaneously only yesterday.

You have? :-)

I thought you wouldn't do that. :-)))

So how is things going with your little bird? Everything allright
now?

//Magnus Kollberg
--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4813. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCFVBFUUUp@tos.ak.planet.gen.nz>
Source record: 7313

In <5fde1s$3mq@nyheter.chalmers.se> Johan Klockars wrote :

>Anyway, I actually modified the MGIF sources for windowed dialogs a couple
>of days ago and extended that to handle any number of open dialogs
>simultaneously only yesterday.
>For the edit field things I simply used form_keybd(), which worked very
>well for the single windowed dialogs (incredibly simple to do). There are
>still some strange problems remaining with the multi-dialog version,
>though, so I'm not 100% sure that form_keybd() actually does the job...
>(There are lots of other strange things going on in the extended code, so
> form_keybd() may well be blameless.)

I use form_keybd() in my GEM library in the way you mention (with multiple windowed dialogues) and it works without any problems. Strangely, it worked perfectly first-time and I've never had any problems.

So it definitely is possible. It also a better way to do it since you still get the advantages of things like Let 'em Fly. If you write your own form_keybd, such advantages are lost.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

4814. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fjkm4$apl@lyra.csx.cam.ac.uk>
Source record: 7314

In article <2157cd$1918.12f@hermes>,
gmiller@inca.co.nz (Gaven Miller) writes:

> To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> width of the target processor, so an int would be 16-bits on a 16-bit CPU
> like the 68k, but 32-bits on a 32-bit CPU like the 020+ CPUs.

The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-bit
processor; it just has a 16-bit bus to make the external circuitry cheaper.
In this respect it is equivalent to the 386SX.

The natural word size, then, is of course 32 bits. I don't know why most
Atari C compilers default to 16 bit ints.

4815. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703051732.a48573@ka2.maus.de>
Source record: 7315

JK>Does this include info on how to write your own drivers?

No.

JK>I was thinking it would be nice to write an HPLJ driver which lets you
JK>set the resolution and paper type via the extendable control
JK>panel (puts a structure address for these parameters in a cookie).

The NVDI CPX lets you set these attributes. Why do you want to
use a cookie?

JK>Right now you need a different driver for each resolution & paper type.

There is a message PRN_CHANGED which is sent from the NVDI driver CPX
to all running applications whenever the user changes the driver
settings.

And you should take a look at the German NVDI programmer's guide.
The system extension WDIALOG provides a complete printing dialog.
If you use these routines you won't need the driver CPX any more.

bye, Thomas

4816. Re: Opening Ease windows?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857593776_OASIS_@swampdog.demon.co.uk>
Source record: 7316

In article <HCEJBHWEUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :
>
>>Anybody know if it's possible for a program to send a message to Ease
>>so that it opens a window?
>
>I believe Ease supports the AV Protocol, so you could use this. I'm not
>sure where the documentation can be found, but I can email it to you if you
>wish.

Yes please. I have something on AV but it looks incomplete.

In case anyone is wondering, all I want to do it bring Ease to the top
on bootup (under MagiC). It's annoying having to ALT-CTRL-TAB it to
the top so I can get at my keyboard shortcuts!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4817. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-05 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <857583188@p24.f101.n323.z205.mbh.org>
Source record: 7317

Mark Baker writes:
> The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-
> bit processor; it just has a 16-bit bus to make the external circuitry
> cheaper. In this respect it is equivalent to the 386SX.
>
> The natural word size, then, is of course 32 bits. I don't know why
> most Atari C compilers default to 16 bit ints.

That's because the 68000 has a 16 bit ALU. Working with 16 bit integers is faster, usually 2 clock cycles unless it's an register to register operation, then it takes 4 extra clockcyles. Secondly using 16 bit ints is faster because of the 16 bit bus.

Bye, Hans

4818. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-06 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0603971056560001@138.110.10.65>
Source record: 7318

In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:

> In article <2157cd$1918.12f@hermes>,
> gmiller@inca.co.nz (Gaven Miller) writes:
>
> > To me, "natural word size" refers to the ALU (Arithmetic & Logical Unit)
> > width of the target processor, so an int would be 16-bits on a 16-bit CPU
> > like the 68k, but 32-bits on a 32-bit CPU like the 020+ CPUs.
>
> The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-bit
> processor; it just has a 16-bit bus to make the external circuitry cheaper.
> In this respect it is equivalent to the 386SX.
>
> The natural word size, then, is of course 32 bits. I don't know why most
> Atari C compilers default to 16 bit ints.

When you use a 680x0 "move.w" (move word) instruction, it deals with 16 bits.

Considering that the 680x0 has instruction sizes for byte, world and long,
and C uses char, int, and long, these correspond pretty well IMHO. If you
went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is
not as flexible. There would be no way to specify a data type 16 bits wide
without using a union or struct.

Dan Wilga
dwilga@mtholyoke.edu

4819. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-06 00:00:00 UTC
From: "R. Mellish" <rm03@ic.ac.uk>
Message-ID: <5fmuof$29@oban.cc.ic.ac.uk>
Source record: 7319

Dan Wilga <dwilga@mtholyoke.edu> wrote:
>In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:
[...]
>> The 68k has a 32-bit ALU and 32-bit registers. It is, in fact, a 32-bit
>> processor; it just has a 16-bit bus to make the external circuitry cheaper.
>> In this respect it is equivalent to the 386SX.
>>
>> The natural word size, then, is of course 32 bits. I don't know why most
>> Atari C compilers default to 16 bit ints.

>When you use a 680x0 "move.w" (move word) instruction, it deals with 16 bits.

>Considering that the 680x0 has instruction sizes for byte, world and long,
>and C uses char, int, and long, these correspond pretty well IMHO. If you
>went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is
>not as flexible. There would be no way to specify a data type 16 bits wide
>without using a union or struct.

Eh? What's wrong with 'short'? (or 'short int'?)

Lattice C, for instance, has the basic types char, short and long,
and 'int' is either 'short int' or 'long int' depending on the compiler
options. Thus you can set the exact size if necessary, and just use 'int'
if it doesn't matter.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk

4820. 32 bit ints

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <900_9703061235@conchbbs.com>
Source record: 7320

Regarding the "natural" word size, I might add that the 68030 still
requires instructions and the stack pointer to be aligned to word
(16 bit) boundaries, and that nothing is required to be aligned to
long boundaries (except the video RAM, but that's another chip).

I only use "int" for two reasons:

1) It's easier to type than "short".
2) All of my system header prototypes use "int".

Perhaps I should have avoided using int altogether. Then again,
sizeof(short) and sizeof(long) aren't carved in stone either.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4821. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-06 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5fneo3$4v6@ccshst05.cs.uoguelph.ca>
Source record: 7321

Thomas Much (Thomas_Much@ka2.maus.de) wrote:

: And you should take a look at the German NVDI programmer's guide.
: The system extension WDIALOG provides a complete printing dialog.
: If you use these routines you won't need the driver CPX any more.

Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't work reliably with AES 4.1 (IIRC; haven't used AES 4.1 for a while). This is something that ought to be fixed, but probably won't be :P

THeo

4822. Re: Editable Objects

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-06 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5fnaqd$l18@nyheter.chalmers.se>
Source record: 7322

In article <HCFVBFUUUp@tos.ak.planet.gen.nz>,
Mario Becroft <mbecroft@tos.ak.planet.gen.nz> wrote:
>In <5fde1s$3mq@nyheter.chalmers.se> Johan Klockars wrote :
>
>>For the edit field things I simply used form_keybd(), which worked very
>>well for the single windowed dialogs (incredibly simple to do). There are
>>still some strange problems remaining with the multi-dialog version,
>>though, so I'm not 100% sure that form_keybd() actually does the job...
...
>I use form_keybd() in my GEM library in the way you mention (with multiple
>windowed dialogues) and it works without any problems. Strangely, it worked

It turned out that a couple of variables didn't get set properly within
my dialog callback stuff. Everything (almost) is fine now.

>perfectly first-time and I've never had any problems.

:-)
It was that way with my simple windowed dialog code, but there were just
too many small changes to do to make everything deal with multiple
dialogs.

>So it definitely is possible. It also a better way to do it since you still
>get the advantages of things like Let 'em Fly. If you write your own
>form_keybd, such advantages are lost.

Exactly. That's why I didn't even want to write windowed dialogs before.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

4823. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-07 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703071602.a51590@ka2.maus.de>
Source record: 7323

```
TLH>Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't
TLH>work reliably with AES 4.1

Are you sure this is still true for WDIALOG 1.95?

bye, Thomas
```

4824. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-07 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <E6or78.2B8@novice.uwaterloo.ca>
Source record: 7324

In article <dwilga-0603971056560001@138.110.10.65>,
Dan Wilga <dwilga@mtholyoke.edu> wrote:
>In article <5fjkm4$apl@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:
[...]
>Considering that the 680x0 has instruction sizes for byte, world and long,
>and C uses char, int, and long, these correspond pretty well IMHO. If you
>went to 32-bit ints, that would mean sizeof(int)==sizeof(long), which is
>not as flexible. There would be no way to specify a data type 16 bits wide
>without using a union or struct.

Whatever happened to "short int"?

Art
--
Art
atwareck@novice.uwaterloo.ca

4825. Cross compiling for the Atari with GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-07 00:00:00 UTC
From: Kevin Tessner <ktessner@sstech.on.ca>
Message-ID: <01bc2b32$081e64a0$3505a8c0@kevin's.sstech.on.ca>
Source record: 7325

I've developed a hardware system which runs a Motorola 68340 CPU and have
been doing all my development for it with my Atari ST and the Pure C
environment. This is all fine and grand but the end users of the product
will be writing programs for it as well and do not own any Atari's.

What do I have to do to furnish them with a ready to run PC version of GNU
configured for 68020 output in standard Atari .PRG files?

Kevin Tessner
DeviceNet Product Development
S-S Technologies Inc.
ktessner@sstech.on.ca

4826. Re: Opening Ease windows?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-08 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCIIBAXEUp@tos.ak.planet.gen.nz>
Source record: 7326

In <857593776_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :

> In article <HCEJBHWEUp@tos.ak.planet.gen.nz>
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>
>>In <857227186_OASIS_@swampdog.demon.co.uk> Guy Harrison wrote :
>>
>>>Anybody know if it's possible for a program to send a message to Ease
>>>so that it opens a window?
>>
>>I believe Ease supports the AV Protocol, so you could use this. I'm not
>>sure where the documentation can be found, but I can email it to you if you
>>wish.
>
>Yes please. I have something on AV but it looks incomplete.
>
>In case anyone is wondering, all I want to do it bring Ease to the top
>on bootup (under MagiC). It's annoying having to ALT-CTRL-TAB it to
>the top so I can get at my keyboard shortcuts!

I would have expected that MagiC would have a "bring this app to the top"
function, which would be a much nicer way to do than topping Ease's window.

I'll send the AV-Protocol documentation that I have by email since it's
quite large.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_))
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

4827. Re: Integer size (was: K&R/Anci C/C++?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <397cd$0614.30d@HERMES>
Source record: 7327

Dan Wilga (dwilga@mtholyoke.edu) wrote:
> > The natural word size, then, is of course 32 bits. I don't know why most
> > Atari C compilers default to 16 bit ints.

> When you use a 680x0 "move.w" (move word) instruction, it deals with 16 bits.

> Considering that the 680x0 has instruction sizes for byte, world and long,
^^^^^
Wow! I always know 68k processors were powerful - this just goes to prove
it.

A "move world" instruction - something those loudmouth wimps at Intel don't
have!

{[:-)]

<serious>
Yes, I know you meant "word".
</serious>

--

Quote For The Month:

"Open up, it's the pigs!"

4828. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-09 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5ft17v$jf8@ccshst05.cs.uoguelph.ca>
Source record: 7328

Thomas Much (Thomas_Much@ka2.maus.de) wrote:
: TLH>Unfortunately, WDIALOG isn't compatible with Geneva, and it doesn't
: TLH>work reliably with AES 4.1

: Are you sure this is still true for WDIALOG 1.95?

I can't say; all I know is that the version that came with my copy of NVDI 4.11 ET4000 is virtually non-functional under Geneva. OK, I just checked, and it's version 1.04, according the message embedded in the program binary. That might explain a lot. Where can I get the newest (and hopefully most compatible) version?

Thanks...

THeo

4829. GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-10 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33246428.13CF@ix.netcom.com>
Source record: 7329

From my limited lurking time here, I haven't seen any GFA people, but what the hey,
let me give this a shot...actually this may be more of a TOS than a GFA issue.

My program's main loop needs to look for keyboard & mouse events. With the
mouse, I need to select & highlight small pieces of the screen (I'm in ST high rez). I
was using the GFA calls MOUSEX, MOUSEY, and MOUSEK to read the mouse location
and button states. Then I learned that these calls use Line-A, and I should replace
them with AES calls. GFA 3.5 does the graf_mkstate function so I thought I'd go with
that.

The problem is that this call doesn't seem to work if the mouse is near the top of the
screen. I suspect that it has to do with conflicts with the menu bar, except that my
program doesn't use a menu (it needs the whole screen). Is there something I'm
missing? I'm not that knowledgeable regarding GEM stuff, having mostly programmed stuff for myself (so I really only cared if it worked on MY ST <g>). It
would be nice to make my program more "legal" so I'd like to try and work this out
(who knows, maybe two other people would be able to make use of my program
<g>!).

Rob Aries

4830. Re: 32 bit ints

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-10 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5g26jk$eip@infa.central.susx.ac.uk>
Source record: 7330

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: Regarding the "natural" word size, I might add that the 68030 still
: requires instructions and the stack pointer to be aligned to word
: (16 bit) boundaries, and that nothing is required to be aligned to
: long boundaries (except the video RAM, but that's another chip).

: I only use "int" for two reasons:

: 1) It's easier to type than "short".
: 2) All of my system header prototypes use "int".

: Perhaps I should have avoided using int altogether. Then again,
: sizeof(short) and sizeof(long) aren't carved in stone either.

Is it possible to #define int to something else? I know that gcc supports the
-mshort option to force short ints (the default is long ints on the version I
use).

Just a though.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

4831. Re: GDOS drivers

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-10 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703101321.a54647@ka2.maus.de>
Source record: 7331

TLH>Where can I get the newest (and hopefully most compatible) version?

It's in the COPS 1.06 archive:

http://www.uni-karlsruhe.de/~Thomas.Much/archive/cops106e.zip

bye, Thomas

4832. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-10 00:00:00 UTC
From: lynx@earthlink.net
Message-ID: <5g1l2t$8g0@lois.zippo.com>
Source record: 7332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx

http://www.vglq.com

4833. Dsp booting

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-11 00:00:00 UTC
From: Frederic Bossut <Frederic.Bossut@etu.utc.fr>
Message-ID: <33252B7C.33C33D10@etu.utc.fr>
Source record: 7333

hi,

I have a little problem with the DSP.

I need for my MONOTACHE soft, to reserve the entire 16ko in x and y.

but the system seems to have already set something in, because it
doesn't declare me all the 16ko (using Dsp_Available(...))

I tried to take all the memory with a little loading dsp code

All is working, but after the end of my soft, a new call to the function
DspLoadProg() made by any other soft (even mine) set the computer in an
infinite loop and i have to reset the computer.

So,

-I would like to know if the sytem has some vital information in the dsp
(memory x and y in the 16 external ko)

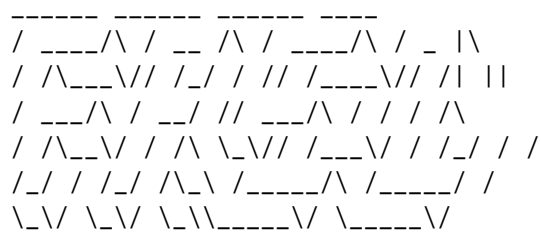
-How to reconfigure the system to make it run after the dsp mnemonic
RESET?

-If some vital informations are let in the DSP memory (idem as above)
could the function Dsp_execBoot() set the computer as if it has just
boot?

-if yes, did it exist in the system an runable dsp code to boot with ?
(needed by DspExecBoot())

-In fact i try to use the dsp, in any of it's precedent state, and the
reset it to make it work again with other programms

Thank you
--



4834. Re: Assembler and Disassembler?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-11 00:00:00 UTC
From: hirliman@news.u-strasbg.fr
Message-ID: <5g3f09$num@news.u-strasbg.fr>
Source record: 7334

D.E.Jones (D.E.Jones@ex.ac.uk) wrote:
%N> Hi all,
%N> I need to get hold of an assembler and a disassembler for use on my
%N> Atari STE 2meg Tos. Does anyone know of a shareware one that I can
%N> download from somewhere. Also it would help a lot if there was some sort
%N> of manual available. Thanks.

Visual assembler is available from ftp.cnam.fr (can't remember where tho)

Ludovic
--
OS/2 Works ... fg024@Cleveland.freenet.edu
MacOS Works ... ludovic Hirlimann 2:325/42@fidonet.ftn
My Falcon Works ... #include <stddisclaimer>
The Future is in the BeBox and the Be OS

4835. 68030 Asm

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-11 00:00:00 UTC
From: dfischer@hotmail.com
Message-ID: <dfischer-1103971901050001@ppp-008.alpirsbach.netsurf.de>
Source record: 7335

Does anybody know where to get some *free* 68030 Assembler
for Falcon?

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com
-----------------\ treknologist /.....................
On behalf of US Code, Title 47, Chapter 5, any unsolicited e-mail,
whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /--------------------------------------
------------------------/ New Home Of Great Food (tm)

4836. Re: Dsp booting

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-11 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970311203813.27057D-100000@tingeling.lysator.liu.se>
Source record: 7336

On Tue, 11 Mar 1997, Frederic Bossut wrote:

> hi,
>
> I have a little problem with the DSP.
>
> I need for my MONOTACHE soft, to reserve the entire 16ko in x and y.
>
> but the system seems to have already set something in, because it
> doesn't declare me all the 16ko (using Dsp_Available(...))
>
> I tried to take all the memory with a little loading dsp code
>
> All is working, but after the end of my soft, a new call to the function
> DspLoadProg() made by any other soft (even mine) set the computer in an
> infinite loop and i have to reset the computer.

This is due to that the last part of the program memory, which is mapped on the last part of the X memory in Falcon, is used for a program uploader, which is used by DspLoadProg() and similar functions to upload your dsp code. So, if you in your dsp code overwrite this uploadcode, the next time you call DspLoadProg(), it won't be able to upload the program, and in the stupid way the function is made, it will hang the computer in an infinite loop trying to upload.

> So,
>
> -I would like to know if the sytem has some vital information in the dsp
> (memory x and y in the 16 external ko)
>
> -How to reconfigure the system to make it run after the dsp mnemonic
> RESET?
>
> -If some vital informations are let in the DSP memory (idem as above)
> could the function Dsp_execBoot() set the computer as if it has just
> boot?
>
> -if yes, did it exist in the system an runable dsp code to boot with ?
> (needed by DspExecBoot())
>
> -In fact i try to use the dsp, in any of it's precedent state, and the
> reset it to make it work again with other programms

I don't know a way to really reset the DSP so that it restores the bootstrap uploader code I was talking about above. Obviously there is a

way, since a reset of the computer does it, but the risk is that it's made by hardware.
If anyone else knows, I would very much like to know too. It would definitely help me when using the DSP in linux.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4837. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858141596_OASIS_@swampdog.demon.co.uk>
Source record: 7337

In article <33246428.13CF@ix.netcom.com>
Robert Aries <robaries@ix.netcom.com> said:-

>The problem is that this call doesn't seem to work if the mouse is
>near the top of the screen. I suspect that it has to do with
>conflicts with the menu bar, except that my program doesn't use a menu
>(it needs the whole screen). Is there something I'm missing?

I dunno GFA but a couple of points to consider ...

I'm not sure you should be using graf_mkstate() within the menubar.
The AES is aware of the desktop so it could be confusing it. Maybe you
can but someone else would have to verify this. I'd guess you'd at
least have to lock the screen. Might even have to install a dummy
menubar of your own even.

Anyway, the VDI might be a better choice. This is below the AES and
will definately be able to process a full screen.

>I'm not that knowledgeable regarding GEM stuff, having mostly
>programmed stuff for myself (so I really only cared if it worked on MY
>ST <g>).

A more theoretical point ...

If you encroach into the menubar then you will have problems with
systems like MagiC where the menubar is constantly being switched to
the active application. In situations like this you would need to have
your program installed as singletasking.

>It would be nice to make my program more "legal" so I'd like to try
>and work this out

Another thing with graf_mkstate() is that I have found it to be quirky
(I forget the AES version but it was either tos 1.2 or tos 1.2). I've
formed the impression (ie gut feeling) it lies at a level midway
between the aes and vdi.

>(who knows, maybe two other people would be able to make use of my
>program <g>!).

<G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com

Web http://www.swampdog.demon.co.uk/index.html

4838. Re: 32 bit ints

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858139444_OASIS_@swampdog.demon.co.uk>
Source record: 7338

In article <5g26jk$eip@infa.central.susx.ac.uk>
jamesco@cogs.susx.ac.uk (James Cox) said:-

>Is it possible to #define int to something else? I know that gcc
>supports the -mshort option to force short ints (the default is long
>ints on the version I use).
>
>Just a though.

It certainly ought to be - unless the ansi standard has redefined what
a preprocessor should do. [anybody?]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4839. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5g6ds5$61g@infa.central.susx.ac.uk>
Source record: 7339

> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> evnt_multi()-loop while the parent does the same?

They can, but there are problems: firstly, each thread needs to call appl_init() etc, just as the parent process needed to; and secondly, if you're using C, then the chances are that you will have to re-write the libraries for AES/VDI access since all of the arrays are held in global variables, and each thred needs to have it's own set of GEM arrays otherwise the moment any of the threads happen to make a GEM call at approximately the same time things will go haywire!

I believe that there is a library somewhere out there that gets around this problem, but I don't know where, or who it's written by.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

4840. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <3326C214.1612@ix.netcom.com>
Source record: 7340

> Robert Aries <robaries@ix.netcom.com> said:-
>
> >The problem is that this call doesn't seem to work if the mouse is
> >near the top of the screen. I suspect that it has to do with
> >conflicts with the menu bar, except that my program doesn't use a menu
> >(it needs the whole screen). Is there something I'm missing?
>
> I dunno GFA but a couple of points to consider ...
>
> I'm not sure you should be using graf_mkstate() within the menubar.
> The AES is aware of the desktop so it could be confusing it. Maybe you
> can but someone else would have to verify this. I'd guess you'd at
> least have to lock the screen. Might even have to install a dummy
> menubar of your own even.
>
> Anyway, the VDI might be a better choice. This is below the AES and
> will definately be able to process a full screen.

Thanks for the tip. I tried using the VDI, but it is slow, slow, slow!
My loop is contantly querying the mouse location and button state, and
even when compiled, the mouse pointer flickers badly! Now, I might be
doing something wrong here, as I only half-understand the concepts
involved, but I'm using the VDI function vq_mouse(). Naturally, GFA has
its own syntax for accessing the VDI, but I think I did it right: First
I got the screen's workstation handle with graf_handle(). The Atari
Compendium also says something about a "device id" but I assume that GFA
handles this internally?? Anyway, I put the opcode for the function
(124) in contrl(0), set contrl(1) and contrl(3) to 0, and put the handle
into contrl(6)--all this is from the Compendium, and GFA has
corresponding arrays pre-defined. In my loop, I read the contents of
ptsout(0) and ptsout(1) [the mouse x & y coordinates] and intout(0)
[button state], and it does seem to work; the numbers returned are
correct, it's just that this is very slow.

I do appreciate your taking the time to help out...right now it does
look like I'll have to go back to the old line-a GFA calls though.
Well, I tried!

RA

4841. Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3326d05cc42ef1@xs4all.nl>
Source record: 7341

I have two questions:

1) Does anybode know why programs in the AUTO folder do not have
access to environment variables during start-up? Is there a way to
circumvent the problem?

2) I have written a little program which sets daylight saving time
automatically (and vice-versa). It runs OK in the AUTO folder, but it
messes things up when executed by MiNT. Are there special requirements
for programs if you want to have them executed by MiNT?

Thasks in advance.

Jos den Bekker
<josdb@xs4all.nl>

4842. We have taken the Hassles out of the net

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: goextreme@hotmail.com
Message-ID: <3326b7b4.0@news1.betacom.net>
Source record: 7342

WELCOME And Go To
www.GoExtreme.com

The Premiere Site on the Internet for EXTREME NET TOOLZ,
Internet Relay Chat (IRC) help, and Newsgroup help without
the clutter!

A large group of irc operators and newsgroup gurus
have tested and evaluated the best internet toolz
and HERE are their choices to become
an EXTREME Net user!

All of this software is FREE!!
It is either shareware or freeware!
Enjoy!

Best newsgroup reader: Free Agent!...Freeware!!!
Best chat software: mIRC 4.72!...Shareware!!!
Become your own FTP site! WAR-FTP 1.55 ....Freeware!!!!
Fastest jpeg\gif viewer ACDSEE!...Shareware!!!
Best E-Mail Program Eudora Lite 3.01!...Freeware!!!
Winzip 6.2 takes the chore out of these zip
files!...Shareware!!!
CuteFTP 1.8 makes "browsing" FTP sites a
snap!...Shareware!!!
Fastest Web Browser Netscape 3.01!...Shareware!!!

(�`�.(�`�.!�!BOSnet: Voted The MOST EXTREME Internet
Provider!�!.���).���)

Great Page for Extreme Net Toolz! All listed software
here!
Get Extreme `Net Toolz here!

Great Help Page for IRC!!! Fserve, Flood Protection, New
IRC Servers!
IRC Help here!

Great Help Page for News Groups! How To Do It! Big List of
Public Servers!
Newsgroup Help here!

This information provided so that we may all enjoy the
Internet, IRC, and Newsgroups better!

!�!We receive no money!�!

Members of
[freespeech]
Campaign

and

[AOL SUX Get a REAL ISP Campaign]

4843. GETMPB

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.96.970312195140.440A-100000@hinux.hin.no>
Source record: 7343

Hello!

GETMPB is, as far as I know, useless with anything than Tos, isn't that
correct?
Well, how do I find the MPB under MultiTos and MagiC? And how is the
struct of that thing? Is it similar to the one under Tos?

Atari compendium says that GETMPB is useless under Mint, and it looks like
it's useless under MagiC too.
Any help would be greatly appreciated!

Best regards
Geir...

''
'" Geir Oeyvind Vaelidalo "'" Data Teknikk Student ved "'
'" Alpinveien 2B-2 "'" Hoeyskolen i Narvik "'
'" N-8500 NARVIK "''''''''''''''''''''''''''''''''''''
''

4844. Re: Dsp booting

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <88189505_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7344

>This is due to that the last part of the program memory, which is mapped
>on the last part of the X memory in Falcon, is used for a program
>uploader, which is used by DspLoadProg() and similar functions to upload
>your dsp code. So, if you in your dsp code overwrite this uploadcode, the
>next time you call DspLoadProg(), it won't be able to upload the program,
>and in the stupid way the function is made, it will hang the computer in
>an infinite loop trying to upload.
>
>I don't know a way to really reset the DSP so that it restores the
>bootstrap uploader code I was talking about above. Obviously there is a
>way, since a reset of the computer does it, but the risk is that it's made
>by hardware.
>If anyone else knows, I would very much like to know too. It would
>definitely help me when using the DSP in linux.

Could this be the cause of the MagiC problem. Where sometimes, a call to the DSP (via the Brainstorm decoder) hangs the system. The only solution to this is to reboot the Falcon and it seems to go away (although sometimes a couple of reboots are needed)?

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4845. Re: Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5g7h1h$160dg_002@news.ti.com>
Source record: 7345

In article <3326d05cc42ef1@xs4all.nl>, josdb@xs4all.nl wrote:
>I have two questions:
>
>1) Does anybode know why programs in the AUTO folder do not have
>access to environment variables during start-up? Is there a way to
>circumvent the problem?

IIRC, GEM is not up yet. So when GEM comes up, it creates new environment variables.

It's interesting about what you are doing for DST. Is there an algorithm which can calculate the beginnin & ending of DST? I am looking for one to put into my world clock, called PH World Clock. Currently my clock handles it quite simply by having the user tell it that DST is on.

>
>2) I have written a little program which sets daylight saving time
>automatically (and vice-versa). It runs OK in the AUTO folder, but it
>messes things up when executed by MiNT. Are there special requirements
>for programs if you want to have them executed by MiNT?
>
>Thasks in advance.
>
>Jos den Bekker
><josdb@xs4all.nl>

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

4846. Re: Cross compiling for the Atari with GNU C

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5g8qfj$5oa@balaena.bio.vu.nl>
Source record: 7396

Kevin Tessner (ktessner@sstech.on.ca) wrote:

: What do I have to do to furnish them with a ready to run PC version of GNU
: configured for 68020 output in standard Atari .PRG files?

Build a version of GNU C which runs in a DOS or Windows PC environment and
generates Atari 020 or higher code. To do this, you must first download
the latest Gnu C sources. Take a look at the docs, they explain how to build
a cross compiler. You must also try to get hold of a libgcc1.a file for
atari (you could build it yourself with GCC on atari). And you must build a
PC version of the atari binutils package (I haven't been able to get them
to work on Linux yet. Good luck...) If you've done all this, then you
should be able to build a cross-compiler. Then all you have to do is
create a suitable PC environment for compiling, and bingo! You've got
yourself a cross-compiler... Theoretically...
A good place to start is the DJGPP distribution (a DOS version of GNU C)
at Simtel (ftp.simtel.com or www.simtel.com or whatever...) and the MiNT
patches for the GCC source (needed to create an Atari target. You should be
able to get them at most Atari FTP sites. Try ftp.fu-berlin.de)

If you pull this off I would like to hear from you! (I've been trying for
some time to set up a cross compiling environment under Linux. I failed...)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Don't worry about people stealing your ideas. If your ideas are any
good, you'll have to ram them down people's throats."
-- Howard Aiken

4847. Re: Dsp booting

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-13 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970313135740.9827Z-100000@tingeling.lysator.liu.se>
Source record: 7397

On Wed, 12 Mar 1997, Gary Priest wrote:

> >This is due to that the last part of the program memory, which is mapped
> >on the last part of the X memory in Falcon, is used for a program
> >uploader, which is used by DspLoadProg() and similar functions to upload
> >your dsp code. So, if you in your dsp code overwrite this uploadcode, the
> >next time you call DspLoadProg(), it won't be able to upload the program,
> >and in the stupid way the function is made, it will hang the computer in
> >an infinite loop trying to upload.
> >
> >I don't know a way to really reset the DSP so that it restores the
> >bootstrap uploader code I was talking about above. Obviously there is a
> >way, since a reset of the computer does it, but the risk is that it's made
> >by hardware.
> >If anyone else knows, I would very much like to know too. It would
> >definitely help me when using the DSP in linux.
>
> Could this be the cause of the MagiC problem. Where sometimes, a call to the
> DSP (via the Brainstorm decoder) hangs the system. The only solution to this
> is to reboot the Falcon and it seems to go away (although sometimes a couple
> of reboots are needed)?

One reboot has always been enough for me, when such a problem occurs.
Although, I don't use MagiC. I haven't had this problem using Brainstorm's
decoder, but it may very well be this that causes it.
But it might also be if you have used another program which uses the DSP,
then the Brainstorm decoder is overwritten, and the program trying to use
it might hang, if it's not programmed with a timeout.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4848. Parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-13 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <33282137.440@elec.iuta.u-bordeaux.fr>
Source record: 7398

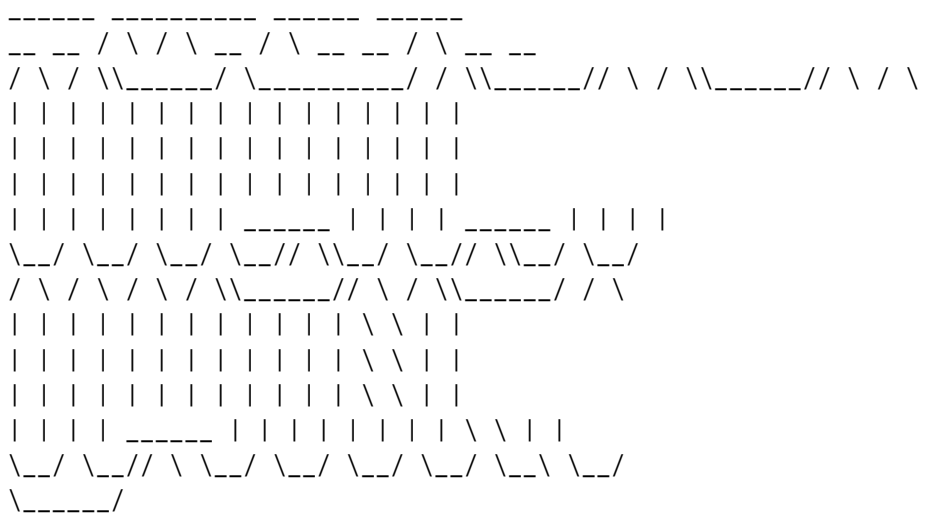
If someone know HOW to use the ST parallel port in bidirectional...

Please help me!

4849. ICTARI 44 now available...

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-13 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <96505378_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 7399
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:



The Atari Programmer's User Group

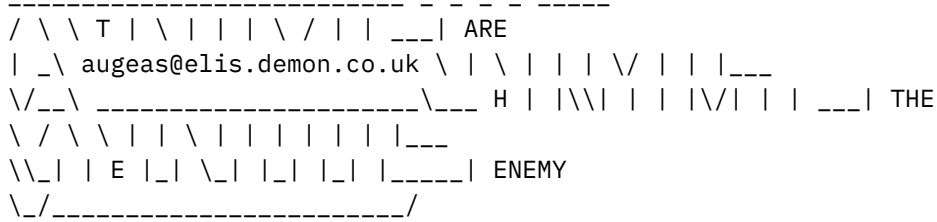
Issue 44 is now on the WEB site. Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

This issue issue is a good deal better than my last. (My first...)
The future for the group seems a little more secure, but 'Net users
still provide the fewest contributions. If you've stopped sending in
disks and stamps and get your copy of ICTARI from the WEB, please
fill out the form and tell me.

Enjoy Theeselves,
"Augeas"

--



4850. Re: 32 bit ints

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-14 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5gavkc$jj9@cndns.combitech.se>
Source record: 7400

In article <858139444_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy Harrison) writes:
> In article <5g26jk$eip@infa.central.susx.ac.uk>
> jamesco@cogs.susx.ac.uk (James Cox) said:-
>
> >Is it possible to #define int to something else? I know that gcc
> >supports the -mshort option to force short ints (the default is long
> >ints on the version I use).
>
> It certainly ought to be - unless the ansi standard has redefined what
> a preprocessor should do. [anybody?]

I have been browsing through the chapter about preprocessing in the best C-reference manual I know of, the second edition of Kernighan & Rithchie "The C programming language", and it doesnt say anything about redefining datatypes.

However, it says the following about datatype and sizes:

"The intent is that short and long should provide different lengths of integers where practical; int will normally be the natural size for a particular machine. short is often 16 bits, long 32 bits, and int either 16 or 32 bits. Each compiler is free to choose appropriate sizes for its own hardware, subject only to the restriction that shorts and ints are at least 16 bits, longs are at least 32 bits, and short is no longer than int, which is no longer than long."

/
/ Daniel

4851. Re: Assembler and Disassembler?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-14 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970314095143.5038A-100000@tybalt>
Source record: 7401

> Hi all,
> I need to get hold of an assembler and a disassembler for use on my
> Atari STE 2meg Tos. Does anyone know of a shareware one that I can
> download from somewhere. Also it would help a lot if there was some sort
> of manual available. Thanks.
Do a search on the HENSA site. I think there are a couple of good
assemblers to be found there.

Also, I believe there is a public domain version of Devpac, which was
given away on a magazine cover disk years ago. Try to get hold of a copy
of this as it is very good.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

4852. Details on the Devpac GST linkable object format needed

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-14 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybbqn3aq.fsf@emw.ericsson.se>
Source record: 7402
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everyone,

I forward this message for Doug Little. If anyone knows please
answer me directly or post in this newsgroup. It's _very_ important.

Hi,

Does anyone out there know where I can find details on the Devpac
GST linkable object format, or the Lattice Linkable format? I need
22-character linkable output from Devpac, so DRI isn't good enough.

Needless to say, it's not enough just to switch to another linker
which supports these formats since I intend to link with GNU objects,
and so need to write a utility for Devpac->GNU conversion. I already
have GST2GNU.TTP, but it won't read Devpac GST binaries. The Devpac
BIN format is completey different from the one accepted by GST2GNU
(I don't know why). I have examined the GEN output and compared it
with the header structures used in GST2GNU and they are not even
vaguely similar.

Any help would be _very_ welcome.

Doug.

--
+--+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

4853. ?:DSP,XBios,AES - F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-14 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <5gbil3$i64@commserv.fb1.fhtw-berlin.de>
Source record: 7403
Cross-posted to: comp.sys.atari.programmer,maus.sys.atari.f030

hi, i'm looking for some definite guide how to programm the new
AES and the new XBIOS routines for F030s TOS4.04 and how to set up
a clean DSP programming within the F030 System ...

furthermore i'd like to have an instruction set, programming &
optimation guide to the DSP56001
NOT the a56.ttp ftp-archives those i have already !

can anybody help me ?

--
-
-- Jo'ogn (; - 030/606 91 85

4854. Re: Assembler and Disassembler?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-14 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5gc6jo$di1@epimetheus.algonet.se>
Source record: 7404

```
: > I need to get hold of an assembler and a disassembler for use on my
: > Atari STE 2meg Tos. Does anyone know of a shareware one that I can
: > download from somewhere. Also it would help a lot if there was some sort
: > of manual available. Thanks.
:
: Do a search on the HENSA site. I think there are a couple of good
: assemblers to be found there.
:
: Also, I believe there is a public domain version of Devpac, which was
: given away on a magazine cover disk years ago. Try to get hold of a copy
: of this as it is very good.

I've got this cover disk with DevpacST 2. If anyone are interested, just
send me an email and I'll send it to you!

--
@ @
-------------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-------------------------------------------------------------------------------
oOo oOo
U U
```

4855. Re: ?:DSP,XBios,AES - F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-15 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970315175854.13350D-100000@tingeling.lysator.liu.se>
Source record: 7405

On 14 Mar 1997, Juergen Oppermann wrote:

> hi, i'm looking for some definite guide how to programm the new
> AES and the new XBIOS routines for F030s TOS4.04 and how to set up
> a clean DSP programming within the F030 System ...

For all this, and much other information, I think the Atari Compendium is the best. It includes all neccessary things, I think. For the later AES versions, 4.0 and 4.1, I know there are textfiles about those, but I don't know where to get them, try ftp.uni-kl.de or ftp.cnam.fr

> furthermore i'd like to have an instruction set, programming &
> optimation guide to the DSP56001
> NOT the a56.ttp ftp-archives those i have already !

The DSP56000/DSP56001 User's Manual by Motorola is very good to have. It has all things you need on how to program the DSP, but no Atari specific things obviously. It doesn't contain optimisation either.

About an assembler to use, a56.ttp isn't very good, I know, but unfortunately it's the only freeware DSP assembler available for Atari. There are at least two non-free assemblers too, DevpacDSP, which isn't very good at all but has a GEM shell, and Motorola's asm56000.ttp which is, IMO, the best. At least I think Motorola's assembler isn't freeware, I may be wrong. I know the sources aren't free.

I've started to write a series of pages on my homepage about programming the DSP on Atari. Unfortunetely, I've been too lazy and to busy at school to write more on it lately. The URL for it is
http://www.lysator.liu.se/~tobe/DSP/

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4856. REQUEST CUBASE SCORE FOR ATARI ST LOTS TO TRADE

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-15 00:00:00 UTC
From: durand123@aol.com
Message-ID: <19970315231900.SAA05817@ladder01.news.aol.com>
Source record: 7406

Thanx lot

reply to nterrien@hotmail.com

4857. ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-15 00:00:00 UTC
From: takecards@answerme.com
Message-ID: <5gfk7k$2b2@news.shscomputer.com>
Source record: 7407

ACCEPT MAJOR CREDIT CARDS WE APPROVE !!!!!
********** **********
Visa, Master card, American Express, Discover Card

Merchant Bankcard Systems, a proven leader in our industry, can
provide your business the ability to accept credit cards from customers.
Accepting credit cards is a must in today's marketplace. Your sales will
increase as customers know your business welcome's there card. Don't
lose another sale, because you don't take credit cards.

Our rates are among the lowest in our industry, starting at 1.55% !
Over 97% of our clients ARE APPROVED! We can approve almost any
type of business. We are approving businesses just like yours everyday!

WE APPROVE:
* RETAIL BUSINESS * MAIL-ORDER
* SERVICE BUSINESS * PHONE-ORDER
* PROFESSIONAL * HOME-BASED
* RESTAURANTS * ON-LINE BUSINESS
WE OFFER:
* ZERO-DOWN START UP !!!! * FREE- FED-EX SHIPPING
* APPROVALS IN 48 HOURS * FREE -TEC-SUPPORT
* PC SOFTWARE AVAILABLE * FREE - PERSONAL PAGER
* MAC SOFTWARE AVAILABLE * NO HYPE / NO HASSLES

******APPROVALS WITHIN 48 HOURS******

http://www.takecards.com
****** WE APPROVE ******

VISIT US US NOW !!!!!!!!

Send me Email here">E-MAIL US NOW !!!!!!!!

4858. Parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-15 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d72_9703161413@conchbbs.com>
Source record: 7408

```
b > If someone know HOW to use the ST parallel port in
b > bidirectional...

The data direction for register 15 (printer port) of the PSG is set
by bit 7 of register 7.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4859. Progs in AUTO or execute

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-15 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d73_9703161413@conchbbs.com>
Source record: 7409

```
j > 1) Does anybode know why programs in the AUTO folder do not
j > have access to environment variables during start-up? Is there
j > a way to circumvent the problem?

I don't suppose I could talk you into using a cookie instead of an
environment variable?

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4860. Re: 32 bit ints

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858510052_OASIS_@swampdog.demon.co.uk>
Source record: 7410

In article <5gavkc$jj9@cndns.combitech.se>
daniel.hagg@marine.combitech.se (Daniel H&#65533;gg) said:-

>In article <858139444_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk (Guy
Harrison) writes:
> > In article <5g26jk$eip@infa.central.susx.ac.uk>
> > jamesco@cogs.susx.ac.uk (James Cox) said:-
> >
> > >Is it possible to #define int to something else? I know that gcc
> > >supports the -mshort option to force short ints (the default is long
> > >ints on the version I use).
> >
> > It certainly ought to be - unless the ansi standard has redefined what
> > a preprocessor should do. [anybody?]
>
>I have been browsing through the chapter about preprocessing in the
>best C-reference manual I know of, the second edition of Kernighan &
>Rithchie "The C programming language", and it doesnt say anything
>about redefining datatypes.

Then it's possible and legal, as it should be. In case anybody is
confused ...

The preprocessor does not form part of the 'C' language. The 'C'
compiler starts its work on the output the preprocessor produces - not
on the stuff you type in. ie all the "#" keyword stuff has gone.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4861. Cherche graphiste

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-16 00:00:00 UTC
From: DOM <astim.informatique@hol.fr>
Message-ID: <01bc3214$4652d6a0$LocalHost@test>
Source record: 7411

Bonjour ,

Je programme en GFA 3 et Language machine sous ATARI.

Je cherche des personnes pour habiller les jeux ou Logiciel.
Soit du son
de la musique
du graphisme

Si vous etes interresse ... Alors a suivre ....

DOM

4862. How do I know I'm an accessory?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-16 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <12654411_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7412

Back in the good old days(?), a program could detect that it was running as an accessory, by checking a7 on entry to the program. If it's 0 then it's an .acc.

With multitasking (certainly multitos), this no longer holds true :(

What is the best way to see if you're an .acc or .prg under *all* TOS's?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4863. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-16 00:00:00 UTC
From: lynx14@earthlink.net
Message-ID: <5ghtgs$dsm@lois.zippo.com>
Source record: 7413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

4864. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970317121441.18129A-100000@pallas.amp.uni-hannover.de>
Source record: 7414

On 12 Mar 1997, James Cox wrote:

> > I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
> > evnt_multi()-loop while the parent does the same?
>
> They can, but there are problems: firstly, each thread needs to call
> appl_init() etc, just as the parent process needed to; and secondly, if you're
> using C, then the chances are that you will have to re-write the libraries for
> AES/VDI access since all of the arrays are held in global variables, and each
> thred needs to have it's own set of GEM arrays otherwise the moment any of the
> threads happen to make a GEM call at approximately the same time things will
> go haywire!
>
> I believe that there is a library somewhere out there that gets around this
> problem, but I don't know where, or who it's written by.

It's written by Andreas Kromke, the programmer of MagiC, and can be found
in Application Systems Heidelberg's BBS (don't have the number here).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4865. Re: GETMPB

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970317123022.18129C-100000@pallas.amp.uni-hannover.de>
Source record: 7415

On Wed, 12 Mar 1997, Geir Oeyvind Vaelidalo wrote:

> GETMPB is, as far as I know, useless with anything than Tos, isn't that
> correct?

That is correct, but even more : It is useless even with TOS. Reason is
the call does things that confuse the internal memory management. It
really should not be used.

Apart from this, memory management is the most internal thing in any
operating system, and by far in most cases it is neither needed nor
advisable to interfere with it.

> Well, how do I find the MPB under MultiTos and MagiC? And how is the
> struct of that thing? Is it similar to the one under Tos?

MultiTOS uses the same scheme as MiNT, and that is AFAIK the same as the
TOS system. MagiC does it completely different.

> Atari compendium says that GETMPB is useless under Mint, and it looks like
> it's useless under MagiC too.

It's not useful anywhere.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4866. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970317121632.18129B-100000@pallas.amp.uni-hannover.de>
Source record: 7416

On Wed, 12 Mar 1997, Robert Aries wrote:

> > Robert Aries <robaries@ix.netcom.com> said:-
> >
> > >The problem is that this call doesn't seem to work if the mouse is
> > >near the top of the screen. I suspect that it has to do with
> > >conflicts with the menu bar, except that my program doesn't use a menu
> > >(it needs the whole screen). Is there something I'm missing?
> >
> > I dunno GFA but a couple of points to consider ...
> >
> > I'm not sure you should be using graf_mkstate() within the menubar.
> > The AES is aware of the desktop so it could be confusing it. Maybe you
> > can but someone else would have to verify this. I'd guess you'd at
> > least have to lock the screen. Might even have to install a dummy
> > menubar of your own even.
> >
> > Anyway, the VDI might be a better choice. This is below the AES and
> > will definately be able to process a full screen.
>
> Thanks for the tip. I tried using the VDI, but it is slow, slow, slow!
> My loop is contantly querying the mouse location and button state, and
> even when compiled, the mouse pointer flickers badly! Now, I might be
> doing something wrong here, as I only half-understand the concepts
> involved, but I'm using the VDI function vq_mouse(). Naturally, GFA has

Do not use VDI input functions if AES is active. Reason is AES will fetch part of the input, your application another part, neither of the parts having the complete information. As long as AES is active you must use the AES input functions, and for that, if you can tolerate busy waiting, graf_mkstate is just the perfect choice. I doubt that your problem was due to AES, in single TOS graf_mkstate should certainly work even in the area where normally the menu bar appears, if no menu bar is activated (via menu_bar(..., TRUE);). If you have a menu bar, however, then of course graf_mkstate should not work as usual if the mouse enters the menu bar. So if your graf_mkstate does not work at the top of the screen, even though you use single TOS and no menu bar, then I suspect strongly GFA does something strange about this.

Note that not allowing a menu bar, relying on single-TOS and busy waiting is not state-of-the-art programming anymore. Instead, use wind_get (0,...); to inquire about the screen area you may use (this already does exclude the menu bar !) and you won't have any problems with the top of the screen anymore (simply because you're not using it), and MagiC may put other application's menu bar there without any harm for your program.

Next step is using evnt_multi(); or evnt_mouse(); for inquiring about the mouse parameters, this allows cooperative multitasking.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4867. Re: How do I know I'm an accessory?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>
Source record: 7417

On Sun, 16 Mar 1997, Gary Priest wrote:

> Back in the good old days(?), a program could detect that it was running as
> an accessory, by checking a7 on entry to the program. If it's 0 then it's an
> .acc.
>
> With multitasking (certainly multitos), this no longer holds true :(
>
> What is the best way to see if you're an .acc or .prg under *all* TOS's?

It is still the best way ! At least under MagiC a7 is not zero if started
later, even if the extension was *.ACC ! I guess it is the same with
MultiTOS ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4868. Re: MiNT threads

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332d40a8ad5c0@ifi.ntnu.no>
Source record: 7418

On Wed 12-03-97 14:16 James Cox (jamesco@cogs.susx.ac.uk) wrote:

>> I wondered if MiNT-threads can use GEM? I.e. can a thread run in a
>> evnt_multi()-loop while the parent does the same?
>
>They can, but there are problems: firstly, each thread needs to call
>appl_init() etc, just as the parent process needed to; and secondly, if you're
>using C, then the chances are that you will have to re-write the libraries for
>AES/VDI access since all of the arrays are held in global variables, and each
>thred needs to have it's own set of GEM arrays otherwise the moment any of the
>threads happen to make a GEM call at approximately the same time things will
>go haywire!
>
>I believe that there is a library somewhere out there that gets around this
>problem, but I don't know where, or who it's written by.

I found such a library, it's called MT_AES and is written by Andreas
Kromke. I haven't tried it yet, but according to the docs it should
work with MagiC (Of course...), MultiTOS and N.AES.

I found it on ftp.funet.fi/pub/atari/Newitems a couple of days ago.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

4869. Re: ?:DSP,XBios,AES - F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gjicv$qve@balaena.bio.vu.nl>
Source record: 7419

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: About an assembler to use, a56.ttp isn't very good, I know, but
: unfortunately it's the only freeware DSP assembler available for Atari.

Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
faster (and better?) than a56. I got the thing from ftp.cnam.fr.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The devil finds work for idle circuits to do.

4870. Re: ?:DSP,XBios,AES - F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <5gjm54$dqa@commserv.fb1.fhtw-berlin.de>
Source record: 7420

Levien van Zon (lvzon@bio.vu.nl) wrote:
> Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
> faster (and better?) than a56. I got the thing from ftp.cnam.fr.
i got this one too, but from it's dokumentation i wasn't quite sure if i
should use it, coz it seem to have some drawbacks, or at least doesn't seem
to 100% complete ...
am i wrong ?!

-
-- Jo'ogn (; - 030/606 91 85

4871. Re: Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1703971006420001@dwilga.comm.mtholyoke.edu>
Source record: 7421

In article <5g7h1h$160dg_002@news.ti.com>, wongck@ti.com (William Wong) wrote:

>In article <3326d05cc42ef1@xs4all.nl>, josdb@xs4all.nl wrote:
>>I have two questions:
>>
>>1) Does anybode know why programs in the AUTO folder do not have
>>access to environment variables during start-up? Is there a way to
>>circumvent the problem?
>
>IIRC, GEM is not up yet. So when GEM comes up, it creates new environment
>variables.

Yes, and if you are using MiNT, its variables get created first, before those of the AES. Under MultiTOS and Geneva 005, the env vars specified in MINT.CNF get inherited by the AES.

As far as the AUTO folder goes, however, there's not much use in dealing with env vars. Even if you were to create some in the "parent" basepage of AUTO folder processes, they would go away as soon as either MiNT or the AES comes up.

>It's interesting about what you are doing for DST. Is there an algorithm which
>can calculate the beginnin & ending of DST? I am looking for one to put into
>my world clock, called PH World Clock. Currently my clock handles it quite
>simply by having the user tell it that DST is on.

There is no one algorithm for Daylight Savings: every country handles it differently. I had to deal with this problem in my own program, WorldClock :-) (Available from www.pair.com/gribnif/)

>>
>>2) I have written a little program which sets daylight saving time
>>automatically (and vice-versa). It runs OK in the AUTO folder, but it
>>messes things up when executed by MiNT. Are there special requirements
>>for programs if you want to have them executed by MiNT?

Not really, if all you are doing is stdio. It's only when you start to use Pexec() or any part of the AES that you might be hitting problems. Perhaps if you posted a skelton of your program, someone could help.

Dan Wilga dwilga@mtholyoke.edu

4872. Re: How do I know I'm an accessory?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>
Source record: 7422

In article
<Pine.A32.3.91.970317123748.18129D-100000@pallas.amp.uni-hannover.de>,
Peter Rottengatter <perot@pallas.amp.uni-hannover.de> wrote:

>On Sun, 16 Mar 1997, Gary Priest wrote:
>
>> Back in the good old days(?), a program could detect that it was running as
>> an accessory, by checking a7 on entry to the program. If it's 0 then it's an
>> .acc.
>>
>> With multitasking (certainly multitos), this no longer holds true :(
>>
>> What is the best way to see if you're an .acc or .prg under *all* TOS's?
>
>It is still the best way ! At least under MagiC a7 is not zero if started
>later, even if the extension was *.ACC ! I guess it is the same with
>MultiTOS ?

That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
and, of course, old-TOS.

Someone else will be able to explain this part more accurately, but I
believe that most shells which run under MagiC launch new DA's (not at
startup) by treating them as programs. IIRC, there may not even be any way
to truly launch a desk accessory AS a desk accessory from MagiC after
startup. But I haven't seen later versions of MagiC so I could be wrong
here.

On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
to determine which extensions are treated as DA's. Anything matching the
extensions is launched as a true DA with the correct (zero) a7.

Dan Wilga dwilga@mtholyoke.edu

4873. Pexec-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332d707e14aa00@ifi.ntnu.no>
Source record: 7423

Hi!

Can anybody tell me what's wrong with the following code? (Running
under MiNT 1.14/N.AES)

```
if (appl_find("V-CONFIG") < 0)
Pexec(100,"V-CONFIG.PRG","",NULL);
```

The program (V-Config) is started, the parent keeps on running in
paralell and everything looks fine. But when V-Config exits, it leaves
a "empty" process, i.e. a process with status EXIT and size 0. If I
call/exit V-Config a number of times N.AES crashes.

If I use mode 0 everything works, except that the parent is blocked.
This is totally unacceptable as these two programs are supposed to
talk to each other.

The Atari Compendium says that mode 100 is identical to mode 0 with
only two exceptions: The parent runs in paralell with the child, and
pexec() returns the pid of the child instead of an exit-code.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

4874. Re: Progs in AUTO or execute

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-17 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <332dd63c37be521@xs4all.nl>
Source record: 7424

on Sat 15-03-97 09:46 John Kormylo wrote:

>j > 1) Does anybode know why programs in the AUTO folder do not
>j > have access to environment variables during start-up? Is there
>j > a way to circumvent the problem?
>
>I don't suppose I could talk you into using a cookie instead of an
>environment variable?

Well, I think I'm a reasonable person, so if using a cookie would be
reasonable, I don't see why you couldn't talk me into it... :)

Meanwhile, I don't understand exactly what you mean. I don't see any
problem in using a cookie, but then some other program must establish
the cookie, because what I'm concerned with is reading out certain
information, like timezone information and the location of
directories. Normally, this is not the sort of information one would
store in cookies, is it?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

4875. Re: Pexec-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE783CG.41L@netcom.com>
Source record: 7425

In article <332d707e14aa00@ifi.ntnu.no>,
>Can anybody tell me what's wrong with the following code? (Running
>under MiNT 1.14/N.AES)
>
> if (appl_find("V-CONFIG") < 0)
> Pexec(100,"V-CONFIG.PRG","",NULL);

>...when V-Config exits, it leaves
>a "empty" process, i.e. a process with status EXIT and size 0.

What happens is that V-Config leaves a "zombie" process, which is just
a placeholder in MiNT's process table that saves things (like timing
statistics, and exit code) that the program which launched it may be
interested in. When the exit code is collected by the Pwait() system
call, the zombie is deleted from the process table.

Zombie processes should be harmless, and will be deleted automatically
when their parents exit. But if you want to avoid creating such processes
in the first place, have your program do a Psignal(SIGCHLD, SIG_IGN) before
the call to Pexec(100,...). This will tell MiNT that the caller isn't
interested in the child's exit status.
--
Eric R. Smith
ersmith@netcom.com

4876. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: Frank Charlton <frank@tachyon.demon.co.uk>
Message-ID: <01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>
Source record: 7426
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Marcel Durieux <hollywood.sound@skynet.be> wrote in article
<01bc2fbf$60cae560$2f05eec3@marcel>...
> Hello,
> how can I connect a 850 atari drive at my PC to make image from my own
> disks?

If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as selling XFormer cables to do the thing you want, they have plans available to build your own cable.

ATB, Frank.

4877. Trucker

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: mats.sandstrom@leonardo.skelleftea.se
Message-ID: <332F14B4.6848@leonardo.skelleftea.se>
Source record: 7427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

have anyone seen the C code for the old atari game trucker?

if so, could you please email it to me..

mats.sandstrom@leonardo.skelleftea.se

4878. Toolbox API (was: DLLs for Atari)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3137cd$11416.1a8@HERMES>
Source record: 7428

As you may be aware, I have been working on a TSR that gives DLL-like capabilities to the TOS platform.

I would like to make this a reasonably "open" standard for the Atari, so this is the beginning of a series of articles describing the Toolbox interface as seen by extensions/plug-ins/libraries (I have yet to settle on what the correct nomenclature will be), and by apps that use them.

The Toolbox originated as a resident library of code that I found I was using in all my apps.

Over time, it gained the ability to load extensions at boot time that could be called by the foreground app to do some specialised processing.

Now, before I release the Toolbox for general use (it has previously been used exclusively alongside custom apps I have developed), I'll begin by discussing the Toolbox/extension interface.

The Toolbox was designed around the TOS filesystem, and to load before MiNT.

After the Toolbox has loaded at boot time (from within the AUTO folder) and then finished initialising itself, it then switches to the path "\TLBX". Within this folder, it looks for "Toolbox Extensions" (with a filename extension of ".TE").

It then examines them, and if they conform to a small set of rules, the extension is loaded, and given time to initialise itself.

The extension receives info about the Toolbox it is plugging into, and a bit about the computer. It can then examine this info, and initialise itself. Once this is done, it must call a "callback" function, and then returning a magic "Yes/No" value, and a pointer to it's info block to the Toolbox.

Unfortunately, this is more an assembler-level interface. Higher level languages will need to have changes made to their startup stubs.

And then the Toolbox carries on searching for more extensions. When all have been loaded, a final clean up is done, and then the Toolbox goes TSR.

Later on, the foreground apps can load a specialised extension using a LibLoad() Toolbox API call.

However, only one copy of any extension (based upon a unique "cookie" identifier within the extension info block) can be loaded at one time.

At present, there can be only 16 extensions loaded at at any one time. This value will be raised later on.

Following is the source code to a sample extension, complete with a couple of nonsence API calls. (It was written in 68k assembly language using Devpac 3.1).

It is known as a "dynamic" extension, as the ID number is generated when the extension is loaded. _NO_ extension my have a static ID number (other than those I have written aeons ago).

Please feel free to comment on it (in this newsgroup). I would like to make the Toolbox/Extension APIs an "open" Atari standard, and discussion involving other programmers will lead to a better standard.

-- Source code follows --

```
; DYNAMIC.S
; Sample dynamic Toolbox plug-in
;
; 05-Feb-1997
;
; NO WARRANTY IS GIVEN OR SHOULD BE IMPLIED AS TO THE ACCURACY
; OR TIMLINESS OF ANY INFORMATION IN THIS FILE!
;

; v0.01.00 05-Feb-1997

COMMENT HEAD=3 ; load alt, fast load

OPT P=68000 ; 68000 CPU
OPT O- ; no optimisations

MIN_TLBX equ $12000|$52 ; v1.20 : Mon 16 Dec 1996
id equ $00FFFF ; dynamic
version equ $000108 ; v0.01.08
date equ $19970318 ; Tue 18 Mar 1996
CPU equ 68000+((__G2&$FF00)>>8)

DTPI_ID equ 'DTPI' ; Dynamic Toolbox PlugIn

x_flag_bootload equ %00100 ; "I _must_ be bootloaded"
x_flag_grabvec equ %01000 ; "I grab and alter an interrupt vector" (not implemented yet)
x_flag_xbra equ %10000 ; "I understand the XBRA protocol" (not implemented yet)

XFLAGS equ %00000 ; bitmap of x_flag values pertinent to this plugin

OFFSET 0 ; structure passed in at extension load
tlbVersion ds.l 1 ; 000-003 version of TLBX
;
tlbFlags ds.l 1 ; 004-007 flags
;
tlbCPU ds.l 1 ; 008-011 Machine CPU
tlbFPU ds.l 1 ; 012-015 machine FPU
;
tlbRetGood ds.l 1 ; 016-019 Required return value when "good"
tlbRetBad ds.l 1 ; 020-023 Required return value if "bad"
;
```

```
tlbStrucsize ds.l 1 ; 024-027 size of this info block
;
tlbCallback ds.l 1 ; 028-031 call this immediately before returning.
;
tlbTOS ds.w 1 ; 032-033 Machine TOS version
ds.w 1 ; 034-035 (reserved)
ds.l 1 ; 036-039 (reserved)
TINFOSIZE ds.b 0

SECTION TEXT
main
; on entry:
; a0 = pointer to an info structure
move.l a0,a6 ; save pointer

; any initialisation the extension needs to do is done here

; you _must_ call the callback func before returning
move.l tlbCallback(a6),a0 ; get callback address
pea id ; pass id value to it
jsr (a0) ; call it
addq.w #4,a7 ; fix stack
; leave return value in D0
lea libinit(pc),a0 ; load address of extension info block
; on exit, d0 must contain return val from callback
; and a0 must have a pointer to extension info block
rts ; return to sender

; now some nonsense API calls...

; return the value one
dynamic_one
moveq #1,d0
rts

; return the value passed
; stack: sp+0 return address
; sp+4 value to return
dynamic_passed
move.l 4(a7),d0
rts

; store the passed value
; stack: sp+0 return address
; sp+4 value to store
dynamic_store
lea stored_val(pc),a0
move.l 4(a7),(a0)
rts

; retrieve the stored value
dynamic_retrieve
move.l stored_val(pc),d0
```

```
rts

; null func - does nothing
dummy_rts
rts

SECTION DATA
; extension info block _must_ be first item in data segment
libinit
dc.l 'tb16' ; 000-003 magic value. Required
dc.l DTPI_ID ; 004-007 extension "cookie"
dc.w 0,id ; 008-011 id of extn
dc.l version ; 012-015 version number of extension
dc.l date ; 016-019 date of extension
dc.l llsize-libinit ; 020-023 size of extension info block
.title dc.b 'dynamic',0 ; 024-033 text "label", max 9 chars + NULL
IFGT (*-.title)-10
fail
ENDC
ds.b 12-(*-.title) ; 034-035 padding text label to 32-bit boundary
dc.l 0 ; 036-039 resvd. must be zero
ds.b 64-(*-libinit) ; 040-063 padding. must be zero

dc.l MIN_TLBX ; 064-067 Toolbox version required
dc.l 0 ; 068-071 resvd. must be zero
dc.l CPU ; 072-075 CPU required by extension
dc.l 0 ; 076-079 FPU required.
dc.l 0 ; 080-083 resvd. must be zero
dc.l 0 ; 084-087 resvd. must be zero
dc.l XFLAGS ; 088-091 flags (described above)
dc.w $100,%10 ; 092-095 TOS required ver and flags: %10 = GT, %01 = EQ
ds.b 128-(*-libinit) ; 096-127 padding. must be zero

dc.l _table ; 128-131 address of function table
dc.l 0 ; 132-135 (callback) used when lib freed (currently unimplemented)
ds.b 192-(*-libinit) ; 136-191 padding. must be zero

dc.l 'tb16' ; 192-195 magic value #2 (must be same as #1).
dc.l DTPI_ID ; 196-199 cookie value #2 (must be same as #1).
ds.b 256-(*-libinit) ; 200-255 padding. must be zero
llsize

dc.l (eot-_table)/8 ; number of funcs in table
dc.l $000000,$000408 ; low,high function nums in table
; table is func#,address
; high word of function number _must_ be zero!
; function numbers _must_ be in ascending order!
_table dc.l $000100,dynamic_one ; return the value "one"
dc.l $000101,dynamic_passed ; return the value passed
dc.l $000102,dynamic_store ; store the passed value
dc.l $000103,dynamic_retrieve ; retrieve the last saved val
dc.l $010000,dummy_rts
```

```
; last func in table is a "dummy" entry,
; and high word is one to signify "end of table".
eot

SECTION BSS
stored_val
ds.l 1 ; space for value to be stored via API

END
```

--

Quote For The Month:

"Open up, it's the pigs!"

4879. Re: Parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E78oL9.42B@cee.hw.ac.uk>
Source record: 7429

In article <33282137.440@elec.iuta.u-bordeaux.fr>,
b2b3@elec.iuta.u-bordeaux.fr wrote:
>If someone know HOW to use the ST parallel port in bidirectional...
>
>Please help me!

Theres a bit (left most bit 7 i think) of port 7 on the psg which
tells whether the parallel port is input or output!

Simple eh?

4880. Using Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: mark_wherry@hotmail.com
Message-ID: <858693020.1848@dejanews.com>
Source record: 7430

Why can't I get vqt_name() to work? I think that's the right function :-)

I'm (trying) to use it like this:

font_index=vqt_name(vhandle,number,font_name);

That compiles fine, but crashes while running!

I guess as I want to get font_name I should really use:

font_index=vqt_name(vhandle,number,&font_name); ????

But this won't compile!!!!

If anyone can supply me with a short little demo for changing/using fonts,
I'd be grateful. PS. I'm using NVDI 4.11 ----- Yes, those fonts!!

--------------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

4881. Re: ?:DSP,XBios,AES - F030

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gmapc$7gg@balaena.bio.vu.nl>
Source record: 7431

Juergen Oppermann (joogn@FB1.FHTW-Berlin.DE) wrote:

: > Nope. There's also the Quick DSP Assembler (qdspasm), which is somewhat
: > faster (and better?) than a56. I got the thing from ftp.cnam.fr.

: i got this one too, but from it's dokumentation i wasn't quite sure if i
: should use it, coz it seem to have some drawbacks, or at least doesn't seem
: to 100% complete ...
: am i wrong ?!

I don't know... I used the thing once to assemble a DSP filter for WinRec
that wouldn't assemble with a56. I was actually a slightly modified version
of the example filter which came with WinRec. Seemed to work just fine...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Worst Month of 1981 for Downhill Skiing:
August. The lines are the shortest, though.
-- Steve Rubenstein

4882. Re: Progs in AUTO or execute

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5gmoar$be8@ssbunews.ih.lucent.com>
Source record: 7432

In article <332dd63c37be521@xs4all.nl>, Jos den Bekker <josdb@xs4all.nl> wrote:
>on Sat 15-03-97 09:46 John Kormylo wrote:
>
>>j > 1) Does anybode know why programs in the AUTO folder do not
>>j > have access to environment variables during start-up? Is there
>>j > a way to circumvent the problem?
>>
>>I don't suppose I could talk you into using a cookie instead of an
>>environment variable?
>
>Well, I think I'm a reasonable person, so if using a cookie would be
>reasonable, I don't see why you couldn't talk me into it... :)
>
>Meanwhile, I don't understand exactly what you mean. I don't see any
>problem in using a cookie, but then some other program must establish
>the cookie, because what I'm concerned with is reading out certain
>information, like timezone information and the location of
>directories. Normally, this is not the sort of information one would
>store in cookies, is it?

This is the kind of information that doesn't change a whole lot so could be stored in a file (*.inf) which I suspect is available even to auto folder programs (how would some of the editors etc work otherwise.)

Wayne

4883. Re: Using Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858707546_OASIS_@swampdog.demon.co.uk>
Source record: 7433

```
In article <858693020.1848@dejanews.com>
mark_wherry@hotmail.com said:-

>Why can't I get vqt_name() to work? I think that's the right function :-)
>
>I'm (trying) to use it like this:
>
> font_index=vqt_name(vhandle,number,font_name);
>
>That compiles fine, but crashes while running!
>
>I guess as I want to get font_name I should really use:
>
> font_index=vqt_name(vhandle,number,&font_name); ????
>
>But this won't compile!!!!
>
>If anyone can supply me with a short little demo for changing/using fonts,
>I'd be grateful. PS. I'm using NVDI 4.11 ----- Yes, those fonts!!
>
>--------------------==== Posted via Deja News ====-----------------------
>

This should get you started ...

/*
* Example of rudimentary VDI text output. It's in a window but only so it
* doesn't mess up the desktop. Lot's more work would be needed to do anything
* useful window-wise.
*
* This code goes through the available bitmapped and vector fonts displaying
* the name of each font using the font being described.
*
* One of the biggest problems with VDI work is getting something happening.
* After that, you get to know where the problems can crop up and debugging
* is easier - the last thing you need is to spend all night tearing out your
* hair only to find your code has been working but drawing in the background
* colour!
*/

/*
* Replace the followinf headers with suitable ones for your system. You may
* need to declare some arrays for the VDI - see your compiler docs.
*
* Most of the common (and less common) names such as WH_DESKTOP etc have
```

```
* been replaced by explicit values so the code compiles easier. Names would
* normally be used however.
*/
#define DEF_VDI
#include <gem.h>
#include <osbind.h>

main()
{int wki[11] ={1,1,1,1,1,1,1,1,1,1,2},
vha,
wko[57];
char s[32],
ss[40];
Rect rr,
wr;
int id;
int i,
y =0;
int xy[8];
FDB sfm,
dfm;
int wh;
char *wn ="The un-named window";

appl_init();
graf_mouse(M_OFF);
vha = graf_handle(PRECT(rr));
v_opnvwk(wki,&vha,wko);

/*
* only needed for bitmapped fonts - vector are available anyway, at least
* with NVDI 3.
*/
vst_load_fonts(vha,0);

/*
* baseline is better but topline for this example - easier!
*/
vst_alignment(vha,0,5,&rr.x,&rr.y);

vst_color(vha,1);

/*
* so we dont mess up the desktop ...
*/
wind_get(0,WF_WORKXYWH,PRECT(wr));
wh = wind_create(NAME | MOVER | CLOSER,wr);
wind_set(wh,WF_NAME,wn);
wind_open(wh,wr);
wind_get(wh,WF_WORKXYWH,PRECT(wr));
```

```
/*
* clear the work area ...
*
* if there were no window wko[0] and wko[1] would contain the screen extent
* for the running resolution - in VDI co-ord format of course!
*/
xy[0] = xy[4] = wr.x;
xy[1] = xy[5] = wr.y;
xy[2] = xy[6] = wr.x + wr.w - 1;
xy[3] = xy[7] = wr.y + wr.h - 1;
vro_cpyfm(vha,0,xy,&sfm,&dfm);

/*
* only needed in case the font goes off the right edge of the work area.
*/
vs_clip(vha,1,xy);

/* next place to draw text
*
*/
y = wr.y;

/*
* dunno if anyone knows a better way of scanning the available fonts but
* this seems to ok. i=0,i=1 both translate onto the system font and there
* does not seem to be a way of finding the number of available fonts after
* vst_load_fonts(). However, when the end of the font ring is reached the
* vqt_name() call returns the system font id anyway. Thus we loop until
* we meet the system font ...
*/
for (i = 2, id = 0; id != 1; i += 1) {
id = vqt_name(vha,i,s);
sprintf(ss,"POS(%d) - ID(%d) - %s",i,id,s);

vst_font(vha,id);
vst_point(vha,20,PRECT(rr));

/*
* ?have we reached a scroll situation yet?
*/
if (y > ((wr.y + wr.h) - rr.h + 1)) {
memset(&sfm,NUL,sizeof(FDB));
memset(&dfm,NUL,sizeof(FDB));

/*
* source area is whole work area minus the space required
* for the next line to be drawn, taken off the top.
*/
xy[0] = wr.x;
xy[1] = wr.y + rr.h;
xy[2] = wr.x + wr.w - 1;
xy[3] = wr.y + wr.h - 1;
```

```
/*
* ditto destination but take off the bottom.
*/
xy[4] = wr.x;
xy[5] = wr.y;
xy[6] = wr.x + wr.w - 1;
xy[7] = wr.y + wr.h - 1 - rr.h;

vro_cpyfm(vha,3,xy,&sfm,&dfm);

/*
* our new drawing position.
*/
y = wr.y + wr.h - rr.h;

/*
* blank out the bottom line, however big it will be.
*/
xy[1] = xy[5] = y;
xy[7] = wr.y + wr.h - 1;
vro_cpyfm(vha,0,xy,&sfm,&dfm);
}

v_gtext(vha,0,y,ss);

/*
* so it doesnt go by too fast to watch. If it takes an age drawing
* each line then allocate more memory to the font cache until it
* stops.
*/
evnt_timer(500,0);

/*
* next draw position, as far as we can tell
*/
y += rr.h;
}

/*
* kludged wait for user
*/
graf_mouse(M_ON);
do {
evnt_mesag(xy);
}while (xy[0] != WM_CLOSED);

/*
* as if we were never here visually.
*/
wind_close(wh);
wind_delete(wh);
vst_unload_fonts(vha,0);
v_clsvwk(vha);
appl_exit();
```

```
exit(0);
}
```

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4884. Using Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2b2_9703181154@conchbbs.com>
Source record: 7434

```
m > I'm (trying) to use it like this:
m > font_index=vqt_name(vhandle,number,font_name); That compiles
m > fine, but crashes while running!

Try defining font_name as

char font_name[33];

BTW, font_name[32] will contain a 1 on return when the font is
proportional.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4885. Re: Parallel port

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-19 00:00:00 UTC
From: Jean-Jacques MICHEL <jjm@han.daewoo.fr>
Message-ID: <332F9862.4534@han.daewoo.fr>
Source record: 7435

b2b3@elec.iuta.u-bordeaux.fr wrote:
>
> If someone know HOW to use the ST parallel port in bidirectional...
>
> Please help me!

The ST parallel port is nothing more than one of the parallel port
of the Yamaha sound chip.

Register 7 in the Yamaha allows you to change from output to input
(for the data bus D7-D0).

I guess that the behaviour of Ack and/or Busy can also be changed, but
this time it is related to the MFP.

Please let me know if you need more information (E-mail me) and I will
bring some documentation with me next time I come to my office.

JJM

4886. Re: Using Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-19 00:00:00 UTC
From: paa@hol.gr
Message-ID: <33301bfd.323535@news.hol.gr>
Source record: 7436

mark_wherry@hotmail.com wrote:

>Why can't I get vqt_name() to work? I think that's the right function :-)
>
>I'm (trying) to use it like this:
>
> font_index=vqt_name(vhandle,number,font_name);
>
>That compiles fine, but crashes while running!

Check the number variable. Perhaps you pass an invalid value. It
should not be greater than the value returned by vst_load_fonts().

>I guess as I want to get font_name I should really use:
>
> font_index=vqt_name(vhandle,number,&font_name); ????
>
>But this won't compile!!!!

That's normal :-)

4887. ACC not loading with MiNT.

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-19 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>
Source record: 7437

Hi, I am doing a program, It's an ACC, it works fine so far except
that under MINT, it doesn't want to appear in the accessory menu.
With PS, I can see that my acc is loaded, but is in the sleep status
and not ready status, thu snot appearing in the menu.
If I SIGCONT my acc it will then appear in the menu.
So why my acc doesn't receive the correct signal when the machine
boots in mint?
BTW, this ACC works fine under TOS and Magic.
Any help would be appreciated.
NOTE:. I use GFA basic.
I use appl_init() and menu register
Thanks

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4888. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AA68.2567@wwa.com>
Source record: 7438
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Frank Charlton wrote:
>
> Marcel Durieux <hollywood.sound@skynet.be> wrote in article
> <01bc2fbf$60cae560$2f05eec3@marcel>...
> > Hello,
> > how can I connect a 850 atari drive at my PC to make image from my own
> > disks?
>
> If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
> of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> selling XFormer cables to do the thing you want, they have plans available
> to build your own cable.
>
> ATB, Frank.

What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
got against the good old 8bit?

4889. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gr6bc$7vq@balaena.bio.vu.nl>
Source record: 7439
Cross-posted to: alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Eric Cron (ericcron@wwa.com) wrote:

: > > how can I connect a 850 atari drive at my PC to make image from my own
: > > disks?
: >
: > If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
: > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as

: What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
: got against the good old 8bit?

The ST isn't 8 bit either. He was referring to the "old" Atari 800
(XE/XM/whatever) series of 8 bit computers.
But you are right, the ST isn't old. 12 years is nothing compared to the
time UNIX (not actually a system but an OS) has been around. And what to
think about PC's... They've been around for 17 years.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

As you reach for the web, a venomous spider appears. Unable to pull
your hand away in time, the spider promptly, but politely, bites you.
The venom takes affect quickly causing your lips to turn plaid along
with your complexion. You become dazed, and in your stupor you fall
from the limbs of the tree. Snap! Your head falls off and rolls all
over the ground. The instant before you croak, you hear the whoosh of
a vacuum being filled by the air surrounding your head. Worse yet, the
spider is suing you for damages.

4890. Re: ACC not loading with MiNT.

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-20 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970320165922.13544E-100000@tingeling.lysator.liu.se>
Source record: 7440

On 19 Mar 1997, Katherine L Ellis wrote:

> Hi, I am doing a program, It's an ACC, it works fine so far except
> that under MINT, it doesn't want to appear in the accessory menu.
> With PS, I can see that my acc is loaded, but is in the sleep status
> and not ready status, thu snot appearing in the menu.
> If I SIGCONT my acc it will then appear in the menu.
> So why my acc doesn't receive the correct signal when the machine
> boots in mint?
> BTW, this ACC works fine under TOS and Magic.
> Any help would be appreciated.
> NOTE:. I use GFA basic.
> I use appl_init() and menu register

Hi,

I'm not sure if this is a GFA basic problem, but I've done it successfully
in C. You might be able to convert it to GFA basic.
This is a piece of code from my GEM interface for mp2 player. This works
for me on both TOS and MiNT, haven't tried MagiC myself, but others tell
me it works there too. The _app variable is a PureC variable to tell if
the program is run as .PRG or .ACC, if the program is always .ACC then
this wouldn't be neccessary.

```
if ((app_id = appl_init()) >= 0)
{
if(!_app)
acc_id = menu_register(app_id, " MPEG2 Audio ");

/* program follows */
}
```

Hope it helps!

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4891. Re: Toolbox API (was: DLLs for Atari)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-20 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5gs7b9$e7u@infa.central.susx.ac.uk>
Source record: 7441

Gaven Miller (gmiller@inca.co.nz) wrote:
: The Toolbox was designed around the TOS filesystem, and to load before MiNT.

: Unfortunately, this is more an assembler-level interface. Higher level
: languages will need to have changes made to their startup stubs.

I have had a look at the sample code in your original post -- keeping that architecture is going to make it very difficult to write TE's in anything other than assembly. My component system doesn't perform any checks to see if you're loading a valid component -- I have authorised and unauthorised components wherreby the system admin (my system is MiNT only) sets up the authorised stuff, and users set up their own unauthorised components. If a user tries to load some program as a component, then they will only crash their own component server, not the entire system.

When a component is loaded, the component server responsible for it simply JSR's to the first instruction in the text section (if you know anything about writing .XDD's or .XFS's in C, then the method for writing the startup stub is identical). This function is expected to return some information about the component and is given a few bits and pieces as parameters on the stack.

I also note that your system is a TSR:

: Later on, the foreground apps can load a specialised extension using a
: LibLoad() Toolbox API call.

this will cause problems under a multitasking environment (which is really the only place where components/TE's/modules/shared libraries/what ever are needed). If we're in SingleTOS with no MiNT, then we have the same problems that desk acessories have with allocating memory: the running application loads a module, and that module's memory is owned by that application. Some other application that is running could theoretically use the module as well (the whole point about creating modules is to share code) but when the host application quits, the module's memory is freed up and the other clients using the module crash.

You could argue that modules can be used in a simgle task environment to facilitate plug-ins to programs (file filters to load different formats of pictures/sounds/text/etc) but a TSR system would miss out on the whole code sharing idea.

The trick is to make the program that governs your modules (Toolbox manager/component manager) a process that is always available. My component manager, once loaded, just sits there and waits of a message to be sent to it telling it to do something. Basically, it would be used for two things: loading a component (so that component's memory space belongs to the component manager); and removing a component from memory.

Once a component has been registered with the component manager, it would normally be unloaded from memory, and only loaded back into memory when some process wishes to use that component. Once all the processes utilising some component have finished with it, the component is removed from memory again. An application sends a message to the component manager to ensure that the component it wishes to use is made ready. The result from this operation is the pointer to that components info block. When an application is done with the component, it just sends such a message to the component manager again.

: At present, there can be only 16 extensions loaded at at any one time.
: This value will be raised later on.

I can have as many as memory will permit -- I have written a defragmentable memory allocator to help out with this :).

: Please feel free to comment on it (in this newsgroup). I would like to
: make the Toolbox/Extension APIs an "open" Atari standard, and discussion
: involving other programmers will lead to a better standard.

I will post my standard for component managers/servers in the next few days for a comparison. However, one thing you must understand is that my code is far from completed. The first version will most definitely not have unauthorised components (a security feature, but then most people won't need to worry about this anyway!).

Cheers,

James Cox
--
<jamesco@cogs.susx.ac.uk>

4892. Re: ACC not loading with MiNT.

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-20 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970320145724.3733C-100000@usr09.primenet.com>
Source record: 7442

```
Hi thanks for the help, but here is what I use exactly. It looks like
what you wrote down there.
' IS it really an .ACC
ap_id&=APPL_INIT()
'
IF ap_id&<>0 ! not interpreted
' insert .ACC into menu bar
me_id&=MENU_REGISTER(ap_id&," myprogram")
DO
' detect .ACC selected
~EVNT_MESAG(0)
' ? is it our .ACC?
' note check both for an acc, and it is our acc
IF MENU(5)=me_id& AND MENU(1)=40
deal_with_acc ! if so deal with it
' and return back to here
ENDIF
LOOP ! .ACC's are endless loops
ENDIF

Any idea?
thanks. :)

On Thu, 20 Mar 1997, Tomas Berndtsson wrote:

>Hi,
>
>I'm not sure if this is a GFA basic problem, but I've done it successfully
>in C. You might be able to convert it to GFA basic.
>This is a piece of code from my GEM interface for mp2 player. This works
>for me on both TOS and MiNT, haven't tried MagiC myself, but others tell
>me it works there too. The _app variable is a PureC variable to tell if
>the program is run as .PRG or .ACC, if the program is always .ACC then
>this wouldn't be neccessary.
>
```

4893. Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-20 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <c5c_9703211129@conchbbs.com>
Source record: 7443

```
>> I don't suppose I could talk you into using a cookie instead
>> of an environment variable?

> Well, I think I'm a reasonable person, so if using a cookie
> would be reasonable, I don't see why you couldn't talk me into
> it... :) Meanwhile, I don't understand exactly what you mean.
> I don't see any problem in using a cookie, but then some other
> program must establish the cookie, because what I'm concerned
> with is reading out certain information, like timezone
> information and the location of directories. Normally, this is
> not the sort of information one would store in cookies, is it?

Cookies created by TSRs often contain structure pointers, which
means they can provide all sorts of information.

But if all you want is to read some previously established data by
one program, then a *.inf file is the way to go. I thought you were
trying to create an environment variable to be used by other
programs.

Re. environment variables: it's bad enought that we have to support
bad (UNIX) programming practices. The least we can do is not
propagate them.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4894. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-21 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.3332d9bbzmerch9896d9@news.northernway.net>
Source record: 7246
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3330AA68.2567@wwa.com>, ericcron@wwa.com says...

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

Hey Eric...

Good to hear from you again, and I really hate to inform you of this, but the ST is not an 8-bit machine!

I have, however, gotton that ol' 800 working well with the disks and everything... so I'm looking to move some basic-type stuff onto the floppies for that as well.

My question is this: Does an ST have an SIO interface to hook up 8-bit peripherals? I'm getting an (Not old - middleaged) 1040ST in May.

Cya l8r,
"Merch"

4895. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-21 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>
Source record: 7247
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

> > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
home
> > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > selling XFormer cables to do the thing you want, they have plans
available
> > to build your own cable.

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

4896. COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-21 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <333282D1.57EB@softlab.se>
Source record: 7444

Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?

/Mikael

4897. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <33337C66.686F@worldnet.att.net>
Source record: 7248

Mikael Hillborg wrote:

> Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?

Ick. COBOL on the ST? You're one sick dude. :')

--

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341/

4898. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3333BEBA.794B@gte.net>
Source record: 7249
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Roger Merchberger wrote:
>
> My question is this: Does an ST have an SIO interface to hook up 8-bit
> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>

No, but there was a custom cable designed for use with Darek Mihocka's
8-bit emulator on the ST. I can't remember Darek's e-mail address, but
his company (which markets 8-bit and ST emulators for the Windoze) is
called Branch Always Software (BRA-Soft) and is on the web... perhaps he
still sells these cables?

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

4899. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <333444E6.12FE@softlab.se>
Source record: 7250

Gregory D. George wrote:
>
> Mikael Hillborg wrote:
>
> > Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?
>
> Ick. COBOL on the ST? You're one sick dude. :')

:-P I guess it doesn't then!
Any (C) sources somewhere ? GNU ? I could recompile/port it ?

I've seen so many other "odd" languages for this machine, like
X-lisp, fortran and (toy)prolog so why not COBOL ? :)

/Mikael

4900. ST+ Diskmag is Here!

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: !ynoT
Message-ID: <333a16fa.23590796@news.airtime.co.uk>
Source record: 7251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

ST+ ISSUE 14
The Monthly ATARI PD Diskmagazine
http://www.geocities.com/TimesSquare/Alley/7454/
Editor Dave Hollis
Compatable with All ATARIs Min 1 Meg,
ST, STe, Falcon, Mega's and TT

ST+ Has been released at the end of every month for over
a year now, At last it is on line and available for download
from its new home at the above url, the page is under
construction so bookmark it and keep going back, not forgetting
your RELOAD/REFRESH Buttons :)

You will have to hurry for Issue 14 as ST+ 15 is due for release
at the end of March,

** NOTE ** PaCifiST users can downlaod the diskzine as a ready to use
PaCifiST image file to run in your brilliant ATARI emulator, just go
to the page and follow the links.

This Diskzine is Free, Its Current, Its got loads in it and it
is released EVERY Month

Heres a list of what you can read in this issue........

** NOTE ** This is NOT a STOSSER Software release, I make the
Diskzine shell for this and many other current UK Diskzines,
However Much needed Feedback, Comments, Snippets and maybe even
Articles, as well as reviews, messages and Letters, can all be
sent to me at stp@stosser.airtime.co.uk and will be instantly
passed on to the Editor Dave hollis...........

ST+ 14 INDEX OF FILES

REGULARS

[] THIS ISSUE.......This file...
[] SHELL INFO.......Some info to get the best out of ST+.
[] WELCOME AGAIN....My usual bit from me, myself and I.
[] CONVENTION REP...More info on this great idea.
[] CONVENTION INFO..CiH has a few things to tell ya.
[] READER LETTERS...More of your views and suggestions.
[] NEWS.............Only a few bit's this month.
[] STOCKMARKET......Reader adverts.
[] QUESTIONNAIRE....Reader feedback,
[] KONTACT KORNER...Wanna get to know some new Atari users

ADVERTS
The following are commercial adverts...

{} ALIEN TECHNOLOGIES.
{} ANALOGIC.
{} FLOPPYSHOP.
{} FLOPPY PHOTO's.
{} GASTEINER.
{} GOODMANS INTERNATIONAL.
{} PROPHECY PDL.
{} TITAN DESIGNS.
{} A.S.P.

OTHER ADVERTS
The following are misc adverts, important nonetheless.

* ALL AT SEA BBS.
* MAGGIE DISKZINE
* WARP DISKZINE
* KELSTAR DISKZINE
* STOSSER.

* ON THE HORIZON.
A NEW BOOK..

ART GALLERY

[] CLASSIC MOMENTS - Jody D'art..
[] HAPPY BIRTHDAY - Almost as good as a card..
[] SMALL REMINDER - Just in case you forget.
[] MARBLE ARCH.. - A great piccie I found that impressed me.

SCI FI CHANNEL

{} THARGOIDS... - A story by Martin.

ASSEMBLY

HELLO THERE - Steve seems in a better mood, find out why.
ARRgghhhh!!! - But then he's off ranting again..
PICTURE BOOTIN' - A reader letter answered.

RESEARCH

{} JODY'S BACK.. - ...with a vengeance.
{} DANDY KANDY - And more grumbles.
{} COMPUTERS Pt 1 - A brilliant bit of research from Colin.
{} WHERE ARE THEY? - And then some from Jody.

MUSIC'N'MIDI

[] BACK AGAIN... - More jivin' from the man Nev.
[] TRACKER COMMAND - Tracker commands made simple.
[] MUSIC REVIEWS - Pretty self explanatory really.
[] MISCELLANEOUS - The bit's that didn't fit anywhere else.
[] GOTTA FLY.. - And it's goodbye from him.

CONSOLE CORNER

' NINTENDO 64 - Is this REALLY the wonder machine..?
' VIEW POINT.. - Sega Saturn game review.

FALCON

+ THE FUHER... - More from Martin.
+ 030 GAMES - Some Falcon compatible games.
+ LOST BLUB DEMO - Falcon super demo,.
+ FALCONS & ST+ - Compatibility central,
+ THE TWO REVIEWS - More falcon reviews

REVIEWS

* DBWriter - As if I didn't do enough word processing...
* KEEFY'S BIT.. - Mr warp's loose in this very mag..
* DOMINOES - Review of that all time classic mind game
* I.C.B.I.S. - STOS users read on..
* BACKGAMMON - Another mind game..
* GHOSTLINK - Fancy using a PC as a slave to your ST?..

DISKMAGS DEPT

A FEW FACTS.. - Wiggle central..
EEZI-PC - A review of by the Maggie team.

HARDWARE

- ZIPPIN ALONG..Feedback regarding last month Feature

FEATURES

() GEM'ulators..Tony Reviews (PRE PaCifiST)
() ATARI v PC - Which is best (as if we didn't know)
() MORE GRUMBLES -Is there no-one who's not moaning?.
() C TUTORIAL pt2 - More help with C programming.
() I SEE THE LIGHT - Disheartened ST users read on..
() A FEW IDEA'S - Actually, a LOT of idea's..

() NEXT MONTH.. - The not so final curtain..

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

4901. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7GqtH.Dwt@iglou.com>
Source record: 7252

Gregory D. George (greggeorge@worldnet.att.net) wrote:
: Mikael Hillborg wrote:
:
: > Does it exist a COBOL compiler for the ST (well, I have a Falcon) ?
:
: Ick. COBOL on the ST? You're one sick dude. :')

He's serious. I've done programming in Cobol as well. So, in essence, that makes it a valid question. I've not found it yet. I'd like to get a copy of this as well.

However, there's C, Basic, assembler, and other packages galore.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4902. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-22 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <33343AC1.483B@worldnet.att.net>
Source record: 7253

Mikael Hillborg wrote:

> :-P I guess it doesn't then!
> Any (C) sources somewhere ? GNU ? I could recompile/port it ?

I've never heard of, or seen any way of getting COBOL for the ST.

> I've seen so many other "odd" languages for this machine, like
> X-lisp, fortran and (toy)prolog so why not COBOL ? :)

COBOL is icky, that's why! It's such an impossible language, anyone would be
better off learning C since it's actually viable.

I use STOS myself! :-)

--

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341/

4903. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7HAnv.F2v@iglou.com>
Source record: 7254

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: COBOL is icky, that's why! It's such an impossible language, anyone would be
: better off learning C since it's actually viable.

I see you've never tried programming in it. I have, and have programed
quite a few things in it. Sure, C is good, but there are some rather
wicked things you have to learn that make it a little hard in some places.
However, Cobol can be weird, since it doesn't have the math things,
rather, you have to ADD x TO y, SUBTRACT, and then some. That makes a
normal one-line calculation into around several lines of Cobol.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4904. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3334BE60.137A@worldnet.att.net>
Source record: 7255

Robert Goodwin wrote:

> : COBOL is icky, that's why! It's such an impossible language, anyone would be
> : better off learning C since it's actually viable.
>
> I see you've never tried programming in it. I have, and have programed
> quite a few things in it. Sure, C is good, but there are some rather
> wicked things you have to learn that make it a little hard in some places.
> However, Cobol can be weird, since it doesn't have the math things,
> rather, you have to ADD x TO y, SUBTRACT, and then some. That makes a
> normal one-line calculation into around several lines of Cobol.

Actually, I've been forced to take classes in COBOL. Not getting into any specifics or anything, but you have to type a lot of code to get few results. I'm sure it has it's benefits, but just TRY to get instant results like you can with BASIC. And C is so much faster...

My biggest beef was those #$%*! periods after each line. Ewww...

--

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341/

4905. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33362de1.1971752@news.networx.net.au>
Source record: 7256
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>

Actually, he's changed the URL to

www.emulators.com

and the company is now known as

Emulators Online

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

4906. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <333546c426d8461@xs4all.nl>
Source record: 7257

on Thu 20-03-97 10:13 John Kormylo wrote:

>But if all you want is to read some previously established data by
>one program, then a *.inf file is the way to go. I thought you were
>trying to create an environment variable to be used by other
>programs.

I suppose you're right, but since environmnt variables do exist and
are used (notably the TZ variable), I thought I would use them too.

>Re. environment variables: it's bad enought that we have to support
>bad (UNIX) programming practices. The least we can do is not
>propagate them.

I never thought of environment variables as bad practice. Maybe
because I tend to look at Unix as THE example for any programming
environment. Why, in particular, do you think it's bad practice?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

4907. Re: Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <333546c426d9eb3@xs4all.nl>
Source record: 7258

on Mon 17-03-97 10:06 Dan Wilga wrote:

>As far as the AUTO folder goes, however, there's not much use in dealing
>with env vars. Even if you were to create some in the "parent" basepage of
>AUTO folder processes, they would go away as soon as either MiNT or the
>AES comes up.

Not so. There are plenty AUTO folder programs that set environment
variables during start-up and they don't "go away". But even if they
would go away as soon as MiNT or the AES comes up, why aren't the
available to other AUTO folder programs that come after the env var
program?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

4908. Converting windows icons

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7259
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

A while ago, I had a program sat on my hd that ran through a path of
Windows .ico files and produced a .rsc file of them.
They could then be treated as Atari icons.

Of course, now I need the thing, I can't find it! :(

Has anyone got an idea of what this program is called and where I can find
it?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

4909. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3336b0e3.87659858@news.inc.net>
Source record: 7260
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On Sat, 22 Mar 1997 05:12:58 -0600, Dan Mazurowski
<smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>
>--
> -=-
> -=-=-=-=- Dan Mazurowski -=-=-=-=-
> -=-=-=-=- smedley@gte.net -=-=-=-=-
> -=-
>
> "There's a fine line between clever and stupid."
> - David St. Hubbins (lead singer, Spinal Tap)
>
>Check out my video game retrospect web site!
>
>http://home1.gte.net/smedley/index.htm
>
>To reply via e-mail, remove the .antispam from my ID.

His company is now called Emulators Inc. I wonder if Darek works for
MS, he is in the same neighborhood.

4910. Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <196_9703231500@conchbbs.com>
Source record: 7261

j > I never thought of environment variables as bad practice.
j > Maybe because I tend to look at Unix as THE example for any
j > programming environment. Why, in particular, do you think it's
j > bad practice?

First of all, I abhor using text (command lines, environment variables, scripts, etc.) for program-to-program communication. Admittedly it makes the data user editable (technically), but expecting the average user to be able to edit such text is to make the program difficult to use (e.g. HSmodem). If the user is NOT supposed to edit the data directly, then leave it as binary (which is smaller and easier to process). This is why I prefer the cookie jar to the environment list.

Second, if every program on your computer used one or more environment variables, imagine how big and cluttered the list would become, and how long it would take to scan through the list to find what you were looking for, not to mention how complicated the script needed to boot up with would be.

What environment variables are good at is multi-user systems where each user wants to get different results from the same program. Specifically, it is needed to locate the user's directory to FIND the appropriate *.inf, *.cfg or *.dat file. It is a solution to a problem which does not exist on single user computers.

As for UNIX, I have used many operating systems on many computers in my career, but was aghast at my first exposure to UNIX. How such a godawful collection of kludges and quick-fixes ever became an industry standard is a mystery! I suspect it had something to do with the price (which is more than compensated by lower productivity, but you don't find out about that until too late).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4911. Re: Converting windows icons

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5h4ccv$80h@epimetheus.algonet.se>
Source record: 7262
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:

: A while ago, I had a program sat on my hd that ran through a path of
: Windows .ico files and produced a .rsc file of them.
: They could then be treated as Atari icons.
:
: Has anyone got an idea of what this program is called and where I can find
: it?

I don't know of this specific program, but Interface and the ZOOM icon
editor is also able to import Windows icons. Both are commercial
programs, though.

All the best,
Daniel

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

4912. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-23 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3335C65E.794B@gte.net>
Source record: 7263
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Jon D. Melbo wrote:
>
> His company is now called Emulators Inc. I wonder if Darek works for
> MS, he is in the same neighborhood.

He was hired by Microsoft right out of college years ago, and he was
still working for them when I met him about 18 months ago. So he's
probably still there.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

4913. Re: Converting windows icons

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5h4qb1$8ja0pe_002@news.ti.com>
Source record: 7264
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:
>A while ago, I had a program sat on my hd that ran through a path of
>Windows .ico files and produced a .rsc file of them.
>They could then be treated as Atari icons.
>

That's ICO2RSC which you are looking for.
I have set up a page for these hard to find file. You can find ICO2RSC at

http://probehouse.home.ml.org

under the Useful Software section. More coming soon.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
http://wongck.home.ml.org / | \ 486DX33+WFW P90+WinNT

4914. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7J8pw.IM4@iglou.com>
Source record: 7265

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: Actually, I've been forced to take classes in COBOL. Not getting into
: any specifics or anything, but you have to type a lot of code to get few
: results. I'm sure it has it's benefits, but just TRY to get instant
: results like you can with BASIC. And C is so much faster...

Forced, as in a requirement? Since I'm familiar with Cobol, I'm familiar with the requirement of a lot of code. I had to write a mail interface program for this one company, and they were on a mainframe system. So, that meant I had to wait awhile before I could get the damned printout, and so on. It's perfect for business. I'm getting a copy of a compiler for my 486 just so I can remain in practice. [sigh]

But of course, it would be nice to have a computer that would allow you to do Cobol programming the way Basic was done. Just program, and type RUN. I'm still learning C.

That reminds me... Is Steve Yelvington, author of the MODEMIO text file, still around? That file he wrote was back in 1990. Is there a current version of this?

: My biggest beef was those #$%*! periods after each line. Ewww...

Tell me about it. I regularly forgot to put the semicolons in Pascal. With C, you still have to worry about the periods. Not so with Basic. And they claim it's a dead language? ye gods...

I wrote a short accounting program for this one business, and purposely put in one bug, to ensure they called me back. Guess what? It's been 8 years now.

However, now that I think about it, if you install MiNT, and can find GNU Cobol around, and compile it, that could probably do it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4915. Re: Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2403970920590001@dwilga.comm.mtholyoke.edu>
Source record: 7266

In article <333546c426d9eb3@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Mon 17-03-97 10:06 Dan Wilga wrote:
>
>>As far as the AUTO folder goes, however, there's not much use in dealing
>>with env vars. Even if you were to create some in the "parent" basepage of
>>AUTO folder processes, they would go away as soon as either MiNT or the
>>AES comes up.
>
>Not so. There are plenty AUTO folder programs that set environment
>variables during start-up and they don't "go away". But even if they
>would go away as soon as MiNT or the AES comes up, why aren't the
>available to other AUTO folder programs that come after the env var
>program?

Really... Well, you learn something new all the time, as the saying goes.
If anyone has any sample code for modifying the vars so that they are
persistent, I'd be interested in seeing it.

From my understanding of the original post, the person wanted to create
vars from the AUT ofolder and have them persist even once GEM had loaded,
which I had previously thought would not be very easy to do. I wasn't
denying that you could create env vars that would be available to other
AUTO folder progs.

Of course, this is all pretty much a moot point, since it sounds like he's
going to go with a different method anyway :-)

Dan Wilga dwilga@mtholyoke.edu

4916. Re: Converting windows icons

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2403970913340001@dwilga.comm.mtholyoke.edu>
Source record: 7267
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

>A while ago, I had a program sat on my hd that ran through a path of
>Windows .ico files and produced a .rsc file of them.
>They could then be treated as Atari icons.
>
>Of course, now I need the thing, I can't find it! :(
>
>Has anyone got an idea of what this program is called and where I can find
>it?
>

NeoDesk's icon editor can also read .ICO files directly. But if you really
want them in .RSC format, this won't be of much help.

Dan Wilga dwilga@mtholyoke.edu

4917. Re: ACC not loading with MiNT. (fixed!!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970324152732.20142C-100000@usr03.primenet.com>
Source record: 7268

Hi ppl:)
thanks for all the reply but I finally found what was wrong..
My compiler wasn't patched.
But now (once patched), everything's fine :)
Thanks again.... bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

4918. NOS and INN 1.5 news server

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <859217962_OASIS_@nordnet.fr>
Source record: 7269
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

[followups in tech group only]
[posted also to NOS mailing list]
[no crosspost to demon.ip.support.atari, they are not concerned]

Hello all!

Many news servers update their software to INN 1.5 or 1.5.1. They'll update faster to 1.5.1 now, after the "all-time bigest Usenet attack" last week, as 1.5.1 is the only server protected against this cracking method (well there are patches for some other servers, but...).

This leads to problems for us NOS users, as this versions disable NENNEWS command by default, we receive "502 NEWNEWS command disabled by administrator" and the sessions fails, no news... Well we can post our messages, as they are posted before the get news procedure. Maybe it's time to change NOS's strategy to get news, the NEWNEWS command is supported by less servers each day as it uses on the server more memory and CPU time than any other nntp command.

In the meantime, if you can, ask your news administrator to change his config.data file, partial quote below:

```
----------- 8< ----------- [INN's config.data] ----------- 8< -----------
## Allow the NEWNEWS NNTP command? Pick DO or DONT.
## (RFC 977 says you should; your server performance may not agree...)
##### =()<ALLOW_NEWNEWS @<ALLOW_NEWNEWS>@>()=
ALLOW_NEWNEWS DONT
----------- 8< --------------- [end quote] --------------- 8< -----------
```

Easy to guess, he must change the "DONT" to "DO" in the last line. Perhaps he also needs to recompile INN, or only to restart it, it's not clear for me. While we're with config.data, there is an option (on by default) to slow down service for offline readers. Another partial quote:

```
----------- 8< ----------- [INN's config.data] ----------- 8< -----------
## Do you want to make life easy for peers to pull feeds from you (it's
## harder on your machine). Pick DO or DONT. With DONT, you get a small
## sleep inserted before each ARTICLE command is processed. (With
## apologies to the Australians in the audience).
##### =()<LIKE_PULLERS @<LIKE_PULLERS>@>()=
LIKE_PULLERS DONT
----------- 8< --------------- [end quote] --------------- 8< -----------
```

Same thing here, change last line into "DO", if you have a nice newsmaster he'll do it. Otherwise you have a one second pause between each article. And if someone could explain me the "Australians" stuff...

```
Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */
```

4919. BOS/5 OS Re:COBOL

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: norway@interlog.com
Message-ID: <5h6ud1$r53@gold.interlog.com>
Source record: 7270

I wonder if anyone took advantage of Atari's "Valuable Voucher" they included when buying the 1040ST. When I bought my ST in 1987 I was tempted to take advantage of buying the "BOS/5 Operating System" and the "BOS/MicroCobol Development System". They also offered various accounting and office products written in MicroCobol.

I filed the voucher away with my manual and forgot all about it until last year when I came across it again. I was tempted to fill it out and send it to "BOS National" in Dallas, Texas just to see what kind of reply (if any) I would get.

This is the only Cobol for the ST I have come across.

--
---
norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA

4920. Re: ACC not loading with MiNT.

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE7Knyr.7Fs@netcom.com>
Source record: 7271

In article <Pine.BSI.3.95.970319185345.20580A-100000@usr08.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>Hi, I am doing a program, It's an ACC, it works fine so far except
>that under MINT, it doesn't want to appear in the accessory menu.
>With PS, I can see that my acc is loaded, but is in the sleep status
>and not ready status, thu snot appearing in the menu.
>If I SIGCONT my acc it will then appear in the menu.
>So why my acc doesn't receive the correct signal when the machine
>boots in mint?

It sounds like the acc is doing some I/O, either through the BIOS or
GEMDOS. If you can't see where in the code you're doing this (print
statements, perhaps?) then it could be a GFA library problem.

The best solution is to stop doing BIOS or GEMDOS output from the ACC.
If this isn't feasible, a work around would be to do the equivalent
of the C calls:
Psignal(SIGTTIN, SIG_IGN);
Psignal(SIGTTOU, SIG_IGN);
somewhere early in the code -- this tells MiNT not to suspend the
process if it does I/O on the console.

--
Eric R. Smith
ersmith@netcom.com

4921. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-24 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3336CF4D.2993@worldnet.att.net>
Source record: 7272

Robert Goodwin wrote:

> : Actually, I've been forced to take classes in COBOL.
>
> Forced, as in a requirement?

Ermm... Yes. I don't think the teacher was all that thrilled with it either. Then, when I took Turbo C++, that teacher absolutely DESPISED COBOL! I really hated it so much because it seems so wordy. And I would always forget a period somewhere which would cause about 15 errors. It would take me an hour to write a program that would put my name on the screen! Something I can do in BASIC in about... 3 seconds?

The sad part is: I was really excited about learning it. Until I learned it!!

> Tell me about it. I regularly forgot to put the semicolons in Pascal. With
> C, you still have to worry about the periods. Not so with Basic. And they
> claim it's a dead language? ye gods...

BASIC dead? Puleeze. BASIC will be around for a VERY long time to come. What? Are they going to train people programming on Turbo C++? That's not a good starting point for a programmer.

> However, now that I think about it, if you install MiNT, and can find GNU
> Cobol around, and compile it, that could probably do it.

If you can find GNU COBOL around, it could be recompiled for Linux, and you could run it on the Falcon!

BTW, what was the latest revision for COBOL?

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341/

4922. DSP

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: Frederic Bossut <Frederic.Bossut@etu.utc.fr>
Message-ID: <3337B7D1.105BD0EE@etu.utc.fr>
Source record: 7273

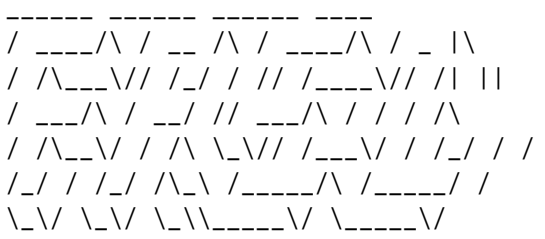
hi,

Does anyone know the address of the dsp boot program wich is in the
memory map of the tos?

How many memory is there in each part of the dsp
for p,x and y

(i think about non shadowed memory, wich mean a really mermory where i
can set a word without erasing another part of the dsp memory)

thanks
--



4923. PMMU

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: operator@civpczaal.utwente.nl
Message-ID: <5h960q$a1j@dinkel.civ.utwente.nl>
Source record: 7274

Hoi,
I need some information about the PMMU of the Falcon.
Is it possible to mirror some ram to the rom-port? How???

please answer to:
c.a.adler@student.utwente.nl

by, Christian

4924. Re: BOS/5 OS Re:COBOL

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7M7Ly.n0s@iglou.com>
Source record: 7275

David Snowdon (norway@interlog.com) wrote:

: I filed the voucher away with my manual and forgot all about it until
: last year when I came across it again. I was tempted to fill it out and
: send it to "BOS National" in Dallas, Texas just to see what kind of
: reply (if any) I would get.

Anyone out there in Dallas, Texas who can help check this out?

Can you post the address and phone number? I also have a brother who lives
out there, so I can check with him.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4925. Re: COBOL for ST/Falcon ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7M7C4.MA5@iglou.com>
Source record: 7276

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: Ermm... Yes. I don't think the teacher was all that thrilled with it either.
: Then, when I took Turbo C++, that teacher absolutely DESPISED COBOL! I reall
: hated it so much because it seems so wordy. And I would always forget a peri
: somewhere which would cause about 15 errors. It would take me an hour to wri
: a program that would put my name on the screen! Something I can do in BASIC
: about... 3 seconds?

Sometimes Cobol does require a little more time and thought to come up
with a good program. When I was in this class, and someone complained
about a variable, I always told them to look up, at the beginning of the
program. The error was usually right there. Later on, I'll try posting a
short quickie program that'll put someone's name on the screen, then
compare it to basic, C, and maybe Pascal.

: The sad part is: I was really excited about learning it. Until I learned i

The interesting thing is that when I learned it, and we got to the point
of 2D or 3D tables, I was at the point where I could, literally, do a
10-dimensional table, and finish the program before everyone else.

: BASIC dead? Puleeze. BASIC will be around for a VERY long time to come. Wh
: Are they going to train people programming on Turbo C++? That's not a good
: starting point for a programmer.

Basic has the problem of not being structured, what with all the GOTOs and
GOSUBs, depending on the flavor of Basic you use. The first few programs I
wrote in Basic were on a TRS-80, of all things. One was a slot
machine-like one, another one was like the Simon game, where you remember
the colors, and a few others. I don't know what happened to them.

What is a good starting point for a programmer? People have started
learning with various languages out there. I've seen some actually do some
Fortran, and the entire program looked like a mess. The first C program I
wrote used Mark Williams C, and I bought a used copy of Lattice C 5.5
something, so I really need to get back to it.

: If you can find GNU COBOL around, it could be recompiled for Linux, and you
: could run it on the Falcon!

I may have confused it for GNU Pascal... But of course, you can do that.
That's one reason why I like the GNU things, since it can be recompiled on
various systems out there. Only problem is that I've not installed Linux
on my DX4-100, or MiNT, though I have a Sun 3/60 diskless workstation.
Still am trying to learn it. It's got an ESDI drive in it, though I'd like
to try to replace it with a SCSI.

: BTW, what was the latest revision for COBOL?

Last I heard, it was around 1990 for the latest revision. It's been awhile since I've done serious work with Cobol.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4926. hash table packer

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <6d4_9703251643@conchbbs.com>
Source record: 7277

In the process of developing an RTF decoder, I wrote a program to generate a "packed" hash table from a list of code/keyword pairs and save it as a DRI format object file. I was wondering if it was worth uploading?

The hash table uses the structure

```
typedef struct {
short parent; /* index of parent node */
short base; /* used to compute child indexes */
short code; /* keyword code (or default code) */
} PACKED;
```

and computes the hash table array indexes using

```
index = p->base + (unsigned char) *(text++);
```

The program can usually pack all of the nodes into an array with no wasted space and no conflicts (looking up a keyword of length n requires exactly n table lookups).

Packing the 34 C language keywords took a couple of seconds, while packing the 536 RTF keywords took about an hour (on a TT). A faster solution is also possible by increasing the array size.

BTW, I am familiar with the so called "perfect hash," which cannot distinguish keywords from typos without a string compare.

```
___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4927. Re: BOS/5 OS Re:COBOL

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: norway@interlog.com
Message-ID: <5h9klu$93t@gold.interlog.com>
Source record: 7278

In article <E7M7Ly.n0s@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>David Snowdon (norway@interlog.com) wrote:
>
>: I filed the voucher away with my manual and forgot all about it until
>: last year when I came across it again. I was tempted to fill it out and
>: send it to "BOS National" in Dallas, Texas just to see what kind of
>: reply (if any) I would get.
>
>Anyone out there in Dallas, Texas who can help check this out?
>
>Can you post the address and phone number? I also have a brother who lives
>out there, so I can check with him.
>

The address is (was) : BOS National
Atari Special Offer
2607 Walnut Hill Lane
Dallas, Texas 75229

No phone number was listed.

The BOS/5 OS was offered in two versions:

Diskette-based system (1 diskette) $11.95

Hard disk-based system (3 diskettes) $21.95

--
---
norway@interlog.com David Snowdon (VA3DKS) Toronto, Ontario, CANADA

4928. Re: DSP

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970325221832.1658B-100000@tiny.lysator.liu.se>
Source record: 7279

On Tue, 25 Mar 1997, Frederic Bossut wrote:

> hi,
>
> Does anyone know the address of the dsp boot program wich is in the
> memory map of the tos?

This I don't know, but I'm very interested too, if anyone knows/finds out!

> How many memory is there in each part of the dsp
> for p,x and y
>
> (i think about non shadowed memory, wich mean a really mermory where i
> can set a word without erasing another part of the dsp memory)

This is pretty complicated on the Falcon, and I don't have the exact
memory map in my head. But this is approximately how it is. (words in here
are 24-bit DSP words)

Internally in the DSP chip there is 512 words P(rogram) memory, 256 words
X memory and 256 words Y memory. These are always free to use without
risking overwriting other parts. But, the first 64 words in P mem is used
for interrupt addresses.

Externally, there is a total of 32K words, divided in two 16K words parts.
These parts are the lower 16K of the X and Y mem respectively.
The P memory is then mapped over these parts to form a "separate" 32K
program memory. The lower 16K of the P mem is the same physical mem as the
16K Y mem and the upper 16K P mem is the 16K X mem.

There are parts missing in the description, among other things what
happens when the X and Y memory ROM are enabled. This is where my memory
lacks. I checked this once and made notes of it, and they are somewhere :)

If you have Brainstorm's DSP debugger, it's pretty easy to check exactly
which parts are mapped over other parts.

Greeting,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

4929. TT shifter regs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: magee@cpsc.ucalgary.ca
Message-ID: <33381eca.0@news.cpsc.ucalgary.ca>
Source record: 7280

Hey all,

I was just rummaging around my TT's registers a few nights ago and I noticed that it has the STe's shifter address low register ($ff8205 IIRC), which lets me set the screen to any 8-byte boundary. But there seems to be no smooth-scroll register ($ff8265?). It seems strange there would be only 'some' of the STe's video functionality in the TT. (Also I noticed that $ff820b, which is described only as 'reserved' in the TT tech docs, definitely does things to the VGA display if you diddle bits 1 or 2).

Anyone know the scoop on this?

Thanks,

-Russ

4930. Re: DSP

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5h9r5b$jss@nnrp1.news.primenet.com>
Source record: 7281

On 25 Mar 1997 12:32:33, Frederic Bossut wrote:
>hi,
>
>Does anyone know the address of the dsp boot program wich is in the
>memory map of the tos?
>
>How many memory is there in each part of the dsp
>for p,x and y
>
32K words, x=16K, y=16K, program space overlaps both
X:0, X:16K and P:16K are same address
Y:0, Y:16K and P:0 are same address

>(i think about non shadowed memory, wich mean a really mermory where i
>can set a word without erasing another part of the dsp memory)
>
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

4931. Re: BASIC. (Was: COBOL for ST/Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3338A202.3607@worldnet.att.net>
Source record: 7282

Robert Goodwin wrote:

> Basic has the problem of not being structured, what with all the GOTOs and
> GOSUBs, depending on the flavor of Basic you use.

I wouldn't exactly call it a problem. BASIC is more flexible because you can structure it as you wish. I used to do spaghetti code, because I didn't know anything else. But, learned it was better to AT LEAST have modules. GOTOs aren't bad. You just have to avoid abusing them.

> What is a good starting point for a programmer?

I still think BASIC is the best starting point. After all, that's what it was intended to be: Beginner's All-purpose Symbolic Instruction Code.

> : BTW, what was the latest revision for COBOL?
>
> Last I heard, it was around 1990 for the latest revision. It's been awhile
> since I've done serious work with Cobol.

Hmmm... I think I learned on COBOL 85. This was back in '90, so it must have just been about to appear. What an ordeal. Glad I'm not going into mainframe programming!!

--

Greg George	Forever Fuji!!
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341

4932. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-25 00:00:00 UTC
From: brisk@qni.com
Message-ID: <3337e541.1303468@news.qni.com>
Source record: 7283

On 23 Mar 97 11:43:00, John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:

>First of all, I abhor using text (command lines, environment
>variables, scripts, etc.) for program-to-program communication.
>Admittedly it makes the data user editable (technically), but
>expecting the average user to be able to edit such text is to make
>the program difficult to use (e.g. HSmodem). If the user is NOT
>supposed to edit the data directly, then leave it as binary (which
>is smaller and easier to process). This is why I prefer the cookie
>jar to the environment list.
>

Programs should be written for the largest number of people possible, not just the lowest common denominator. While I agree MOST users will not edit the data from a program directly, having this at ones disposal is greatly appreciated with the need arises.

The biggest reason to use the cookie jar over the environment on TOS has to do with the various shells it use. Yes, most users are using a shell, but don't realize it is a shell because it is graphical. NeoDesk, Ease, the Desktop built into MultiTOS as well as MagiDesk that ships with MagiC are all shells. They are just graphical, but none the less shells. These programs wouldn't know that the environment has changed and as such, they would not properly pass the envirornment to the next program. The cookie jar would solve this problem, but then you are using precious RAM to store program to program information that may be better suited to a temporary file.

>Second, if every program on your computer used one or more
>environment variables, imagine how big and cluttered the list would
>become, and how long it would take to scan through the list to find
>what you were looking for, not to mention how complicated the script
>needed to boot up with would be.
>

I agree that for the novice user this can be a pain, but everything in the computing world has a purpose. One should pick the BEST solution that is feasible.

>What environment variables are good at is multi-user systems where
>each user wants to get different results from the same program.
>Specifically, it is needed to locate the user's directory to FIND
>the appropriate *.inf, *.cfg or *.dat file. It is a solution to a
>problem which does not exist on single user computers.
>

Environment variables are also good the store user custom options, without taking up a large quantity of disk space for what is really a small amount of information. Remember, config files eat 2k or more depending on the format of the disk. This is a lot of space for 10 bytes of information.

>As for UNIX, I have used many operating systems on many computers in
>my career, but was aghast at my first exposure to UNIX. How such a
>godawful collection of kludges and quick-fixes ever became an
>industry standard is a mystery! I suspect it had something to do
>with the price (which is more than compensated by lower
>productivity, but you don't find out about that until too late).
>

The Unix philosophy is that each program should do one thing and do it well. This leads to lots of programs. The rest of the programing world has decided that one program should do everything conceivable, which leads to program that are large and do nothing well (the Microsoft Kindom comes to mind).

These are just MY opinion.

Jeffrey A. Krzysztow

4933. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-26 00:00:00 UTC
From: lnx@earthlink.net
Message-ID: <5hbs4j$c53@usenet88.supernews.com>
Source record: 7284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

4934. Re: BASIC. (Was: COBOL for ST/Falcon?)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7o1K7.LHz@iglou.com>
Source record: 7285

Gregory D. George (greggeorge@worldnet.att.net) wrote:

: I wouldn't exactly call it a problem. BASIC is more flexible because
: you can structure it as you wish. I used to do spaghetti code, because I
: didn't know anything else. But, learned it was better to AT LEAST have
: modules. GOTOs aren't bad. You just have to avoid abusing them.

There were some programs I'd seen that looked more like spaghetti code
than anything else. Unreadable stuff, you couldn't even tell what the
program did due to all the jumping and so on it did. I heavily modified a
Forem XE BBS program, rewriting a couple routines and so on, making it
work better. It had modular areas, and you could tell.

The GOTOs are unconditional jumps, which force the program to go
somewhere. GOSUBs merely tell it to go one place, then a RETURN to have it
come back to where it started. On an 8bit, if you do;

1 GOSUB 1

You'll end up with an out of memory error. It uses memory to keep the last
known line number where it jumped in a stack. A RETURN pops that number
off the stack.

A BASIC program without them can easily be readable, yes, but you do need
them at times.

: I still think BASIC is the best starting point. After all, that's what
: it was intended to be: Beginner's All-purpose Symbolic Instruction Code.

Some other people don't seem to think so. They say it promotes
unstructured code writing. This was long ago, around the 80s. Today, you
got the more modern flavors of Basic that have modular areas, without
using line numbers.

: Hmmm... I think I learned on COBOL 85. This was back in '90, so it must
: have just been about to appear. What an ordeal. Glad I'm not going into
: mainframe programming!!

Mainframe programming is something I definitely don't wish to do again. It
was the JCL, and other things I had to deal with as well. I have a book
around here that mentioned the latest Cobol reviews, but I can't find it
at the moment.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4935. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hbrmq$nlc@ornews.intel.com>
Source record: 7286
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

```
In article <3336b0e3.87659858@news.inc.net>,
ssilicon@lax.net (Jon D. Melbo) wrote:
>His company is now called Emulators Inc. I wonder if Darek works for
>MS, he is in the same neighborhood.

Yes, AFAIK he does. I've got one of those cables around here someplace...

Remove the "TINC" from my email address to reply.
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the magazine for all Atari users For info, email:
CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------
```

4936. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5hdvgq$lf1@balaena.bio.vu.nl>
Source record: 7287

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: As for UNIX, I have used many operating systems on many computers in
: my career, but was aghast at my first exposure to UNIX. How such a
: godawful collection of kludges and quick-fixes ever became an
: industry standard is a mystery! I suspect it had something to do

Hmmm, sure you're not talking about DOS or Windows? :-)

: with the price (which is more than compensated by lower
: productivity, but you don't find out about that until too late).

Personally I find UNIX-oid operating systems quite usable and powerful,
as opposed to things like Windows, DOS ad even MacOS... But I guess that's
a matter of taste. (I'm typig this i a UIX shell runig on a Mac (or actually
in a telet window). And as you might have noticed, the "n" key does't work
that well...)

-=Levjeo (Hmmm...)

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"APL is a write-only language. I can write programs in APL, but I
can't read any of them."
-- Roy Keir

4937. NeoDesk INF Files

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-27 00:00:00 UTC
From: senyshyn@helix.nih.gov
Message-ID: <AF602340966885836A@128.231.207.7>
Source record: 7288

I cannot make Neodesk 3.02 recognize a new INF file.

After upgrading to a video card, I edited an old NEODESKH.INF file
for a resolution 1024 x 768 (256 colors) and renamed the file
NEODESKC.INF.

The file NEO_INF.DAT contains the words NEODESKL NEODESKM NEODESKH but any
attempt to edit NEO_INF.DAT causes NEODESK to crash on startup.

Any help would be appreciated.

Regards
Jan

Washington DC

4938. Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d9d_9703280640@conchbbs.com>
Source record: 7289

```
b > The cookie jar would solve this problem, but then you are
b > using precious RAM to store program to program information
b > that may be better suited to a temporary file.

The environment is also stored in RAM, generally takes more than 8
bytes per entry, and must be searched by string compares (instead of
a single long compare per entry).

b > The Unix philosophy is that each program should do one thing
b > and do it well.

I wasn't aware that UNIX had a design philosophy; it just grew.

A case in point is termcap, which was intended to solely to enable
vi to use more advanced terminal devices (than TTY). Someone else
wrote a library of graphical interface fuctions called curses to use
termcap. However, since termcap does not bother to implement
anything not used by vi, it has a very limitted capabilities.

X Windows, on the other hand, is HUGE, really really HUGE! You need
virtual memory just to run the thing. The programmer's reference
manual is thicker than most telephone books. In fact, it is so
difficult to use (without motif, anyway) that for 10 years there
were only 4 applications: xterm, xload, xclock and a window manager.

"If the designers of X Windows built cars, there would be no fewer
than five steering wheels hidden about the cockpit, none of which
followed the same principles -- but you'd be able to shift gears
with your car stereo. Useful feature, that." - Marcus Ranum, DEC

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4939. 8500 Mac/MagicMac/GFA problem

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-28 00:00:00 UTC
From: Vegard Hofsoy <veg@a.sol.no>
Message-ID: <333B2842.2D9A@a.sol.no>
Source record: 7290

Hi all.

I have a problem I hope someone can help me with:

GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac 2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU patch, but it stated that no patch was neccesary...

Programs that I know are OK suddenly throws up a number of exception errors & chrash MagicMac. I have to turn to my old MSTE to get anything done... :-(

Any help? I suspect the problem is related to the fact that the 8500 is a PCI machine, but do not really know what that is... It worked great on the 7100 I used to have.

Bye,
Vegard Hofsoy
[veg@a.sol.no]

4940. Re: NeoDesk INF Files

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-28 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2803971005080001@dwilga.comm.mtholyoke.edu>
Source record: 7291

In article <AF602340966885836A@128.231.207.7>, senyshyn@helix.nih.gov (Jan Senyshyn) wrote:

>I cannot make Neodesk 3.02 recognize a new INF file.
>
>After upgrading to a video card, I edited an old NEODESKH.INF file
>for a resolution 1024 x 768 (256 colors) and renamed the file
>NEODESKC.INF.
>
>The file NEO_INF.DAT contains the words NEODESKL NEODESKM NEODESKH but any
>attempt to edit NEO_INF.DAT causes NEODESK to crash on startup.

Um...Excuse me if I'm missing something obvious, but why do you need to edit NEO_INF.DAT? Why don't you just use the Options->Set Prefs->INF Files dialog? That's what it's there for, after all...

Dan Wilga dwilga@mtholyoke.edu

4941. Re: Toolbox API (was: DLLs for Atari)

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <31d7cd$33934.2d7@HERMES>
Source record: 7292

James Cox (jamesco@cogs.susx.ac.uk) wrote:
> Gaven Miller (gmiller@inca.co.nz) wrote:
> : The Toolbox was designed around the TOS filesystem, and to load before MiNT.

> : Unfortunately, this is more an assembler-level interface. Higher level
> : languages will need to have changes made to their startup stubs.

> I have had a look at the sample code in your original post -- keeping that
> architecture is going to make it very difficult to write TE's in anything
> other than assembly.

It can be done in a higher level language, however, if one inserts a JSR
to an initialisation routine, passing a pointer to the Toolbox info
structure passed to the extension.

If the extension needs to allocate RAM or if anything in the HLL library
needs to be initialised, then the code as presented will need patching.

I wrote the extensions in assembly primarily due to the fact that the
machines that run the code are ram-starved (generally one meg or less). A
HLL extension would gobble up around twice the RAM. And most of the
extensions were hardware level - and I haven't used a HLL that generates
interrupt code fast/clean enough to use at that level.

> My component system doesn't perform any checks to see if
> you're loading a valid component -- I have authorised and unauthorised
> components wherreby the system admin (my system is MiNT only) sets up the
> authorised stuff, and users set up their own unauthorised components. If a
> user tries to load some program as a component, then they will only crash
> their own component server, not the entire system.

> When a component is loaded, the component server responsible for it simply
> JSR's to the first instruction in the text section (if you know anything about
> writing .XDD's or .XFS's in C, then the method for writing the startup stub is
> identical). This function is expected to return some information about the
> component and is given a few bits and pieces as parameters on the stack.

> I also note that your system is a TSR:

The Toolbox and any libraries loaded at boot time go TSR. When a client
app calls LibLoad, the extension loaded remains a transient app - it does
not go TSR.

> : Later on, the foreground apps can load a specialised extension using a
> : LibLoad() Toolbox API call.

> this will cause problems under a multitasking environment (which is really the
> only place where components/TE's/modules/shared libraries/what ever are

> needed). If we're in SingleTOS with no MiNT, then we have the same problems
> that desk acessories have with allocating memory: the running application
> loads a module, and that module's memory is owned by that application. Some
> other application that is running could theoretically use the module as well
> (the whole point about creating modules is to share code) but when the host
> application quits, the module's memory is freed up and the other clients using
> the module crash.

I've had limited success changing the parent pointer in the extesnions
basepage to point to the Toolbox basepage. This sometimes allows an
extension to outlive the client app that loads it. But it is not totally
foolproof. Fate has just invented better fools.

> You could argue that modules can be used in a simgle task environment to
> facilitate plug-ins to programs (file filters to load different formats of
> pictures/sounds/text/etc) but a TSR system would miss out on the whole code
> sharing idea.

The client app calls the Toolbox to load "GOOBER.TE". It does so, and
passes back an ID used when calling functions within goober. Client #2
(perhaps a co-resident accessory) finds that goober is loaded (via a
tlbxHasLib call), and uses the ID returned from it to do something, after
calling tlbxUseLib (or should that be tlbxLoadLib, bypassing the physical
loading/initialisation if it already exists, and just passing back an ID)
to inform the Toolbox of one more client that wants to use goober. Both
clients call GOOBER via the toolbox. Neither is aware that another client
is using goober. Only the Toolbox knows how many clients are using Goober.
It could be two. It could be 17.

Only after all clients have called tlbxLibFree(goober_id) will goober
be physically unloaded, and the memory space reclaimed.

> The trick is to make the program that governs your modules (Toolbox
> manager/component manager) a process that is always available.

Done. A TSR is always available. And mine is available to be called via a
redirected TRAP vector. (And it is XBRA compliant, calling the previous
vector holder if/when the API reequirements are not met)

> My component
> manager, once loaded, just sits there and waits of a message to be sent to it
> telling it to do something. Basically, it would be used for two things:
> loading a component (so that component's memory space belongs to the component
> manager); and removing a component from memory.

> Once a component has been registered with the component manager, it would
> normally be unloaded from memory, and only loaded back into memory when some
> process wishes to use that component. Once all the processes utilising some
> component have finished with it, the component is removed from memory again.
> An application sends a message to the component manager to ensure that the
> component it wishes to use is made ready. The result from this operation is
> the pointer to that components info block. When an application is done with
> the component, it just sends such a message to the component manager again.

> : At present, there can be only 16 extensions loaded at at any one time.
> : This value will be raised later on.

> I can have as many as memory will permit -- I have written a defragmentable
> memory allocator to help out with this :).

> : Please feel free to comment on it (in this newsgroup). I would like to
> : make the Toolbox/Extension APIs an "open" Atari standard, and discussion
> : involving other programmers will lead to a better standard.

> I will post my standard for component managers/servers in the next few days
> for a comparison. However, one thing you must understand is that my code is
> far from completed. The first version will most definitely not have
> unauthorised components (a security feature, but then most people won't need
> to worry about this anyway!).

(It's about 4am, so my brain may not be running at the usual 109%. Please
forgive any lapses in logic, cognition or common sense)

--

Quote For The Month:

"Open up, it's the pigs!"

4942. Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f9b_9703282238@conchbbs.com>
Source record: 7293

```
l > Hmmm, sure you're not talking about DOS or Windows? :-)

I never had to use DOS or Windows, so can't compare. I worked on
mainframes and workstations from 70-90.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4943. X-Windows on 68000

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-29 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <333D5F96.3869@worldnet.att.net>
Source record: 7196

Peter Rottengatter wrote:

> X Windows is not too huge to fit in a few megabytes : I had it running
> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
> an MC 68000, but this should certainly tell that it's not as huge as you
> say here. Huge is just your exaggeration.

How are you running X-Windows on a 68000 ST? You need at least a 68030 to
run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

--

Greg George	/	\ Forever Fuji!! /	\
Editor, The Atari Times	Check out The Atari Times Web Page!
greggeorge@worldnet.att.net	http://www.geocities.com/TimesSquare/Arcade/8341

4944. Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-29 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <1b0_9703291403@conchbbs.com>
Source record: 7197

p > When citing this as an example, you should note too that
p > nowadays programs seldomly use TERMCAP anymore.

But the evolution of termcap from a single purpose quick fix to a
very bad graphics standard is typical of UNIX development in general.

p > X Windows is not too huge to fit in a few megabytes

Showing my age here. At the time, a few megabytes was really really
HUGE!

p > Ask this person where DEC's GUIs are nowadays, ask him where
p > Ultrix has gone. X however is still very much alive. This
p > should tell which GUI had the better design.

So, are you saying that MS-DOS and Windows are successful because
they are better designed than the competitors?

As I said, I've used lots of different OSes, and almost all of them
were better designed than UNIX (but more expensive and available on
only one platform each).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4945. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-29 00:00:00 UTC
From: elhays@ucdavis.edu
Message-ID: <5hi360ogp1@mark.ucdavis.edu>
Source record: 7294

On 27 Mar 97 11:34:00, John Kormylo wrote:
>b > The cookie jar would solve this problem, but then you are
>b > using precious RAM to store program to program information
>b > that may be better suited to a temporary file.
>
>The environment is also stored in RAM, generally takes more than 8
>bytes per entry, and must be searched by string compares (instead of
>a single long compare per entry).
>
>b > The Unix philosophy is that each program should do one thing
>b > and do it well.
>
>I wasn't aware that UNIX had a design philosophy; it just grew.
>
>A case in point is termcap, which was intended to solely to enable
>vi to use more advanced terminal devices (than TTY). Someone else
>wrote a library of graphical interface fuctions called curses to use
>termcap. However, since termcap does not bother to implement
>anything not used by vi, it has a very limitted capabilities.
>
>X Windows, on the other hand, is HUGE, really really HUGE! You need
>virtual memory just to run the thing. The programmer's reference
>manual is thicker than most telephone books. In fact, it is so
>difficult to use (without motif, anyway) that for 10 years there
>were only 4 applications: xterm, xload, xclock and a window manager.
>
>"If the designers of X Windows built cars, there would be no fewer
>than five steering wheels hidden about the cockpit, none of which
>followed the same principles -- but you'd be able to shift gears
>with your car stereo. Useful feature, that." - Marcus Ranum, DEC
>
>
>
>___ Mountain Reader II - #00000053
>--
>|Fidonet: John Kormylo 1:106/7861
>|Internet: John.Kormylo@7861.conchbbs.com
>|
>| Standard disclaimer: The views of this user are strictly his own.
>
>.

4946. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-29 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970329154747.15279A-100000@pallas.amp.uni-hannover.de>
Source record: 7295

On 29 Mar 1997, Eric Hays wrote:

> >A case in point is termcap, which was intended to solely to enable
> >vi to use more advanced terminal devices (than TTY). Someone else
> >wrote a library of graphical interface fuctions called curses to use
> >termcap. However, since termcap does not bother to implement
> >anything not used by vi, it has a very limitted capabilities.

For most operating system, there are a few things that are not solved well. When citing this as an example, you should note too that nowadays programs seldomly use TERMCAP anymore.

> >X Windows, on the other hand, is HUGE, really really HUGE! You need
> >virtual memory just to run the thing. The programmer's reference
> >manual is thicker than most telephone books. In fact, it is so
> >difficult to use (without motif, anyway) that for 10 years there
> >were only 4 applications: xterm, xload, xclock and a window manager.

X Windows is not too huge to fit in a few megabytes : I had it running on an old ST with 4 MB, no virtual memory. Surely it was rather slow with an MC 68000, but this should certainly tell that it's not as huge as you say here. Huge is just your exaggeration.

> >"If the designers of X Windows built cars, there would be no fewer
> >than five steering wheels hidden about the cockpit, none of which
> >followed the same principles -- but you'd be able to shift gears
> >with your car stereo. Useful feature, that." - Marcus Ranum, DEC

Ask this person where DEC's GUIs are nowadays, ask him where Ultrix has gone. X however is still very much alive. This should tell which GUI had the better design.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4947. Re: Progs in AUTO or exec

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970330135214.15201A-100000@pallas.amp.uni-hannover.de>
Source record: 7198

On 29 Mar 1997, John Kormylo wrote:

> p > When citing this as an example, you should note too that
> p > nowadays programs seldomly use TERMCAP anymore.
>
> But the evolution of termcap from a single purpose quick fix to a
> very bad graphics standard is typical of UNIX development in general.
>
> p > X Windows is not too huge to fit in a few megabytes
>
> Showing my age here. At the time, a few megabytes was really really
> HUGE!

Go with time. There is no really modern GUI anymore that won't need more
than a megabyte.

You're right considering the time X was developed. But the fact it still
competes well with every other modern GUI tells us we shouldn't call it
just huge for the memory standards at that time, but sophisticated and
far ahead of it's time.

> p > Ask this person where DEC's GUIs are nowadays, ask him where
> p > Ultrix has gone. X however is still very much alive. This
> p > should tell which GUI had the better design.
>
> So, are you saying that MS-DOS and Windows are successful because
> they are better designed than the competitors?

No, occasionly the worse systems prevail, in this case by acceptance by
the masses. This does not apply to X.

> As I said, I've used lots of different OSes, and almost all of them
> were better designed than UNIX (but more expensive and available on
> only one platform each).

You mean they were user-friendlier to the novice. In that respect you're
certainly right, but that should not be mixed with real qualities, most
notably flexibility and portability.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4948. Re: X-Windows on 68000

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-30 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970330140331.15201B-100000@pallas.amp.uni-hannover.de>
Source record: 7199

On Sat, 29 Mar 1997, Gregory D. George wrote:

> Peter Rottengatter wrote:
>
> > X Windows is not too huge to fit in a few megabytes : I had it running
> > on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
> > an MC 68000, but this should certainly tell that it's not as huge as you
> > say here. Huge is just your exaggeration.
>
> How are you running X-Windows on a 68000 ST? You need at least a 68030 to
> run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

Note that X is portable enough to not require Unix to run on. In fact
there is a well functioning port to MiNT. As I said, a 68000 is a little
to small in terms of CPU power, so it's slow, but it works ! And I saw it
work really well (under MiNT !) with the power of a 68030 !

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4949. Re: Converting windows icons

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-30 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5hmgvk$m1i$2@nic.ott.hookup.net>
Source record: 7200

```
On 24 Mar 1997 09:13:34, Dan Wilga wrote:
>In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
>gary@the-gap.demon.co.uk (Gary Priest) wrote:
>
>>A while ago, I had a program sat on my hd that ran through a path of
>>Windows .ico files and produced a .rsc file of them.
>>They could then be treated as Atari icons.
>>
>>Of course, now I need the thing, I can't find it! :(
>>
>>Has anyone got an idea of what this program is called and where I can find
>>it?
>>
>
>NeoDesk's icon editor can also read .ICO files directly. But if you really
>want them in .RSC format, this won't be of much help.
>
>Dan Wilga dwilga@mtholyoke.edu
>.
Icondraw from Doctor Bobs converts .ico files and I believe so does Interface !
--------------------------------------------------------------------------
**********************************************************************
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********************************************************************
--------------------------------------------------------------------------
```

4950. UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-03-31 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <779_9703311342@conchbbs.com>
Source record: 7201

```
p > But the fact it still competes well with every other modern
p > GUI tells us we shouldn't call it just huge for the memory
p > standards at that time, but sophisticated and far ahead of
p > it's time.

I've heard X Windows called a lot of things, but "sophisticated" is
not one of them. Ahead of its time? If so, things do not bode well
for the future.

Woodrow Wilson was also ahead of his time. He was a bigotted
imperialist with a horrible civil rights record, and he was 20 years
before Hitler!

server: What is your Display?
client: display = XOpenDisplay("unix:0");
server: What is your Colormap?
client: cmap = DefaultColormap(display,
DefaultScreen(display));
server: And what is your favorite color?
client: favorite_color = 0; /* black */

/* No, I mean: */

favorite_color = BlackPixel(display,
DefaultScreen(display));

client falls into chasm and dumps core. -- The UNIX-Haters Handbook

Actually, my first X Windows manual used 3 pages of code in order to
open a window in the section on "Getting Started".

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4951. Re: How do I know I'm an accessory?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-01 00:00:00 UTC
From: gryf@ohm.arago.de
Message-ID: <5hr0q7$dhv@gazette.omnilink.net>
Source record: 7202

Hi!

In article <dwilga-1703971024240001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
> and, of course, old-TOS.
Erm, the only way to check for being an accessory that was ever documented
by Atari is to check a0, not a7. For programs, it's zero, for accessories,
it points to its basepage.

> IIRC, there may not even be any way
> to truly launch a desk accessory AS a desk accessory from MagiC after
> startup. But I haven't seen later versions of MagiC so I could be wrong
> here.
MagiC >= 4 is able to launch accessories via shel_write() mode 3, but it's not
possible to check for that via appl_getinfo(). That's bad, but the way to
check for supported shel_write()-modes offered by appl_getinfo() is quite
useless, to be honest.

> On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
> to determine which extensions are treated as DA's. Anything matching the
> extensions is launched as a true DA with the correct (zero) a7.
It would be nice if Geneva would respect the wishes of the programmer when
using shel_write() mode 1. Even if shel_write() gets told that the program
which is to be launched is a TOS program, it runs it as an application, i.e.
the TOSRUN-manager is not used. Only mode 0 behaves correctly by looking at
the program's extension, but that's not always accetable, for example if you
want to start Unix-tools which usually don't have any extension at all.

Ciao

Thomas

4952. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33414929.EED@cc.memphis.edu>
Source record: 7203
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Colin Polonowski wrote:
>
> > > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
> home
> > > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > > selling XFormer cables to do the thing you want, they have plans
> available
> > > to build your own cable.
>
> > What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> > got against the good old 8bit?
>
> The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

Erm, he didn't say otherwise. He said the ST is old, not 8-bit.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4953. Q: Realtime rubberbox (clipbox)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-01 00:00:00 UTC
From: Nima Montaser <Nima.Montaser.1p66@nortel.ca>
Message-ID: <334150DF.2C57@nortel.ca>
Source record: 7204

Hi everybody,
Does anybody have any ideas about making a rubberbox (just like
graf_rubberbox of aes), but instead of waiting for the call to complete
in order to do other thing, one could have instant access to the current
co-ordinates, and thus, be able to update w,h in real time?

Also, how is the graf_rubberbox implemented in AES? Does anybody know
how to make custom ones?

Thanks,
Nima

--

****

My opinions are strictly my own, and not that of my employer!

****

4954. Come to our new site! HTTP://WWW.OLDWAREZ.COM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: carnage@oldwarez.com
Message-ID: <33420d98.110000119@news.nwdc.com>
Source record: 7205

HTTP://WWW.OLDWAREZ.COM

This site contains all you need to change your mind on bigger and
newer is better.

We review, picture, offer tips and tricks and more for older games and
systems.

Games such as Maniac Mansion, Karateka, Pitfall, and more!

Systems such as TurboGrafx-16, Sega Master System, NES, Atari 2600 and
more!

Don't knock it 'till you've tried it!

HTTP://WWW.OLDWAREZ.COM
--
:Begin Idiotic Signature:
|CaRnagE| of #oldWarez
http://www.nwdc.com/~ivans
Jesus saves (a whole deal of time explaining why things are the way they are)
:End Idiotic Signature:

4955. MONEY!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: Mathea Skaalvik <matska@pop.stud.ntnu.no>
Message-ID: <334265E4.624D@pop.stud.ntnu.no>
Source record: 7206

THIS ABSOLUTLY IS THE FAIREST AND MOST HONEST WAY TO SHARE WEALTH!!

HELLO!!

Would you like to make thousands of dollars, quick and legally? Than take
5 minutes to read this article, it's going to change our life! What is 5 minutes of the life that you now have. Are you just snoozing,doing the same
old thing? YOU WANT CONTROL OF YOUR LIFE OR GET BACK THE CONTROL YOU ONCE HAD? YOU WANT FINANCIAL FREEDOM????????

THAN YOU SHOULD ABSOLUTLY READ ARTICLE!!! IT'S TRUE!!

You can make up to or over $50,000.00 in 4 to 6 weeks, maybe sooner! Keep reading if you want to take control of your life, if not, than have a great day.

One day I was browsing thru the newsgroups and read an article like this one. Since it that to do with making money, I was courious and decided to give it a try, and this is what it said:
Here we go.

A little while back, I was browsing through these newsgroups, just like you
are now and came across an article similar to this one that said you could
make thousands of dollars in just weeks, with only an initial investment of
$5.00!
So, I thought, "Yeah, right,it's got to be a scam", but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and addresses stated in the article. You then place
your own name and address in the article at the bottom of the list at #5,
and post the article in at least 200 newsgroups (there are over 22,00). So after thinking about it, and talking to my wife about it, who said I was nuts!, what does she know, I'am nuts anyway, I figured what else was I doing, and it's only 5 stamps and $5.00, right? Someone who has tried it says:

"I started receiving money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept
coming in, tripling in size and multipying by 10 -20 times the amount

that I got the first week! In my first week I had made about 30 -40 dollars.
But by the second week, I had made a total of over $1,000.00!!!!!
In the third week, I had over $10,000.00, and it's still growing.
This is my fourth week and I've made about $42,000.00 TOTAL, and the money is still coming in.....". Let me tell how this works and most importantly, why it works.....also make sure you print a copy of the article NOW, so you get the information off of it, and begin making money.
The process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 6 seperate pieces of paper and write the following on each sheet of paper.....
" PLEASE PUT ME ON YOUR MAILING LIST."

It is also a good idea to put on that piece of paper the number of persons
who you got the article from. Get five $1 dollar bills and place ONE inside
each piece of paper that you just wrote on,and fold each piece of paper so
the bill will not be seen in the envelope (other wise nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it.

Do the same for all 5, you should now have 5 envelopes sealed, EACH have a piece of paper and a $1 dollar bill stuffed inside of the paper. Make sure those words that were stated above are on each paper.
This is a service an 100% legal (refer to US CODE Title 18, Section 130& 1342, and Title 39, Section 3005, of the Postal and Lottery Laws).

NOW, BE SURE TO MAIL THE 5 ENVELOPES WITH THE PAPER AND $1.00 TO THE FOLLOWING 5 ADDRESSES:

1. Roland Lafontaine 2233 Jeanne Dr. Hastings Michigan 49058

2. Carl Fodor RD1 Box Y1.E.5 Weirtin W.Va 26062

3. David Zahn 65 E.Washington St No. Attleboro, MA 02760

4. Jean-Louis Pion 44 Seneca St. Cumberland, RI 02864

5. Mathea Skaalvik, Rosenborg gt 31 c, 7014 Trondheim, NORWAY

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, 3 becoming 2, ETC.)
You can slightly alter this article if you need to, editing what you need to edit.

STEP3: Post your amended article (with your name at #5) to at least 200 newsgroups. There are at least 22,000 of them). All you need is say, at least 200.

HOW TO DO THIS:

If you have Netscape 3.0 do EXACTLY the following:
1) Click on any newsgroup like normal, THEN click 'TO NEWS',
which is on the far left when you're at the newsgroups page.
This will bring down a WINDOW to type your message in.

2) Leave the newsgroup WINDOW like it is, CHANGE the subject box
to something flashy like, "NEED CASH" $$$$ or READ HERE $$$$.

3) Tab once and you should be ready to type. Now, retype (only
once)
This whole article WORD FOR WORD, except to insert your name at
#5, and to remove #1 off the list.

4) When you're done typing the Whole article, click on FILE in
THIS WINDOW, RIGHT ABOVE SEND, NOT WHERE IT SAYS NETSCAPE NEWS
ON THE FIRST WINDOW. Click on SAVE AS when you're under FILE.
Save your article as a text file to your C: or A: drive.
DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU SAVE IT.
ONCE SAVED, move to 5 below.

5) If you still have all of your text, send or post it to this
newsgroup now, by just clicking send, which is right below FILE,
and right above Cc:.

6) Here's where you're going to post all 200.
OK, click on any newsgroup the click on 'TO NEWS', again in the
top left corner. Leave the NEWSGROUPS BOX alone again, put a
flashy subject title in the SUBJECT BOX, hit the TAB once you're
in the body of the message, and then click on ATTACHMENTS, which
is below the SUBJECT BOX. You will get another WINDOW to come
up.
Click on ATTACH FILE, then find YOUR file that you saved; Click
once on the file, and then Click OPEN, now Click OK; if you did
this right, you should see YOUR file name in the attachments
box,
and it will be shaded.

****

IF YOU USE IE EXPLORER IT'S JUST AS EASY...
HOLDING DOWN THE LEFT MOUSE BUTTON HIGHTLIGHT THIS ARTICLE.
THEN PRESS THE "CRTL" KEY AND THE "C" KEY AT THE SAME TIME TO
COPY THIS ARTICLE. THEN PRINT THIS ARTICLE (FOR YOUR RECORDS) TO
HAVE THE NAMES OF THOSE YOU WILL BE SENDING $1 BILLS TO. NEXT
GO
TO THE NEWSGROUPS AND PRESS "POST AN ARTICLE" A WINDOW WILL
OPEN.
TYPE IN YOUR HEADLINE IN THE SUBJECT AREA AND THEN CLICK IN THE
LARGE WINDOW BELOW. PRESS "CRTL" AND THEN "V" AND THE ARTICLE
WILL
BE PLACED IN THE WINDOW. IF YOU WANT TO EDIT THE ARTICLE, DO SO
AND THEN HIGHTLIGHT AND COPY IT AGAIN. NOW EVERY TIME YOU POST

THE ARTICLE IN A NEWSGROUP, ALL YOU HAVE TO REPEAT "CTRL" AND
"V"
AND PRESS POST.

7) That's it. Each time you do this, all you have to do is type
in a different Newsgroup, so that way, it posts to 200 DIFFERENT
Newsgroups, you see?
Now you just have 199 to go!!
(Don't worry, each one takes about 30 sec.,once you get used to
it)
REMEMBER 200 is the MINIMUM.
The more you post the more money you will make!!!
AND THAT'S IT!!!!

THAT"S THE ONLY 3 STEPS THERE IS!!!!!!!!! You are now in the mail order
business and will start receiving your $1.00 envelopes from vaious
people all over the world within days!!!!!! JUST REMEMBER THE MORE
NEWSGROUPS YOU POST TO, THE MORE MONEY YOU WILL MAKE!!!
If you wish to stay anonymous, you can come up with a name, such
as"manager" or "investor". Just make sure all the addresses are CORRECT.
LET ME TELL YOU WHY THIS SYSTEM WORKS SO WELL!!!
Out of every 200 postings, let's say I ONLY receive 5 replies, which is
actually very low. So I made $5.00 with my name at #4.
Now then, each person who just sent me $1.00 makes say only 200
postings,
now with your name at #4, WHICH IS A TOTAL OF 1000 POSTINGS, not
including yours too. Now 50 people send you $1.00; that's $50.00 you
just made! Now then your new 50 agents post 200 each with your name at
#2,
or 10,000 POSTINGS(50x200).
Average return is 500 at $1.00 each is $500.00!!!
And finally, 5,000 people make 200 Postings each with your name at #1.
you now get a return of $50,000.00 before your name drops off the list.
And that's if everyone makes 200 Postings only, and if only 5 persons
respond!!!! When your name is no longer on the list, you just take the
latest posting that is appearing in the Newsgroups, and send out
another $5.00 to the names on the list, putting your name at #6 again.
And start posting again. The most important thing to remember is, to
realize that there are THOUSANDS OF PEOPLE FROM ALL OVER THE WORLD
JOINING THE INTERNET EVERYDAY, THE EXPOSURE IS UNBELIEVABLE!!!!!
So, can YOU afford $5.00 and see if it really works? I did, and I
think you can too.
TAKE CONTROL OF YOUR LIFE AND MAKE SOME REAL MONEY, THIS IS THE
WAY!!!!!!
People have said, "What if the plan is played out and no one sends you
the money?" So what! What are the Chances of that happening when there
are MILLIONS of HONEST USERS AND HONEST PEOPLE who are joining
the Internet and Newsgroups everyday and are willing to give it a try?
Estimates are at 20,000 to 50,000 new users, everyday, with THOUSANDS
of those joining the actual Internet. REMEMBER, play FAIRLY and
HONESTLY and this WILL WORK,

I PROMISE YOU!!! YOU JUST HAVE TO BE HONEST.
Make sure you print this article RIGHT NOW, also, try to keep a list
of everyone that sends you money and always keep an eye on the
newsgroups to make sure everyone is playing fairly. REMEMBER HONESTLY
IS THE BEST POLICY.
YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE MONEY!!!!!
GOOD LUCK TO ALL AND PLEASE PLAY FAIRLY AND TOGETHER,
WE WILL PROSPER!!!!!!
**** By the way, if you try to decieve people by posting the messages
with your name on the list and not sending the money to the people
already on the list, you will not get much. Someone who did that
made $150.00, and that's AFTER 7 or 8 weeks!
Then he sent the 5 $1.00 bills, people added him to their lists, and in
4 to 5 weeks, he had received over $10,000.00
THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
WEALTH OF THE WORLD WITHOUT COSTING ANYTHING BUT YOUR TIME!!!!!

NOT BAD FOR FINANCIAL FREEDOM!!!!!!!
IF YOU DON'T TRY IT, YOU'LL NEVER KNOW.IT DOES GENUINIELY WORK!!!!!

4956. libvidc porters wanted!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: berg@merkur.hrz.tu-freiberg.de
Message-ID: <5hthad$jtj@merkur.hrz.tu-freiberg.de>
Source record: 7207
Cross-posted to: comp.sys.acorn.programmer,maus.sys.atari.f030,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.mac.programmer.tools

Hi folks,

I've written / write a low level graphic library for RiscBSD which can
be used for writing games/demos on RBSD. The lib also includes CD-Audio
support calls to control a cdrom.

Now I'm looking for programmers which want to port it to RiscOS.
The advantage this has is that all libvidc - based programs will
compile out of the box on all supported platforms.

The main goal is to achive a maximum of speed in drawing, so some
assembler functions would be very apreciated.
Someday in the future support is planed for X-windows and/or other
windows systems.
The lib will be compatible to SVGAlib (Linux/i386) and later to
srgp.

PS: programmer who want to port it to the Amiga, Atari Falcon030, Mac, DOS or
anywhere else are wanted too.

The lib will be BSD-licenced if anyone else then me participates the
development, otherwise I'll release it as shareware-binary-only.

--

Ciao, Peter


```
_____ _ ____ _____ _____
| __ \(_) | _ \ / ____| __ \
| |__) |_ ___ ___| |_) | (___ | | | |
| _ /| / __|/ __| _ < \___ \| | | |
| | \ \| \__ \ (__| |_) |____) | |__| |
|_| \_\_|___/\___|____/|_____/|_____/
```

E-Mail: Peter.Berg@ww.tu-freiberg.de
WWW : http://www.ww.tu-freiberg.de/~pberg

4957. mintlib

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.970402193611.9917A-100000@tellus.dsv.su.se>
Source record: 7208

Hi!

I am doing some cgi-programming offline on the good old 68000. It works pretty well except that the implementation of read() in the mintlib I got from hensa (last year?) is not working proper. Of course, I could then just use the normal lattice lib, but then popen() isn't working!?

The problem with read is that I have only one chance to read in the parameters send to the script. On second access on stdin, they are gone. So any pseudo read() using the buffered filesystem will fail.

Any ideas? Related problems?

// Jens M Andreasen

4958. Re: How do I know I'm an accessory?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0204971356070001@wilga.mtholyoke.edu>
Source record: 7209

In article <5hr0q7$dhv@gazette.omnilink.net>, gryf@hrz.th-darmstadt.de wrote:

> Hi!
>
> In article <dwilga-17039710242400001@dwilga.comm.mtholyoke.edu>,
> dwilga@mtholyoke.edu (Dan Wilga) writes:
> > That's right, always use the a7 test. It works under Geneva, MTOS, MagiC
> > and, of course, old-TOS.
> Erm, the only way to check for being an accessory that was ever documented
> by Atari is to check a0, not a7. For programs, it's zero, for accessories,
> it points to its basepage.

Agh! I meant a0. Really, I did. Honest. :-)

>
> > On the other hand, both Geneva and MTOS use the GEMACC env var in GEM.CNF
> > to determine which extensions are treated as DA's. Anything matching the
> > extensions is launched as a true DA with the correct (zero) a7.
> It would be nice if Geneva would respect the wishes of the programmer when
> using shel_write() mode 1. Even if shel_write() gets told that the program
> which is to be launched is a TOS program, it runs it as an application, i.e.
> the TOSRUN-manager is not used. Only mode 0 behaves correctly by looking at
> the program's extension, but that's not always accetable, for example if you
> want to start Unix-tools which usually don't have any extension at all.
>

I think I made it emulate MultiTOS when I wrote this routine oh so long
ago. I'll go back and test, though, to make sure. I agree that it would be
nice to have it use the TOSRUN program if the tos flag is set in the
shel_write() command.

Dan Wilga
dwilga@mtholyoke.edu

4959. Re: Progs in AUTO or executed by MiNT

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-02 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.970402210224.10284A-100000@tellus.dsv.su.se>
Source record: 7210

If you run a shell and export some environment variables, they get
inherited by the child processes. But GEM is not a child of any auto.prg,
GEM starts up on its own. That is, unless you boot GEM from your proggie.

If you are under MiNT, you could modify mint.cnf

// Jens M Andreasen

4960. Looking for aes.h tos.h vdi.h

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: Wouter Heijke <wheijke@xs4all.nl>
Message-ID: <33438F38.2781@xs4all.nl>
Source record: 7211
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'm porting a great Atari ST program to Windows95 and have no
Atari ST documentation. The source code #include's aes.h, vdi.h
and tos.h, it would be useful to have these and some documentation
on the windowing system and graphics routines.
Who could send me those?

Thanks

Wouter

4961. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970403093618.18739A-100000@pallas.amp.uni-hannover.de>
Source record: 7212

```
On 31 Mar 1997, John Kormylo wrote:

> server: What is your Display?
> client: display = XOpenDisplay("unix:0");
> server: What is your Colormap?
> client: cmap = DefaultColormap(display,
> DefaultScreen(display));
> server: And what is your favorite color?
> client: favorite_color = 0; /* black */
>
> /* No, I mean: */
>
> favorite_color = BlackPixel(display,
> DefaultScreen(display));
>
> client falls into chasm and dumps core. -- The UNIX-Haters Handbook
===========
>
>
> Actually, my first X Windows manual used 3 pages of code in order to
> open a window in the section on "Getting Started".

I'm not going to discuss anything with a "Hater", fanatic prejudices
cannot be discussed.

Actually it's quite normal that you "hate" something doing the first
steps with it. However, I won't allow this feeling to make me abandon the
whole thing, until I've got a reasonable understanding why it is designed
that way. I can well remember how I hated C when I started programming
with it. Nowadays I'm glad that I was stubborn enough to ignore this
feeling for the first million code lines. It wasn't until then that I was
able to appreciate the way it works.

Cheers Peter

--------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
--------------------------------------------------------------------
```

4962. Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <33439f701bffd1@xs4all.nl>
Source record: 7213

Do I have to beware of special things when executing a GEM program from within a GEM program (with Pexec)? The code I have written works flawlessly with .ttp programs, but not entirely with GEM programs. It has (roughly the following form:

```
close_all_windows;

if (!GEM)
{
v_hide_c(handle);
v_enter_cur(handle);
v_clrwk(handle);
v_curhome(handle);
}
menu_bar(MENU,0);

Pexec(0,PROGRAM,COMMAND_STRING,ENVIRONMENT);

if (!GEM)
{
v_exit_cur(handle);
v_show_c(handle,0);
}
menu_bar(MENU,1);

reopen_all_windows;
```

The system hangs during reopen_all_windows when the parent program has more than five windows open. I inserted a form_alert call in the loop, and the first five windows are always restored without problems, but it fails when it comes to the sixth. The funny thing is, it exhibits exactly the same behaviour with the execution of .ttp programs when I add appl_exit(); after menu_bar(MENU,0); and appl_init(); after Pexec();

Am I overlooking something?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-

4963. Re: X-Windows on 68000

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: cpb4@ukc.ac.uk
Message-ID: <119@ash.ukc.ac.uk>
Source record: 7214

In article <333D5F96.3869@worldnet.att.net>,
Gregory D. George <greggeorge@worldnet.att.net> wrote:
>Peter Rottengatter wrote:
>
>> X Windows is not too huge to fit in a few megabytes : I had it running
>> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
>> an MC 68000, but this should certainly tell that it's not as huge as you
>> say here. Huge is just your exaggeration.
>
>How are you running X-Windows on a 68000 ST? You need at least a 68030 to
>run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

A plain old 68000 ST will run MiNT and MiNTnet with no problems. There
is a MiNT port of the X11 server. I've run MiNT, MiNTnet, X, twm and
xvt on my 4Mbyte STE without problems, but this setup works best as an
X terminal rather than for running applications locally.

--Charles

4964. 50 MHz / 8 MB Atari to give away

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: Marko Haas <unix111@ai.fh-nuernberg.de>
Message-ID: <3343D7D5.2781@ai.fh-nuernberg.de>
Source record: 7215

Hi,

this is for all Atari users who need performance and don't mind an
external power supply.

I want to give away my Atari Mega ST4 for a small amount of money. Over
the last ten years, I added following hardware:

- a 100 MB external SCSI drive
- an ED disk drive (2.88 MB) with Ajax controller
- an ET4000/W32 graphics card
- a 50 MHz accelerator board with
+ a 68030 CPU (the version without internal FPU/MMU)
+ 4 MB fast RAM (plus 4MB on mainboard makes 8 MB)
+ compatibility switch (activates 68000)
+ 68881/68882 socket

Please mail to

unix111@ai.fh-nuernberg.de

or

MarkoHaas@aol.com

Thanks
Marko

4965. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0304971205560001@wilga.mtholyoke.edu>
Source record: 7216

I notice that your code fragment says you are closing all of your windows before running the child. If you don't have a multitasking AES, then there is a limit on the number of windows (7 plus the desktop) which can cause problems for the child. You need to use both wind_close() and wind_delete() on your windows before running the child.

But that's not really your problem. I suspect you're hitting a wonderful bug in Atari's AES having to do with the size of the evnt_mesag() queue. When there are more than some number (I believe it's 8) messages pending for an app, the AES starts to get confused. However, this shouldn't happen unless there are already some other messages pending when you go to reopen the windows (which causes one WM_REDRAW event per window).

One thing you might try is this:

```
menu_bar();
evnt_mesag(buffer);
process_event(buffer);
reopen_all_windows();
```

Of course, you could always do this in reopen_all_windows():

```
for each window {
handle = wind_create(whatever);
wind_open(handle);
evnt_mesag(buffer); /* get WM_REDRAW */
process_event(buffer);
}
```

That way, the queue should never get a chance to fill up. But this is slower because of the extra redrawing that occurs.

In article <33439f701bffd1@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

```
> Do I have to beware of special things when executing a GEM program
> from within a GEM program (with Pexec)? The code I have written works
> flawlessly with .ttp programs, but not entirely with GEM programs. It
> has (roughly the following form:
>
> close_all_windows;
>
> if (!GEM)
> {
> v_hide_c(handle);
> v_enter_cur(handle);
> v_clrwk(handle);
> v_curhome(handle);
```

```
> }
> menu_bar(MENU,0);
>
> Pexec(0,PROGRAM,COMMAND_STRING,ENVIRONMENT);
>
> if (!GEM)
> {
> v_exit_cur(handle);
> v_show_c(handle,0);
> }
> menu_bar(MENU,1);
>
> reopen_all_windows;
>
> The system hangs during reopen_all_windows when the parent program has
> more than five windows open. I inserted a form_alert call in the loop,
> and the first five windows are always restored without problems, but
> it fails when it comes to the sixth. The funny thing is, it exhibits
> exactly the same behaviour with the execution of .ttp programs when I
> add appl_exit(); after menu_bar(MENU,0); and appl_init(); after
> Pexec();
>
> Am I overlooking something?
```

Dan Wilga
dwilga@mtholyoke.edu

4966. Re: NeoDesk INF Files

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-03 00:00:00 UTC
From: senyshyn@helix.nih.gov
Message-ID: <AF69DE549668A0E92E@128.231.207.7>
Source record: 7217

When I edit an old NEODESKH.INF file and rename it to NEODESKC.INF they are sitting side by side. On using the Options->Set Prefs->INF Files dialog to force NEODESK to read the new INF file, the dialog window ONLY shows the older
INF file (NEODESKL NEODESKM NEODESKH).

How can I make NEODESK recognize the new INF file.

Regards
Jan

Washington DC

4967. ST's RS232 DCD signal

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-04 00:00:00 UTC
From: cavey@cavestar.demon.co.uk
Message-ID: <860183589.24765.0@cavestar.demon.co.uk>
Source record: 7218

Hi there,

Could anyone point me to a memory location high up in the dizzy heights of memory where I could read the status of the serial port's DCD line directly? I need to be able to access it from an interrupt handler you see.....

TIA,

Mark.

4968. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <334578f8222a951@xs4all.nl>
Source record: 7219

on Thu 03-04-97 12:05 Dan Wilga wrote:

>But that's not really your problem. I suspect you're hitting a wonderful
>bug in Atari's AES having to do with the size of the evnt_mesag() queue.
>When there are more than some number (I believe it's 8) messages pending
>for an app, the AES starts to get confused. However, this shouldn't happen
>unless there are already some other messages pending when you go to reopen
>the windows (which causes one WM_REDRAW event per window).

Three thousand cheers and a million hurrahs for you!!! You have
exactly hit the solution to the problem. I don't know how to thank
you. The bug has bothered me for a long time, and I didn't have the
slightest clue. May your name be written in gold in the GEM annals!

>Of course, you could always do this in reopen_all_windows():
>
> for each window {
> handle = wind_create(whatever);
> wind_open(handle);
> evnt_mesag(buffer); /* get WM_REDRAW */
> process_event(buffer);
> }

That's where I put it. evnt_mesag(buffer); after wind_open in the loop
was enough. I don't know exactly what you mean by `process_event', but
it wasn't necessary.

Thanks again!

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

4969. Re: Looking for aes.h tos.h vdi.h

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-04 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3344d895.0@news.utbm.fr>
Source record: 7220
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello
>I'm porting a great Atari ST program to Windows95 and have no
>Atari ST documentation. The source code #include's aes.h, vdi.h
>and tos.h, it would be useful to have these and some documentation
>on the windowing system and graphics routines.
>Who could send me those?

>Thanks
The best I think, is the book "Atari Compendium" elsewhere I don't know
good electronic documentations, try on ftp.cnam.fr/pub/atari.

bye
Olivier

4970. Re: ST's RS232 DCD signal

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-05 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970405114541.23133B-100000@pallas.amp.uni-hannover.de>
Source record: 7221

On Fri, 4 Apr 1997, Mark Cave-Ayland wrote:

> Could anyone point me to a memory location high up in the dizzy
> heights of memory where I could read the status of the serial port's
> DCD line directly? I need to be able to access it from an interrupt
> handler you see.....

It depends on the port of course. For Modem 1 DCD is connected to Bit 1
of the MFP general purpose I/O port (DCD = $fffffa01 AND 2).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4971. GDOS fonts and bitmap/outline flag

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-05 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E86DE2.KCy@cix.compulink.co.uk>
Source record: 7222

Here's a problem I've spent hours on and can only conclude that there is a bug in NVDI or the Lattice C libraries.

If I get a list of the fonts installed on a system and check fontname[32] for the bitmap/outline flag all is OK the first time. Do it again and all the fonts are flagged as outline.
I've used vqt_name() and vqt_f_name() (Lattice C only function?)

A code extract is thus:

```
int main(void)
{
appl_init();

showfonts();/* all OK, bitmap fonts shown as such */
getchar();
showfonts();/* bitmap fonts shown as outline */
getchar();

appl_exit();
return 0;
}

void showfonts(void)
{
char fontname[32];
int workin[11] ={1,1,1,1,1,1,1,1,1,1,2}, workout[57];
int dummy;
short i, handle, type;
unsigned int font_id = 0, totalfonts;

handle = (short)graf_handle(&dummy, &dummy, &dummy, &dummy);
v_opnvwk(workin, &handle, workout);

totalfonts = vst_load_fonts(handle, 0);

printf("Total fonts available: %d\n", totalfonts);
totalfonts++;/* add one to include system font #1 */

for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_f_name(handle, i, fontname, &type);
printf("%-3u %-5u %d %s %s\n", i, font_id, type,
(type == 1) ? "Outline" : "Bitmap ", fontname);
}
OR
for (i = 1; i <= totalfonts; i ++)
```

```
{
font_id = vqt_name(handle, i, fontname);
fontname[strlen(fontname)] = '\0';
printf("%-3u %-5u %s %s\n", i, font_id,
(fontname[32] == 1) ? "Outline" : "Bitmap ", fontname);
}

vst_unload_fonts(handle, 0);
v_clsvwk(handle);
}
```

The problem sems to be with vst_load_fonts(), I've played with everything there is leaving out some calls, repeating some to no effect.

Anyone come across this problem?
Thanks

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

4972. Re: GDOS fonts and bitmap/outline flag

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-06 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5i9j7l$g99@nnrp1.news.primenet.com>
Source record: 7223

```
On 5 Apr 1997 17:18:02 , "Mark Baines" wrote:
>Here's a problem I've spent hours on and can only conclude that there is a
>bug in NVDI or the Lattice C libraries.
>
>If I get a list of the fonts installed on a system and check fontname[32]
>for the bitmap/outline flag all is OK the first time. Do it again and all
>the fonts are flagged as outline.
>I've used vqt_name() and vqt_f_name() (Lattice C only function?)
>
>void showfonts(void)
>{
>char fontname[32];
..
>printf("%-3u %-5u %s %s\n", i, font_id,
>(fontname[32] == 1) ? "Outline" : "Bitmap ", fontname);
>}
>The problem sems to be with vst_load_fonts(), I've played with everything
>there is leaving out some calls, repeating some to no effect.
>
>Anyone come across this problem?
>Thanks
>
Ok Mark, forgive me if I'm wrong, but declaring a string variable 32
bytes long gives you indexes 0 thru 31. fontname[32] is undeclared
and is probably the hi-order byte of something pushed on the stack.

I would declare fontname[35] and see if this doesn't solve your
problem.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

4973. Q: Realtime rubberbox (c

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <9e5_9704070336@conchbbs.com>
Source record: 7224

```
N > Does anybody have any ideas about making a rubberbox (just
N > like graf_rubberbox of aes), but instead of waiting for the
N > call to complete in order to do other thing, one could have
N > instant access to the current co-ordinates, and thus, be able
N > to update w,h in real time?

You could always hide the mouse (or create an invisible one), call
graf_mkstate() or vsm_locator() repeatedly and draw the box using
v_pline() in XOR mode (drawing it a second time at the same location
deletes the original).

However, to get any sort of speed out of it you should do the
interface in assembly to avoid the overhead of the C bindings. All
my experiments with vsm_locator() were horribly slow.

I suspect that graf_rubberbox() uses LINE A or the equivalent level
display/mouse functions itself.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

4974. UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <9e6_9704070336@conchbbs.com>
Source record: 7225

p > I'm not going to discuss anything with a "Hater", fanatic
p > prejudices cannot be discussed.

I didn't write the book, I just read it. Most of the authors have obvious and sometime silly biases (I recall one going on about how 1 mouse button was better than having 2 or 3), but it serves as a invaluable reference on UNIX bugs, and some of the humor is priceless.

p > I can well remember how I hated C when I started programming
p > with it.

I didn't, and it was something like my 7th language (or 3rd if you lump all assembly languages together). Of course, I still have problems using & where I should use &&... OTOH, I LOVE my Pure C shell (especially "check braces" functions), and it is my second C package (not counting make).

BTW, I knew I was starting to think in C when I got on an elevator and asked someone to press 0.

p > Nowadays I'm glad that I was stubborn enough to ignore this
p > feeling for the first million code lines. It wasn't until then
p > that I was able to appreciate the way it works.

I've always thought that the main reason UNIX has even some devoted fans is that (since the learning curve is so steep) by the time you get good at it, you have invested too much effort to throw it all away again for something better (besides, you can now lord it over all the newbies and enjoy their suffering).

But UNIX isn't just hard to learn, it is also plain bad. For example, the way it handles wildcards is incompatible with any command which uses 2 or more pathnames:

mv *.c subdir/*.c

and kiss your files goodbye. This is a 30 year old bug which will never be fixed as it is too fundamental to how UNIX operates.

This is not to say that there is nothing of value in UNIX, especially as an experiment in distributed development. But it should have been replaced long ago with something better thought out.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com

|
| Standard disclaimer: The views of this user are strictly his own.

4975. CPU_MOD w/C?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: allfree@bbs.cruzio.com
Message-ID: <E88v4n.4I3@cruzio.com>
Source record: 7226

Hello,

I'm trying to interface the CPU_MOD.BIN code with C. The BASIC code has
something to the effect of:

```
bload "CPU_MOD.BIN", Cpu_Mod%
call Cpu_Mod, ...
```

I don't know the equivilant of these two calls in C.
The author of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't
know any ASM! :(

Ben Allfree
allfree@cruzio.com

4976. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5ib16n$o7e$1@hal.cs.duke.edu>
Source record: 7227

From the Holy Book of <9e6_9704070336@conchbbs.com>
as spake by John.Kormylo@7861.conchbbs.com (John Kormylo) :

>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>
>mv *.c subdir/*.c
>
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

Ahem:

```
Script started on Mon Apr 07 10:40:30 1997
goldfinch:~> ls *.c
fred.c joe.c wilbur.c
goldfinch:~> ls -d subdir
subdir/
goldfinch:~> mv *.c subdir/*.c
mv: when moving multiple files, last argument must be a directory
goldfinch:~> ls *.c
fred.c joe.c wilbur.c
goldfinch:~>
script done on Mon Apr 07 10:40:51 1997
```

You were saying?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4977. WTB: STOS Basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: Carld@Kellnet.com
Message-ID: <33491c37.7464075@news.kellnet.com>
Source record: 7228

I'm looking to buy STOS Basic with Manual. Anyone interested in
selling a copy please e-mail me.

4978. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-0704971507110001@47.85.0.99>
Source record: 7229

In article <9e6_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

*** Stuff Deleted about Unix ***

> But UNIX isn't just hard to learn, it is also plain bad. For
> example, the way it handles wildcards is incompatible with any
> command which uses 2 or more pathnames:
>
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.
>

Thank You!

That might explain what happened when I did something similar (except with
zip files) on my STFM/4 Mbytes/MiNT 1.12.6. Lost the lot, they appeared to
be appended to one file, except it bore no relation the the individual
files.

Given that MiNT is very Unix like, are there any other killer bugs?

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

4979. Uploads to umich

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: Mark Slagell <sluggo.nospam@ames.net>
Message-ID: <33495916.3CC5@ames.net>
Source record: 7230

Does anyone know a way to upload to atari.archive.umich.edu? They say
not to upload to the mirrors, but the main site is always tied up.

-- Mark

I should warn you that underneath these clothes I'm wearing boxer shorts
and I know how to use them. -- Robert Orben

Remove the `.nospam' from my address to reply.

4980. call Pexec in acc ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: vvbeaster@aol.com
Message-ID: <19970407213800.RAA12118@ladder01.news.aol.com>
Source record: 7231

I try to make a shell for the gnu c in accessorie (to be used with Qed). But when i start gcc (it start and work fine) i got some bombs (when gcc end). the bombs don't disturb my acc (it can launch a second compilation), but close the main app. (not only qed, but all apps). it work fine only when the main app is the standart desktop, or when i run my shell in app.

Is there something special about the ttp launch in acc ?
(in the present version, it's a call to Pexec (0 ,....) (whith argv in environment) , but i try Pexec (3,...) ... Pexec (4,....) or Pexec(6,....) and it's the same thing)

4981. Re: Q: Realtime rubberbox (c

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0704971527110001@dwilga.comm.mtholyoke.edu>
Source record: 7232

In article <9e5_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
(John Kormylo) wrote:

>N > Does anybody have any ideas about making a rubberbox (just
>N > like graf_rubberbox of aes), but instead of waiting for the
>N > call to complete in order to do other thing, one could have
>N > instant access to the current co-ordinates, and thus, be able
>N > to update w,h in real time?
>
>You could always hide the mouse (or create an invisible one), call
>graf_mkstate() or vsm_locator() repeatedly and draw the box using
>v_pline() in XOR mode (drawing it a second time at the same location
>deletes the original).

Yup, that's the precise algorithm. Nearly identical code is used for
resizing a window, BTW.

>However, to get any sort of speed out of it you should do the
>interface in assembly to avoid the overhead of the C bindings. All
>my experiments with vsm_locator() were horribly slow.

Geneva's routine to do this is in C. The key is to only redraw the lines
when the mouse has actually moved. If you update continually, it's dog
slow.

>I suspect that graf_rubberbox() uses LINE A or the equivalent level
>display/mouse functions itself.

Nope, even Atari's AES uses the VDI for this.

Dan Wilga dwilga@mtholyoke.edu

4982. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-07 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0704971519460001@dwilga.comm.mtholyoke.edu>
Source record: 7233

In article <334578f8222a951@xs4all.nl>, josdb@xs4all.nl (Jos den Bekker) wrote:

>on Thu 03-04-97 12:05 Dan Wilga wrote:
>
>>But that's not really your problem. I suspect you're hitting a wonderful
>>bug in Atari's AES having to do with the size of the evnt_mesag() queue.
>>When there are more than some number (I believe it's 8) messages pending
>>for an app, the AES starts to get confused. However, this shouldn't happen
>>unless there are already some other messages pending when you go to reopen
>>the windows (which causes one WM_REDRAW event per window).
>
>Three thousand cheers and a million hurrahs for you!!! You have
>exactly hit the solution to the problem. I don't know how to thank
>you. The bug has bothered me for a long time, and I didn't have the
>slightest clue. May your name be written in gold in the GEM annals!

Sometimes I get lucky :-)

>
>>Of course, you could always do this in reopen_all_windows():
>>
>> for each window {
>> handle = wind_create(whatever);
>> wind_open(handle);
>> evnt_mesag(buffer); /* get WM_REDRAW */
>> process_event(buffer);
>> }
>
>That's where I put it. evnt_mesag(buffer); after wind_open in the loop
>was enough. I don't know exactly what you mean by `process_event', but
>it wasn't necessary.

I just meant that you should actually handle the WM_REDRAW event in some
manner. I called it "process_event".

Dan Wilga
Gribnif Software

4983. Re: CPU_MOD w/C?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: dfischer@hotmail.com
Message-ID: <dfischer-0804971938380001@ppp-001.alpirsbach.netsurf.de>
Source record: 7046

In article <E88v4n.4I3@cruzio.com>, allfree@bbs.cruzio.com wrote:

> Hello,
>
> I'm trying to interface the CPU_MOD.BIN code with C. The BASIC code has
> something to the effect of:
>
> bload "CPU_MOD.BIN", Cpu_Mod%
load the binary file "CPU_MOD.BIN" into memory to the address that is
stored in the variable Cpu_Mod%
this simply loads the file into a 80k memory block that was reserved with DIM.
> call Cpu_Mod, ...
jsr's to the cpu_mod routine. arguments are passed on stack as with C:()
so I would suppose
this would work with C if you would use it like a C subroutine.
W means argument has word size
L means argument has 32bit long size
If I remember correctly, the first four values are command,
(zero),mono/stereo, frequenzy (all word size),
then the address of the MOD in memory, and the length, both 32bit long size.
If it does not work, you might try to swap the order of the arguments
(means: last one first and so on).
>
> I don't know the equivilant of these two calls in C.
> The author of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't
> know any ASM! :(
"essential, dear ben!"
>
>
> Ben Allfree
> allfree@cruzio.com
Daniel

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com
-----------------\ treknologist /.....................
On behalf of US Code, Title 47, Chapter 5, any unsolicited e-mail,
whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /--------------------------------------
------------------------/ New Home Of Great Food (tm)

4984. nice mouse cursor

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: dfischer@hotmail.com
Message-ID: <dfischer-0804971929300001@ppp-001.alpirsbach.netsurf.de>
Source record: 7047

```
Try this with VDI line thickness = 3 and arrowed end:
-Buffer the last 20 mouse positions
-clip mx-16,my-16,32,32
-restore background if possible
-save background
-draw a line from buffer_x[20],buffer_y[20] to mx,my
and then start over.
```

At least with NVDI, this looks very funny. And don't forget to move your mouse:)
AND don't do this in a GEM application!

```
Daniel

Daniel Fischer \ Amateur programmer and / dfischer@hotmail.com
----------------\ treknologist /.....................
On behalf of US Code, Title 47, Chapter 5, any unsolicited e-mail,
whether commercial or not, sent to this account, is subject to a
download and archival fee of (U.S.) $500; mailing constitutes
agreement to these terms. /--------------------------------------
------------------------/ New Home Of Great Food (tm)
```

4985. Re: call Pexec in acc ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <860524284_OASIS_@swampdog.demon.co.uk>
Source record: 7048

In article <19970407213800.RAA12118@ladder01.news.aol.com>
vvbeaster@aol.com (VVBeaster) said:-

>
>I try to make a shell for the gnu c in accessorie (to be used
>with Qed). But when i start gcc (it start and work fine) i got
>some bombs (when gcc end). the bombs don't disturb my
>acc (it can launch a second compilation), but close the
>main app. (not only qed, but all apps). it work fine only when
>the main app is the standart desktop, or when i run my
>shell in app.
>
>Is there something special about the ttp launch in acc ?
>(in the present version, it's a call to Pexec (0 ,....) (whith
>argv in environment) , but i try Pexec (3,...) ... Pexec (4,....)

Memory allocated by an accessory under standard tos does not belong to
the accessory - it belongs to the main application. The other problem
is afaik it has never been documented that an accessory can launch any
program. Only the main application can.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4986. UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d9c_9704081641@conchbbs.com>
Source record: 7049

> mv *.c subdir/*.c
> and kiss your files goodbye.

First of all, I never did it (but it IS something a user might reasonably try). The version of UNIX it was done on used the form

mv source dest source dest ...

There is no way to fix that; the shell doesn't know that mv is expecting a list of pathname pairs, and mv doesn't know that the shell expanded the wildcards into a list of pathnames.

I was't aware that mv had different definitions on different platforms (I guess that's why they call it a standard).

And yes, UNIX is a package INCLUDING everything in /bin. If all you bought was the shell and had to write your own /bin from scratch, you might actually come up with a reasonable command line driven OS (after a few years), but it wouldn't be UNIX. (It would probably still suffer from an obsession with device independent I/O, though.)

The main problem with UNIX is that the commands in /bin were written by many people (mostly grad students) with varying programming abilities, often working in isolation from each other. They don't always parse arguments the same, some are reliable and others very buggy, and the names are often deliberately obscure. For many years there was little effort made to clean up bad commands; one company reported the same bug (and how to fix it) in 3 different releases before they gave up.

As a programming environment, my main complaint was the sheer size of the function library (our documentation was contained in 7 volumes arranged alphabetically, including a 1 volume index, not including X-Windows). There may have been lots of really useful functions in there, but finding them was next to impossible.

At least our workstations had a built-in editor and we didn't have to use vi.

The only bug I know of with the kernel/shell is what happens when you run out of hard disk space (on any partition). At some locations the sysops re-partition the drives on a daily basis to try to keep that from happening.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861

|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

4987. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8CEw8.GvH@iglou.com>
Source record: 7050

William Wong (wongck@ti.com) wrote:

: for csh users, like me, I will use ~ instead of $HOME.
: mv *.c ~

Now that I think about it, that's it. I was trying to remember what it was that also stood for the user's home directory.

I didn't mention this, but the shell I often use is ksh, the Korn shell. I occasionally run csh for its abilities to change my username while I'm using the online newsreader, tin.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4988. Re: CPU_MOD w/C?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <860523008_OASIS_@swampdog.demon.co.uk>
Source record: 7051

In article <E88v4n.4I3@cruzio.com>
allfree@bbs.cruzio.com said:-

>Hello,
>
> I'm trying to interface the CPU_MOD.BIN code with C. The BASIC
>code has something to the effect of:
>
>bload "CPU_MOD.BIN", Cpu_Mod%
>call Cpu_Mod, ...
>
> I don't know the equivilant of these two calls in C. The author
>of CPU_MOD doesn't know C. I'm using Lattice C 5.56, and I don't know
>any ASM! :(

From the little I can remember of Basic Cpu_Mod will be the call
address so you need something like this (error checking omitted) ...

```
main()
{void (*Cpu_Mod)();
int h =Fopen("CPU_MOD.BIN",0);
long n;

/* do bload */
n = Fseek(0,h,SEEK_END);
Cpu_Mod = Malloc(n);
Fseek(0,h,SEEK_BEG);
Fread(h,n,Cpu_Mod);
Fclose(h);

/* do call */
(*Cpu_Mod)();

/* more calls */

/* losing the module */
Mfree(Cpu_Mod);
Cpu_Mod = NULL; /* to denote it no longer valid */
}
```

The above assumes the module is position independant and returns no
results. If it returns a long say, then you would declare "long
(*Cpu_Mod)()" instead.

Also, you will need to cast Malloc() [typically declared as long] to
the required function pointer type. I've never been able to remember
the syntax for this and I have no references handy.

The final problem is the arguments. I'll assume they are passed on the stack (else you'll most likely need an assembler binding) so you (iirc) will need cdecl (or is it _stdargs) preceeding it along the lines of: "void _stdargs (*Cpu_Mod)()". This will stack the arguments right-to-left; if the module expects them left-to-right then unless you have something similar to the MWC "alien" keyword you'll have to resort to assembly again.

Clear as mud eh? <G>

[can't be much clearer without more details]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

4989. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: stephen@moroder.scotnet.co.uk
Message-ID: <5ic6cr$n37$1@florence.scotnet.co.uk>
Source record: 7234

In comp.sys.atari.programmer, John.Kormylo@7861.conchbbs.com (John Kormylo)
wrote:
>Most of the authors have obvious and sometime silly biases (I recall one
>going on about how 1 mouse button was better than having 2 or 3), but it
>serves as a invaluable reference on UNIX bugs, and some of the humor is
>priceless.

Just what is a Unix bug? There are bugs in the dozens of different flavours
of Unix, certainly, but there is no one bug common to all of them - unless,
of course, you know different. You can't talk about Unix bugs in the same
way as you would talk about Windows or TOS bugs.

>p > I can well remember how I hated C when I started programming
>p > with it.
>I didn't, and it was something like my 7th language (or 3rd if you
>lump all assembly languages together). Of course, I still have
>problems using & where I should use &&...

Perhaps you just don't have an aptitude for C programming. (:

>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>mv *.c subdir/*.c
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

That's a bug in whichever shell happens to damage your files, not Unix
itself. (I know of no shell which will do this, although that's not to say
that none exists.) The distinction between shell and kernel is fundamental
to how Unix operates. It would be perfectly possible to write a Unix shell
which behaves like e.g. DOS and doesn't expand wildcards before passing
argument lists to programs, but that would truly suck. Every single program
which could conceivably take multiple arguments would need to be able to
expand wildcards itself - a tremendous waste of coding effort, not to
mention memory and disk space. If you don't like the fact that the shell
expands wildcards for you, that's just too bad. I don't like the fact that
DOS doesn't.

>This is not to say that there is nothing of value in UNIX,
>especially as an experiment in distributed development. But it
>should have been replaced long ago with something better thought out.

"If you can't stand the heat, get out of the heat."

Stephen

4990. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: Christer Gustavsson <d2cg@dtek.chalmers.se>
Message-ID: <y1f3et2vti0.fsf@hardin.dtek.chalmers.se>
Source record: 7235

John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.

This has nothing to do with how unix operates, more with which shell you use.
Globbing in ie tcsh or bash is much more powerful than for instance msdog's
cli. It is also consequent and logical. I don't understand your example either.
Why would you want to write it that way under any cli when not changing suffix?

/Christer

4991. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: gryf@ohm.arago.de
Message-ID: <5id0lj$o2a@gazette.omnilink.net>
Source record: 7236

Hi!

In article <dwilga-0304971205560001@wilga.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> I notice that your code fragment says you are closing all of your windows
> before running the child. If you don't have a multitasking AES, then there
> is a limit on the number of windows (7 plus the desktop) which can cause
> problems for the child. You need to use both wind_close() and
> wind_delete() on your windows before running the child.
If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
wind_new() to get rid of all windows at once. This also takes care of open
accessory windows, which must also be closed before and after running a GEM
application from within another GEM program.

For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
call wind_close() and wind_delete() for that windows. Afterwards, send
AC_CLOSE to all ap_ids from 1 to 6.

Don't use the above method if appl_getinfo() is available and tells you that
wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
can use wind_get(WF_OWNER, ...) to close and delete only those windows which
are really open. Afterwards, use appl_search() to get the ap_ids of all
running accessories and send them an AC_CLOSE-message. Note again that this
is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
that the mentioned functions are available. This may be the case for TOS 1.2
with WINX installed, for example.

Even when appl_search() is not available in the above mentioned case, you may
still send AC_CLOSE to the owners of the windows you have closed and deleted.
But only send the message once to each affected application.

Hope that helps ...

Ciao

Thomas

--
#include <std-disclaimer>

4992. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <334a1bf011ffed1@xs4all.nl>
Source record: 7237

on Sun 06-04-97 13:12 John Kormylo wrote:

>I've always thought that the main reason UNIX has even some devoted
>fans is that (since the learning curve is so steep) by the time you
>get good at it, you have invested too much effort to throw it all
>away again for something better (besides, you can now lord it over
>all the newbies and enjoy their suffering).
>
>But UNIX isn't just hard to learn, it is also plain bad. For
>example, the way it handles wildcards is incompatible with any
>command which uses 2 or more pathnames:
>
>mv *.c subdir/*.c
>
>and kiss your files goodbye. This is a 30 year old bug which will
>never be fixed as it is too fundamental to how UNIX operates.

Your comments surprise me. The examples you cite have nothing to do
wit UNIX per se. They have to do with the software that is written on
the basis of the OS. While not totally unfair to equate UNIX with
everything that is traditionally to be found in /bin, it is also
missing the point. There is nothing "fundamental" about how a program
like mv works. In fact, there are many different versions in use
today. I tried your example on two different UNIX machines, and one
ended up with only one file called subdir/?.c, while the other did
nothing but prompt a usage message:

```
mv *.c subdir/*.c
usage: mv [-if] f1 f2 or mv [-if] f1 ... fn d1 (`fn' is a file or directory)
```

It stands to reason, of course. Besides, from a programmer's point of
view it doesn't matter what is or is not in /bin. Of course, you could
make it easy on yourself and use system("mv ..."); if you want to move
a file, or system("ls ..."); if you want to read a directory, but that
is not the proper way to go about it. The OS is superb, a joy for
every programmer - if I may say so.

Jos den Bekker

4993. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.860494737@gen-off-3>
Source record: 7238

sig@end.article (Gerry O'Rourke) writes:
>Thank You!
You shouldn't thank someone for giving you duff info!

--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4994. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5id620$q0k2_002@news.ti.com>
Source record: 7239

In article <E8AqrG.FLF@iglou.com>, rsg0910@iglou.com wrote:
>
>mv *.c subdir
>
>will send it to the right place. I've always done it slightly different.
>
>mv *.c $HOME
>

for csh users, like me, I will use ~ instead of $HOME.
mv *.c ~

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
http://wongck.home.ml.org / | \ 486DX33+WFW P90+WinNT

4995. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8AqrG.FLF@iglou.com>
Source record: 7240

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: But UNIX isn't just hard to learn, it is also plain bad. For
: example, the way it handles wildcards is incompatible with any
: command which uses 2 or more pathnames:
:
: mv *.c subdir/*.c
:
: and kiss your files goodbye. This is a 30 year old bug which will
: never be fixed as it is too fundamental to how UNIX operates.

Not quite. I do something like this all the time. However, you entered the command wrong.

mv *.c subdir

will send it to the right place. I've always done it slightly different.

mv *.c $HOME

or

mv *.c /tmp/files

does it every time. To explain to others what the $HOME is, it's a variable that holds your home directory. Mine is /home/rsg0910. Saves loads of typing when I mv * $HOME, to move stuff from the temporary directory I'm in to my home account.

Once I made the mistake of doing an 'rm *' in my home directory. You can guess the rest. Fortunately, I didn't lose too much since that command didn't delete the directories. However, an 'rm -rf *' will.

But of course, Unix can be hard to learn if you aren't willing to learn. A shell account can do wonders for your learning at times. There's a few good books out there that will help.

I've also been on the VAX systems. Both operating systems have their quirks, but they're useful to some extent.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4996. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970408115929.25139B-100000@pallas.amp.uni-hannover.de>
Source record: 7241

On 6 Apr 1997, John Kormylo wrote:

> p > I can well remember how I hated C when I started programming
> p > with it.
>
> I didn't, and it was something like my 7th language (or 3rd if you
> lump all assembly languages together). Of course, I still have
> problems using & where I should use &&... OTOH, I LOVE my Pure C
> shell (especially "check braces" functions), and it is my second C
> package (not counting make).

I mainly hated it because it's philosophy wasn't clear to me. Took me
ages to figure out the difference between
char d1[] = "abc";
char *d2 = "abc";
strcpy (d3, "abc");
and caused lots of crashed in my early programs which were really hard to
find. Apart from that, the compilers were stupidly buggy at the time, and
coping with Alcyon C' or Megamax C's bugs is not a newbie's thing to do.
Turbo C didn't exist at the time.

> BTW, I knew I was starting to think in C when I got on an elevator
> and asked someone to press 0.

Yeah, happened to me too.

> p > Nowadays I'm glad that I was stubborn enough to ignore this
> p > feeling for the first million code lines. It wasn't until then
> p > that I was able to appreciate the way it works.
>
> I've always thought that the main reason UNIX has even some devoted
> fans is that (since the learning curve is so steep) by the time you
> get good at it, you have invested too much effort to throw it all
> away again for something better (besides, you can now lord it over
> all the newbies and enjoy their suffering).
>
> But UNIX isn't just hard to learn, it is also plain bad. For
> example, the way it handles wildcards is incompatible with any
> command which uses 2 or more pathnames:
>
> mv *.c subdir/*.c
>
> and kiss your files goodbye. This is a 30 year old bug which will
> never be fixed as it is too fundamental to how UNIX operates.

It simply is not a bug. It is a straight consequence of the shell
philosophy under Unix. You _think_ it's a bug because you're used
to a slightly different meaning of wildcards under other OS. Probably
nobody ever had called it a bug if not the '*' had been used, but some
other character, because then it's obvious there is a difference.

If you wanna start using a different OS than the one you're used to, it's
essential to free your mind and throw every habit overboard you learned
from the earlier OS. This of course becomes increasingly more difficult
while you improve your skills in handling that earlier OS. If you'd done
that then it had never occured to you to think "Yeah, that '*' is a wildcard,
thus 'mv *.c subdir/*.c' must work."

> This is not to say that there is nothing of value in UNIX,
> especially as an experiment in distributed development. But it
> should have been replaced long ago with something better thought out.

So you're saying the millions of people that put their thoughts into Unix
were not capable of doing it right ? Isn't that a little presumptuous ?
And under that attitude, how do you explain the recent success of Linux ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

4997. Re: 8500 Mac/MagicMac/GFA problem

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <334a2877.0@news.utbm.fr>
Source record: 7242

Hello

>GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac
>2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried
>both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU
>patch, but it stated that no patch was neccesary...

Do you try it in single mode ? Perhaps it's better.

Olivier

4998. Atari ST Emulation

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: David Dawkins <davidd@isl.co.uk>
Message-ID: <334A3431.32A@isl.co.uk>
Source record: 7243

Hi,
I am working on a Java port of the STonX St emulator, and I really
could do with some technical docs right now.

Can anyone give me some pointers (preferably for the net?)

Thanks,
Dave Dawkins

Java ST
--
+--+------------------------+
| David Dawkins, AutoSimulations Ltd | davidd@autosim.com |
| Tel: +44 1256 55899 Fax: +44 1256 63467 | http://www.autosim.com |
+--+------------------------+

4999. Re: call Pexec in acc ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0804971039500001@wilga.mtholyoke.edu>
Source record: 7244

In article <19970407213800.RAA12118@ladder01.news.aol.com>,
vvbeaster@aol.com (VVBeaster) wrote:

> I try to make a shell for the gnu c in accessorie (to be used
> with Qed). But when i start gcc (it start and work fine) i got
> some bombs (when gcc end). the bombs don't disturb my
> acc (it can launch a second compilation), but close the
> main app. (not only qed, but all apps). it work fine only when
> the main app is the standart desktop, or when i run my
> shell in app.
>
> Is there something special about the ttp launch in acc ?
> (in the present version, it's a call to Pexec (0 ,....) (whith
> argv in environment) , but i try Pexec (3,...) ... Pexec (4,....)
> or Pexec(6,....) and it's the same thing)

Pexec() from a DA was never officially supported until MultiTOS. While it does work to execute a 100% TOS program, you will get a crash if the program does even so much as an appl_init(). No AES calls at all can be used in the child. I don't use GCC; perhaps this is the reason for the crash.

Dan Wilga
dwilga@mtholyoke.edu

5000. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0804971035380001@wilga.mtholyoke.edu>
Source record: 7245

In article <5id0lj$o2a@gazette.omnilink.net>, gryf@hrz.th-darmstadt.de wrote:

> Hi!
>
> In article <dwilga-0304971205560001@wilga.mtholyoke.edu>,
> dwilga@mtholyoke.edu (Dan Wilga) writes:
> > I notice that your code fragment says you are closing all of your windows
> > before running the child. If you don't have a multitasking AES, then there
> > is a limit on the number of windows (7 plus the desktop) which can cause
> > problems for the child. You need to use both wind_close() and
> > wind_delete() on your windows before running the child.
> If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
> wind_new() to get rid of all windows at once. This also takes care of open
> accessory windows, which must also be closed before and after running a GEM
> application from within another GEM program.

As it turns out, wind_new() has a bug of its own: Under TOS 1.4, the first window opened after a wind_new() doesn't respond to mouse clicks under certain conditions. You have to fake it out by briefly opening a small window offscreen.

> For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
> call wind_close() and wind_delete() for that windows. Afterwards, send
> AC_CLOSE to all ap_ids from 1 to 6.
>
> Don't use the above method if appl_getinfo() is available and tells you that
> wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
> can use wind_get(WF_OWNER, ...) to close and delete only those windows which
> are really open. Afterwards, use appl_search() to get the ap_ids of all
> running accessories and send them an AC_CLOSE-message. Note again that this
> is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
> that the mentioned functions are available. This may be the case for TOS 1.2
> with WINX installed, for example.
>
> Even when appl_search() is not available in the above mentioned case, you may
> still send AC_CLOSE to the owners of the windows you have closed and deleted.
> But only send the message once to each affected application.

The problem with sending AC_CLOSE to DA's is that there are a good number of them which really do check to see that word[3] of the buffer actually contains the menu identifier of the DA. And there's no way short of intercepting all menu_register() calls to know this value.

While sending AC_CLOSE without the ID is still better than not sending it at all, it's not perfect. Why not just do an appl_exit()? That always sends AC_CLOSE properly to all DA's, and it even closes the windows for

you. (This assumes singletasking AES, of course.)

Dan Wilga
dwilga@mtholyoke.edu

5001. ATARI

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-09 00:00:00 UTC
From: Mercer County Technical Education Center <MCTEC@Inetone.net>
Message-ID: <334BAABE.2A73@Inetone.net>
Source record: 7052

A BRIFE HISTORY OF ATARI HOME STARTING WITH THE 2600.

5002. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-09 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <334bce48f5a1d3@xs4all.nl>
Source record: 7053

on Tue 08-04-97 10:35 Dan Wilga wrote:

>As it turns out, wind_new() has a bug of its own: Under TOS 1.4, the first
>window opened after a wind_new() doesn't respond to mouse clicks under
>certain conditions. You have to fake it out by briefly opening a small
>window offscreen.

Oh? Under what conditions? I couldn't reproduce the bug.

>While sending AC_CLOSE without the ID is still better than not sending it
>at all, it's not perfect. Why not just do an appl_exit()? That always
>sends AC_CLOSE properly to all DA's, and it even closes the windows for
>you. (This assumes singletasking AES, of course.)

I tried appl_exit(), but it doesn't close ACC windows (under TOS/AES
1.4).

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

5003. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-09 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <334bce46f58351@xs4all.nl>
Source record: 7054

on Tue 08-04-97 08:46 Thomas Binder wrote:

>If you're presuming the use of AES >= 1.4 (i.e. TOS >= 1.4), you may use
>wind_new() to get rid of all windows at once. This also takes care of open
>accessory windows, which must also be closed before and after running a GEM
>application from within another GEM program.

That's great. Thanks for the information. The function wind_new was
there all the time for me to use, but I wasn't aware of it :) It is
especially nice, because it _does_ take care of accessory windows,
unlike appl_exit();

>For AESes prior to 1.4, you may use a "dirty" method: Loop from 1 to 7 and
>call wind_close() and wind_delete() for that windows. Afterwards, send
>AC_CLOSE to all ap_ids from 1 to 6.
>
>Don't use the above method if appl_getinfo() is available and tells you that
>wind_get(WF_OWNER, ...) and appl_search() are supported. In that case, you
>can use wind_get(WF_OWNER, ...) to close and delete only those windows which
>are really open. Afterwards, use appl_search() to get the ap_ids of all
>running accessories and send them an AC_CLOSE-message. Note again that this
>is only necessary if the AES version is < 1.4, but appl_getinfo() tells you
>that the mentioned functions are available. This may be the case for TOS 1.2
>with WINX installed, for example.

Hm. I have PureC 1.0 and there's no appl_getinfo().

Another question (since you know so much): Is there a way, under TOS
(and AES) 1.4, to find out which window is currently at the bottom?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

5004. Re: 8500 Mac/MagicMac/GFA problem

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-09 00:00:00 UTC
From: Vegard Hofsoy <veg@a.sol.no>
Message-ID: <334BF1D1.30BC@a.sol.no>
Source record: 7055

Olivier Landemarre wrote:
>
> Hello
>
> >GFA works _VERY_ unrelyably with the setup in the subject line (MagicMac
> >2.02, MacOS 7.5.3 revision 2, GFA 3.6TT, A la card 1.4 & I have tried
> >both GFAMASIC & GFA Patch 1.07,96MB RAM). I also tried MagicMacs PCI FPU
> >patch, but it stated that no patch was neccesary...
>
> Do you try it in single mode ? Perhaps it's better.

Yes, I tried it every way I can think of - with the same results... :-(

I guess this has something to do with the fact that my Mac is a PCI
machine?

Vegard Hofsoy

5005. Re: UNIX, the OS from Hell

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-09 00:00:00 UTC
From: Robert Mellish <rm03@ic.ac.uk>
Message-ID: <5igq44$fj4@oban.cc.ic.ac.uk>
Source record: 7056

Gerry O'Rourke <sig@end.article> wrote:
>In article <9e6_9704070336@conchbbs.com>, John.Kormylo@7861.conchbbs.com
>(John Kormylo) wrote:
[...]
>> mv *.c subdir/*.c
>>
>> and kiss your files goodbye. This is a 30 year old bug which will
>> never be fixed as it is too fundamental to how UNIX operates.
>>
[...]
It's rather unfair to call this a bug - it just means that you have not
understood how the shell handles wild cards. Remember, unix does not
stop you doing stupid things, since this would stop you doing clever things.
It would be quite possible to write a shell in which the above command
behaved in the way that you expect it to. On the other hand, you could do:

mv *.c subdir

from any normal shell, which results in the required behaviour. (As long
as subdir already exists as a directory.)

>Given that MiNT is very Unix like, are there any other killer bugs?

Watch out for 'rm -rf *' !

Really, there are lots of 'gotchas' on a unix-like system which, for
quite logical (and sometimes illogical) reasons, don't behave as one might
expect. A basic book introducing unix concepts is invaluable. You might
also try the comp.unix.questions FAQ.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk All the bees are dead.

5006. Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-10 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <334d5b36677654@ifi.ntnu.no>
Source record: 7057

```
Hi!

Can anybody tell me what's wrong with the following piece of code?

if (appl_find("V-CONFIG") < 0)
Pexec(100,"V-CONFIG.PRG","",NULL);

It looks OK, but when the child exits it leaves a "empty" process,
with size 0 and status EXIT. These processes goes away as soon as the
parent exits. I don't know much about how GEMDOS launches programs,
but it looks almost like the basepage isn't freed until the
parent/caller exits. There's nothing in the Atari Compendium that
indicates that the caller must do someting like this in mode 100?

BTW. I', running MiNT 1.14 and N.AES 1.1.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES
```

5007. tos error#34

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: jan jacob schuringa <j.j.schuringa@biol.rug.nl>
Message-ID: <334E604C.2E13@biol.rug.nl>
Source record: 7058

I'm using an atari 1040st for the sequencing program Cubase. While I was trying to make a copy of Cubase for a friend, suddenly a tos error#34 message appeared on the screen. I can't start Cubase anymore but other programs are still running, although they seem a bit slow. Also, starting up my computer has slowed down a bit.

Is my Cubase disc just damaged, or are the problems more serious? Any suggestions?

Thanks, jj

5008. Re: Looking for aes.h tos.h vdi.h

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5ikuev$a1u@hades.rz.uni-sb.de>
Source record: 7059
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Olivier Landemarre <Olivier.landemarre@utbm.fr> wrote:
> Hello
> >I'm porting a great Atari ST program to Windows95 and have no
> >Atari ST documentation. The source code #include's aes.h, vdi.h
> >and tos.h, it would be useful to have these and some documentation
> >on the windowing system and graphics routines.
> >Who could send me those?

> >Thanks
> The best I think, is the book "Atari Compendium" elsewhere I don't know
> good electronic documentations, try on ftp.cnam.fr/pub/atari.

I think the tos.h comes from TurboC/PureC and is therefore copyrighted.
Try to find any other libc (MiNTLib, Sozobon's libc...) on ftp and get
osbind.h, maybe tos.h. These should hold the defines.

For aes.h and vdi.h I would recommend you get the gemfast-library and take
aesfast.h, gemfast.h, aesbind.h and vdibind.h as replacements. They will
work, at least if you define the TurboC-compatibility macro before
including gemfast.h.

Sorry, this is just for the sources. To understand what the library
functions do you should get one of the popular hypertexts. Have a look on
ftp for subdirectories "info", "hypertext", ... Maybe somebody else can
point you out particular documents, I can't...

Ciao

Guido

5009. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5ikr8t$3gu@newstoo.ericsson.se>
Source record: 7060

```
In article <334d5b36677654@ifi.ntnu.no>, josk@ifi.ntnu.no (Jo Even Skarstein) writes:
>Hi!
>
>Can anybody tell me what's wrong with the following piece of code?
>
> if (appl_find("V-CONFIG") < 0)
> Pexec(100,"V-CONFIG.PRG","",NULL);
>
>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits. I don't know much about how GEMDOS launches programs,
>but it looks almost like the basepage isn't freed until the
>parent/caller exits. There's nothing in the Atari Compendium that
>indicates that the caller must do someting like this in mode 100?
>
>BTW. I', running MiNT 1.14 and N.AES 1.1.
>
>
>--
>Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/
>
>Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

If it is not found you need to set the path to the program.
With your code the program you are starting must be in the same path as
your own program was started from.
Then it is good to know the process-id of the process
it is good to know for killing the process or knowing when it terminates.
To not get problems with minix filesystem use lowercase in filenames.

Example:

if (appl_find("V-CONFIG") < 0)
{
pid = Pexec(100,"C:\\v-config.prg","",NULL);
if(pid <= 0)
{
printf("Error ... \n");
}
}

Best regards
Erik Hall

--------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
```

```
or erikhall@mail2.tripnet.se /|\ ---------------
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060
--------------------------------------------------------------------------------
```

5010. How do I display 'reverse' text in a window?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7061

I'm at complete loss with this problem, and desperately need help :)

I want to display some text in a window, and reverse image any lines that the user drags the mouse over. ie. like in a text editor..

I know how to display the text using v_gtext, but am at a complete loss as to how to reverse image it.

How do you do this? What VDI opcodes should I be using?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5011. Re: How do I display 'reverse' text in a window?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5ilarj$6pg$2@laas.laas.fr>
Source record: 7062

In article <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>, gary@the-gap.demon.co.uk (Gary Priest) writes:

>I want to display some text in a window, and reverse image any lines that
>the user drags the mouse over. ie. like in a text editor..

>I know how to display the text using v_gtext, but am at a complete loss as
>to how to reverse image it.

- Obtain the rectangle into which your displayed text is contained.
- Draw a black rectangle at the same place in XOR mode.

That's it.

Regards.

Roland (prajoux@laas.fr)

5012. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE8HoDI.2qo@netcom.com>
Source record: 7063

In article <334d5b36677654@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>Can anybody tell me what's wrong with the following piece of code?

> if (appl_find("V-CONFIG") < 0)
> Pexec(100,"V-CONFIG.PRG","",NULL);

>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits.

The "empty" processes (the official name is "zombie" processes :-))
are placeholders in MiNT's process table that keep around statistics
about the processes (exit code, resource usage, etc.). Many parent
programs wish to be able to gather such information, which is
done with the various Pwait*() system calls.

There are three ways to solve your problems:

(1) use Pwait() to collect the information; or
(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
doesn't care about child exit statuses; in this case the zombie
processes are never created (this may be the easiest solution for you)
(3) use shel_write() to create the processes rather than Pexec(); then
collecting exit statuses is the AES's problem. This will only
work with MultiTOS and similar multitasking AESes.
--
Eric R. Smith
ersmith@netcom.com

5013. CAB v2.0 - frames

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <5b4_9704111525@conchbbs.com>
Source record: 7064

It should be fairly easy to write a frames manager within a GEM window. The GEM window frame is simply an object tree. You could add another object tree inside the GEM window frame to handle the multiple slide bars, etc.

The frame manager must intercept mouse button events which hit on the frame object tree, and may in turn generate redraw and slider events for specific frames. I believe you can use appl_write() to send messages to yourself, so the only problem would be inventing a new message type (WM_FRAME) and the 8 message limit on the AES queu.

OTOH, you could just make the code Geneva specific.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

5014. How do I display 'revers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <5b5_9704111525@conchbbs.com>
Source record: 7065

```
g > I want to display some text in a window, and reverse image any
g > lines that the user drags the mouse over. ie. like in a text
g > editor..

It's done in two steps: First, write the text normally. Second, XOR
a solid black bar over it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5015. Re: STonX

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.OSF.3.95.970411231910.10091A-100000@tellus.dsv.su.se>
Source record: 7066

Somebody asked for information on STonX:

href="http://www.users.fast.net/%7Esmol/stonx.html"

5016. Re: Execute GEM program from within GEM program

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <860785180_OASIS_@swampdog.demon.co.uk>
Source record: 7067

In article <334bce46f58351@xs4all.nl>
josdb@xs4all.nl (Jos den Bekker) said:-

>Hm. I have PureC 1.0 and there's no appl_getinfo().

It should be possible to write your own with a bit of assembly. Here's
the one I did for Mark Williams C ...

```
#include <crysbind.h>

extern unsigned short int_in[I_SIZE],
int_out[O_SIZE];

short appl_getinfo(ap_gtype, ap_gout1, ap_gout2, ap_gout3, ap_gout4)
short ap_gtype;
short *ap_gout1,
*ap_gout2,
*ap_gout3,
*ap_gout4;
{
int_in[0] = ap_gtype;
int_out[0] = crys_if( APPL_GETINFO );
*ap_gout1 = int_out[1];
*ap_gout2 = int_out[2];
*ap_gout3 = int_out[3];
*ap_gout4 = int_out[4];
return int_out[0];
}
```

Naturally, you won't be able to copy this verbatim (due to crys_if()
probably) but it shows the general idea.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5017. coupons,contests,$ and more

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-11 00:00:00 UTC
From: adpark.com
Message-ID: <5ilr9o$bi2@taurus.adnc.com>
Source record: 7068

```
Coupons, contests, Free chance at $100,000.
Earn $$ passing out isp diskettes almost anywhere in the country.
All this and more see: http://www.adpark.com
```

5018. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-12 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5in77q$q22@infa.central.susx.ac.uk>
Source record: 7069

Jo Even Skarstein (josk@ifi.ntnu.no) wrote:

: It looks OK, but when the child exits it leaves a "empty" process,
: with size 0 and status EXIT. These processes goes away as soon as the
: parent exits.

This is called a zombie process. You have to set up a signal handler to catch signal SIG_CHILD. The easyest way to do this is to so something like Psignal(SIG_CHILD, SIG_IGNORE) -- it's something liek that. Look in the Atari Compendium under the GEMDOS/MiNT 'Psignal()' sort of area and you'll find the one you need. All you have to do is make your process ignore the SIG_CHILD signal.

: There's nothing in the Atari Compendium that
: indicates that the caller must do someting like this in mode 100?

It's not easily found -- look under Pwaidpid() and other associated calls (they are all together since they are in aplhabetical order). From this you can find out why zombie processes exist: when a child process terminates, MiNT holds the process structure in memory until the parent has been given the child's exit code. The various different Pwaidpid() calls can check for any temrinated children, stopped children, etc... There is a variant that checks only for a particular child.

Come to think of it... I may be wrong about having to simply ignore the SIG_CHILD signal (it is sent whenever a child process terminates). You may have to setup a signal handler that does a Pwaidpid()... Best bet is to check the compendium.

Hope this is of some help.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

5019. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-12 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <334f4b5a253e75@ifi.ntnu.no>
Source record: 7070

On Fri 11-04-97 08:03 Erik Hall (epkerha@epk.ericsson.se) wrote:

>>It looks OK, but when the child exits it leaves a "empty" process,
>>with size 0 and status EXIT. These processes goes away as soon as the
>>parent exits. I don't know much about how GEMDOS launches programs,
>>but it looks almost like the basepage isn't freed until the
>>parent/caller exits. There's nothing in the Atari Compendium that
>>indicates that the caller must do someting like this in mode 100?
>>
>>BTW. I', running MiNT 1.14 and N.AES 1.1.
>
>If it is not found you need to set the path to the program.
>With your code the program you are starting must be in the same path as
>your own program was started from.

The problem is not to start the child, but to get it to exit properly.
Somebody suggested that I'd use shel_write() instead, perhaps that
works better.

>To not get problems with minix filesystem use lowercase in filenames.

A good tip, but it's not necessary when the program runs in the
TOS-domain. However, mine is running in the MINT-domain so perhaps I
should do this...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5020. Re: How do I display 'revers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <64550017_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7071

In article <5b5_9704111525@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:-

>g > I want to display some text in a window, and reverse image any
>g > lines that the user drags the mouse over. ie. like in a text
>g > editor..
>
>It's done in two steps: First, write the text normally. Second, XOR
>a solid black bar over it.

Thanks John. Much appreciated :)

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5021. Re: How do I display 'reverse' text in a window?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <47443943_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7072

In article <860794460_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) wrote:-

> In article <53469943_000003_OASIS_NEWS@the-gap.demon.co.uk>
> gary@the-gap.demon.co.uk (Gary Priest) said:-
>
>>I want to display some text in a window, and reverse image any lines that
>>the user drags the mouse over. ie. like in a text editor..
>>
>>How do you do this? What VDI opcodes should I be using?
>
>Visually, nothing much more than vro_cpyfm() in XOR mode. This can be
>done "in situ". ie set the same co-ords for both the source FDB and
>destination FDB ...

Thanks Guy! I shall study the example and give it a bash :)

Cheers, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5022. Source code for Computereyes digitizer

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-13 00:00:00 UTC
From: dsnow@erols.com
Message-ID: <860906656.9743@dejanews.com>
Source record: 7073

Does anyone know where I can get source code for the Atari ST version of the Computereyes black and white digitizer? I've checked with the manufacturer, and although they used to make the code available for developers a decade ago, they have since lost track of it. I've done a disassembly of the driver program, but without docs it's too difficult to decipher. Any help is appreciated. Thanks.
-David Snow

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

5023. Resource Code Editors...

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-13 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <5ir10j$ove@irk.zetnet.co.uk>
Source record: 7074

Hi To all on csap

I'm a bit new to this programming malarky, and am starting off by doing a resource code translation from German to English. I've got ORCS, and although it is dead easy to use it is fouling up on one of the menu items....It's a PCB CAD package, and it has a list of active and displayed layers as part of a pull-down menu. These layers, numbered from 1 to 8 are normally all on the same line, however the mere act of opening the .RSC with ORCS changed that to one number per line, as the layer menu has these numbers on about four times, this took the menu off the bottom of the screen.....Can anyone recommend anything as easy to use as ORCS which might not do this...I'mm going to go through my CDROM collection tonight looking and testing, but any ideas would be welcome....Please reply via email, my newsgroup access can be a bit flaky at the best of times...

chris crosskey

5024. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-13 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <33513b2463673c4@ifi.ntnu.no>
Source record: 7075

On Fri 11-04-97 19:48 Eric R. Smith (ersmith@netcom.com) wrote:

>The "empty" processes (the official name is "zombie" processes :-))
>are placeholders in MiNT's process table that keep around statistics
>about the processes (exit code, resource usage, etc.). Many parent
>programs wish to be able to gather such information, which is
>done with the various Pwait*() system calls.
>
>There are three ways to solve your problems:
>
>(1) use Pwait() to collect the information; or

I do this now, but the child's PID isn't equal to the PID returned by
Pexec(). Right now I just do it like this:

pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;

It works, but how "legal" is this?

>(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
> doesn't care about child exit statuses; in this case the zombie
> processes are never created (this may be the easiest solution for you)

This would be the best solution, but I can't get it to work! If I use
Psignal as suggested, I get a "Type mismatch in parameter
'handler'..." error when I try to compile. I'm using Pure C 1.1.

>(3) use shel_write() to create the processes rather than Pexec(); then
> collecting exit statuses is the AES's problem. This will only
> work with MultiTOS and similar multitasking AESes.

I did this in another project I'm working on, and it worked
perfectly :-)

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5025. New BENCHTEST

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: donnelaith@geocities.com
Message-ID: <3351DE00.CF@geocities.com>
Source record: 7076
Body handling: 2 inline base64-encoded payload blocks were not displayed

```
This is a multi-part message in MIME format.

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hey Everyone!

Here is a benchtest program that I wrote. It should work on just about
everyone's machine, especially Macs running MagiC...

CHECK IT OUT!!! I AM HOPING TO GET A LOT OF FEEDBACK!!!

I would like to post a database of as many different hardware and
software combinations as possible. Please let me know any bugs, etc.
Further instructions are in the READ.ME and the program itself...

I would love to see results from a Hades...

Content-Type: multipart/appledouble; boundary="----------ad6EFF17643511";
x-mac-type="54455854"; x-mac-creator="74747874"; name="READ.ME"
Content-Transfer-Encoding: 7bit
Content-Description: SimpleText Document
Content-Disposition: inline; filename="READ.ME"

[Inline base64-encoded payload not displayed]

Content-Type: text/plain; name="READ.ME"

Content-Disposition: inline; filename="READ.ME"

[Inline base64-encoded payload not displayed]

Content-Description: PC Exchange Document
Content-Disposition: attachment; filename="E_BENCH.PRG"
```

5026. ||||| NEW BENCHTEST PRG |||||

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: donnelaith@geocities.com
Message-ID: <3351E592.5E78@geocities.com>
Source record: 7077
Body handling: 2 inline base64-encoded payload blocks were not displayed

```
This is a multi-part message in MIME format.

Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

Hey Everyone!

Here is a benchtest program that I wrote. It should work on just about
everyone's machine, especially Macs running MagiC...

CHECK IT OUT!!! I AM HOPING TO GET A LOT OF FEEDBACK!!!

I would like to post a database of as many different hardware and
software combinations as possible. Please let me know any bugs, etc.
Further instructions are in the READ.ME and the program itself...

I would love to see results from a Hades...

Content-Type: multipart/appledouble; boundary="----------ad5F5E603D68CA";
x-mac-type="54455854"; x-mac-creator="74747874"; name="READ.ME"
Content-Transfer-Encoding: 7bit
Content-Description: SimpleText Document
Content-Disposition: inline; filename="READ.ME"

[Inline base64-encoded payload not displayed]

Content-Type: text/plain; name="READ.ME"

Content-Disposition: inline; filename="READ.ME"

[Inline base64-encoded payload not displayed]

Content-Description: PC Exchange Document
Content-Disposition: attachment; filename="E_BENCH.PRG"
```

5027. Re: X-Windows on 68000

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5isv0k$m5g@m1.cs.man.ac.uk>
Source record: 7078

In article <333D5F96.3869@worldnet.att.net>, "Gregory D. George"
<greggeorge@worldnet.att.net> writes:
>Peter Rottengatter wrote:
>
>> X Windows is not too huge to fit in a few megabytes : I had it running
>> on an old ST with 4 MB, no virtual memory. Surely it was rather slow with
>> an MC 68000, but this should certainly tell that it's not as huge as you
>> say here. Huge is just your exaggeration.
>
>How are you running X-Windows on a 68000 ST? You need at least a 68030 to
>run Linux/UNIX which is X-Windows' OS. Don't tell me you're using Minix?!?!

What about the MiNT/MiNT-net port of X11r5? That worked ok on a standard
ST with 4mb, IIRC...

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)

5028. v_get_pixel

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: gregory_ford@hotmail.com
Message-ID: <861013406.17594@dejanews.com>
Source record: 7079

Every time I try and use the VDI call v_get_pixel the values returned
are always 0!! I'm declaring things like this:

```
short vgp,vgc;

v_get_pixel(vhandle,x,y,&vgp,&vgc);
```

It always returns vgp and vgc as 0 :-(

any help would be appreciated...

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5029. Problem with Riebel-Ethernet card

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: mp@rob.cs.tu-bs.de
Message-ID: <mp.861018414@rob.cs.tu-bs.de>
Source record: 7080

Hello, I have a problem:
Just recently I bought a Ethernet card for Mega-ST
(Riebel Card without Battery). First it turned out, that DC/DC converter
was broken. Ok, I fixed that.

My Problem: I cannot ftp to another machine.
The error message is: no more sessions.

But I can (without problem)
- ping to another machine
- telnet to another machine (after some time)
- ping from another machine (to ST)
- ftp from another machine (with login into ST)

Therefore I think, HW and connection seems to be ok.
This sounds like a configuration problem to me.

My configuration:
Mega ST (4 MB),
Hypercache disabled
Riebel Card (without Battery)
Interconnect Software Rev 1.6
the other computer: NeXTStation

Any idea?
Thank you in advance
Martin

Martin Pruefer (DL8OAU) | Tel: +49 531/391-7453
Institute for Robotics and Process Control | Fax: +49 531/391-5696
Technical University of Braunschweig | __ e-mail: M.Pruefer@tu-bs.de
Hamburger Str. 267, 38114 Braunschweig, FRG | /_\ Why use Windows since
URL: http://www.cs.tu-bs.de/rob/people/mp/ | \/_/ there are doors?
--
Martin Pruefer (DL8OAU) | Tel: +49 531/391-7453
Institute for Robotics and Process Control | Fax: +49 531/391-5696
Technical University of Braunschweig | __ e-mail: M.Pruefer@tu-bs.de
Hamburger Str. 267, 38114 Braunschweig, FRG | /_\ Why use Windows since

5030. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1404970858360001@dwilga.comm.mtholyoke.edu>
Source record: 7081

In article <334d5b36677654@ifi.ntnu.no>, Jo.Even.Skarstein@ifi.ntnu.no wrote:

>Hi!
>
>Can anybody tell me what's wrong with the following piece of code?
>
> if (appl_find("V-CONFIG") < 0)
> Pexec(100,"V-CONFIG.PRG","",NULL);
>
>It looks OK, but when the child exits it leaves a "empty" process,
>with size 0 and status EXIT. These processes goes away as soon as the
>parent exits. I don't know much about how GEMDOS launches programs,
>but it looks almost like the basepage isn't freed until the
>parent/caller exits. There's nothing in the Atari Compendium that
>indicates that the caller must do someting like this in mode 100?
>
>BTW. I', running MiNT 1.14 and N.AES 1.1.
>

MiNT, that's the key here. If you have launched a child, you need to catch the SIGCHLD signal and use Pwait() to get its return status. Otherwise, it will continue to be listed as a "zombie". There's also a way to turn off SIGCHLD (with Psigmask(), if memory serves me. I'm probably wrong here, though.)

I remember encountering this same problem years ago when I first started writing Geneva. It was so counter-intuitive for this to be on by default (or so it seems to me anyway) that I had to call Eric Smith, who was still working at Atari at the time, to ask him the same question.

Dan Wilga dwilga@mtholyoke.edu

5031. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE8n5Jw.JFx@netcom.com>
Source record: 7082

In article <33513b2463673c4@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>On Fri 11-04-97 19:48 Eric R. Smith (ersmith@netcom.com) wrote:
>> [about a problem with zombie children]
>>There are three ways to solve your problems:
>>
>>(1) use Pwait() to collect the information; or

>I do this now, but the child's PID isn't equal to the PID returned by
>Pexec(). Right now I just do it like this:
>
> pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;
>
>It works, but how "legal" is this?

Not very legal at all... perhaps the Pure C binding for Pexec is broken?
It should be returning the process id, not the process id - 1.

>>(2) use Psignal(SIGCHLD, SIG_IGN) to indicate to MiNT that your program
>> doesn't care about child exit statuses; in this case the zombie
>> processes are never created (this may be the easiest solution for you)
>
>This would be the best solution, but I can't get it to work! If I use
>Psignal as suggested, I get a "Type mismatch in parameter
>'handler'..." error when I try to compile. I'm using Pure C 1.1.

Try casting SIG_IGN to the appropriate type (which you should be able
to determine by looking at your compiler's "mintbind.h" file.
E.g. something like:
Psignal(SIGCHLD, (long) SIG_IGN)
may work.

--
Eric R. Smith
ersmith@netcom.com

5032. SORRY SORRY SORRY

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-14 00:00:00 UTC
From: donnelaith@geocities.com
Message-ID: <3352AF46.628B@geocities.com>
Source record: 7083

Everyone,

Sorry about posting my program to this and the other two Atari newsgroups. I have been living in a vacuum over here in the U.S. and I do not have much experience with the internet. I have been programming on my own over here since 1989 and I think I have quite a few good ideas for the Atari and MagiC. Also, I think I could help out with many GFA problems people have because I've had to figure many of them out for myself.

COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me the CORRECT way to give my program out to anyone that's interested. Until I wrote this program, I had no idea, for example, which of my accessories was slowing down my computer and by how much. I could also see which area were slowed and which were accelerated...

Thanks,

Rob

5033. Save money!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: S.P., Woodring <datamax@j51.com>
Message-ID: <5iukkbokg6894@news.j51.com>
Source record: 7084

Do you have a car?

Do you like music on the go?

Have you given any thought about upgrading the car stereo system?

If you have answered yes to any of these questions,

Go to http://www.j51.com/datamax/prod01.htm

Guaranteed, I can save you a great deal of money.

Sincerely,

SP, Woodring

_____
I know everyone is looking for a way to save money.
Should this not be of interest to you, Please forward it to
a friend who needs it.

This is a promotion for "What you should know before you
install your car stereo system" A booklet written by SP, Woodring.
_____

This message is being brought to you by Dynamic Mail - the easier and faster
way to explode your business on the internet. For more information please
visit our web site at : http://members.tripod.com/~apexpi/

5034. Professional and Affordable Web Design and Hosting

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: Kris Thompson <thomp132@expressionsmedia.com>
Message-ID: <5ivovu$9h8$4833@msunews.cl.msu.edu>
Source record: 7085

Welcome to Expressions Multimedia...

We would like to extend an invitation to visit us at http://www.expressionsmedia.com.

We specialize in providing professional yet inexpensive web page designs and web site hosting.

Please be forwarned, many of our sites include ActiveX and Java and are optimized for Internet
Explorer 3.0, so they many not look right in some browsers.

Also, check out our newest site for the Blue Cardinal Motorsport racing team, they can be found
at http://www.expressionsmedia.com/bluecard.

I would like to thank you for your time,

Kris Thompson
thomp132@expressionsmedia.com

5035. Re: SORRY SORRY SORRY

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33537794.36B3@ix.netcom.com>
Source record: 7086

donnelaith@geocities.com wrote:
>
> Everyone,
>
> Sorry about posting my program to this and the other two Atari
> newsgroups. I have been living in a vacuum over here in the U.S. and I
> do not have much experience with the internet. I have been programming
> on my own over here since 1989 and I think I have quite a few good ideas
> for the Atari and MagiC. Also, I think I could help out with many GFA
> problems people have because I've had to figure many of them out for
> myself.
>
> COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me
> the CORRECT way to give my program out to anyone that's interested.
> Until I wrote this program, I had no idea, for example, which of my
> accessories was slowing down my computer and by how much. I could also
> see which area were slowed and which were accelerated...
>
> Thanks,
>
> Rob

I don't think you can remove your posts to a newsgroup (could be
wrong...I know that *I* don't know how to do it <g>). I wouldn't worry
about it, it wasn't such a big posting.

I believe there's an atari.binaries newsgroup but you'd need to get
confirmation from someone other than myself.

BTW, I would welocme someone with GFA experience here...I thought I was
the only one using GFA in this newgroup!

Rob Aries

5036. Re: v_get_pixel

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5j02dn$39u$1@laas.laas.fr>
Source record: 7087

In article <861013406.17594@dejanews.com>, gregory_ford@hotmail.com writes:

>Every time I try and use the VDI call v_get_pixel the values returned
>are always 0!! I'm declaring things like this:

>short vgp,vgc;

>v_get_pixel(vhandle,x,y,&vgp,&vgc);

>It always returns vgp and vgc as 0 :-(

>any help would be appreciated...

Your call looks correct. The only explanation I can think of is a bad binding
of your compiler for v_get_pixel().
Sorry for not being very helpful.

Roland (prajoux@laas.fr)

5037. Default Integers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: allfree@bbs.cruzio.com
Message-ID: <E8oqJo.1Lz@cruzio.com>
Source record: 7088

```
Hi,

I'm having trouble with Lattice C's "Default Short Integers" option on
its compiler. This code:

main()
{
char c = -1;

printf("%d\n", c);
}

...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
I change to short integers, it prints -65535, or worse, seemingly any other
number it thinks of! I can see how -65535 has a certain logic to it, but what
about results such as 1, or 3, or 2, which I've also gotten?

If anybody can help with this, I'd appreciate it greatly! I'm trying to
get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
for an error code of -1 when Lattice isn't handling -1 correctly!

Ben Allfree
allfree@cruzio.com
```

5038. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <3353bd521a7ee2@ifi.ntnu.no>
Source record: 7089

On Mon 14-04-97 18:47 Eric R. Smith (ersmith@netcom.com) wrote:

>>>(1) use Pwait() to collect the information; or
>
>>I do this now, but the child's PID isn't equal to the PID returned by
>>Pexec(). Right now I just do it like this:
>>
>> pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;
>>
>>It works, but how "legal" is this?
>
>Not very legal at all... perhaps the Pure C binding for Pexec is broken?
>It should be returning the process id, not the process id - 1.

Pexec returns the pid of the zombie-process, the actual process (pppd)
has pid+1, and a ppid of 000.

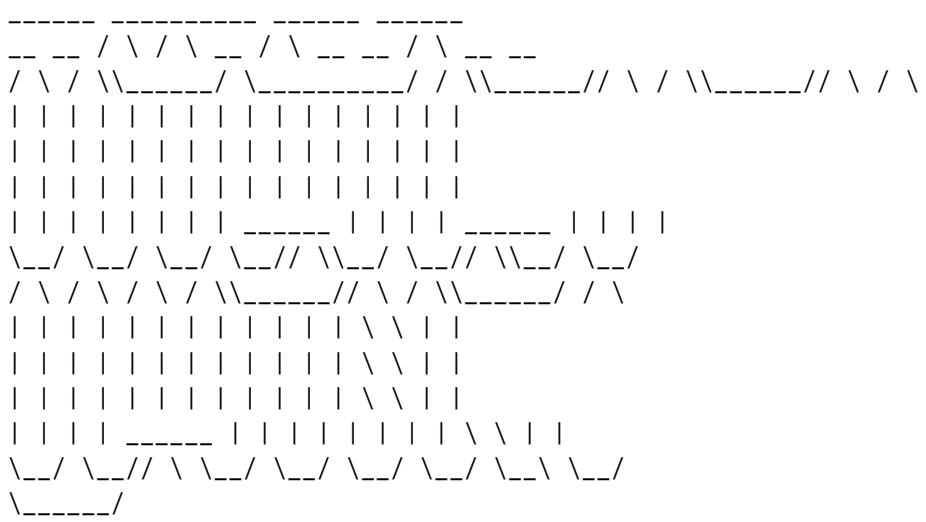
--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5039. New And Improved -ICTARI 45 Out Now !

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <83608167_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 7090
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:



The Atari Programmer's User Group

Despite saying some quite nice things about ICTARI, the web-site got something of a pasting from Atari Computing. In many ways, I cannot but agree. As an experiment I've had a go at putting the text from issue 45 on the web-site, 'should spice things up a bit. The picture of the "sad old Atari" will stay put for the time being. ICTARI 45 has some very interesting contribvtions, especially the ones about parallax scrolling in STOS and CAB / STiK. See for yourselves at:

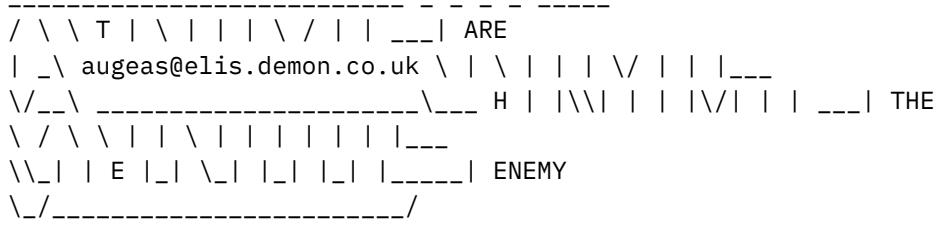
http://www.elis.demon.co.uk/ictari/ictari.htm

See you at the Goodman's shows,

Have Fun,

"Augeas"

--



5040. Environment variables under TOS/GEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: Thomas Nilsen <thomasni@eunet.no>
Message-ID: <Pine.SUN.3.91.970415192629.17945A-100000@login>
Source record: 7091

Folks, I need some help.

How on earth are one to write and change environment variables under
plain TOS/GEM. When MiNT is running it is possible to use the
shel_write() function, but this is not available under TOS/GEM.
Is there any GEM calls available for this kind of task or do I have to go
direclty on the hardware address?

Regards, Thomas

5041. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE8owx3.E4D@netcom.com>
Source record: 7092

In article <3353bd521a7ee2@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>On Mon 14-04-97 18:47 Eric R. Smith (ersmith@netcom.com) wrote:
>>> pppd_pid=Pexec(100, "u:/usr/etc/pppd", "", NULL)+1;

>>Not very legal at all... perhaps the Pure C binding for Pexec is broken?
>>It should be returning the process id, not the process id - 1.

>Pexec returns the pid of the zombie-process, the actual process (pppd)
>has pid+1, and a ppid of 000.

Ah, I know what's going on. /usr/etc/pppd is forking itself and then
running yet another process. Here's the sequence:

your program: Pexec(100)...
-> pppd 1 (process id "pppd_pid"): fork() to create "pppd 2"
-> "pppd 1": exit() (leaves a zombie with process id "pppd_pid")
-> "pppd 2" (process id "pppd_pid + 1"): runs in background

You do *not* want to add 1 to the pid you got back from Pexec. Use it
directly in the Pwait() call so that you can collect the exit status of
the child that turned into a zombie. The other process (which is actually
your process's grandchild) doesn't need to be "waited" for -- this
is indicated by its ppid being 0.

In fact, in this particular case there's no need for you to use Pexec(100);
pppd uses fork() to put a copy of itself in the background, so
Pexec(0) will work just fine (and will save you the trouble of having to
do a Pwait()).

If there are other programs (other than pppd) that you might want to run,
you can still use Pexec(100) + Pwait(), but do *not* add 1 to the pid you
got back; you really do need to do Pwait() on the zombie process to
get rid of it.
--
Eric R. Smith
ersmith@netcom.com

5042. Speeding Up graphics

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-15 00:00:00 UTC
From: sammcgee@crl.com
Message-ID: <5j1h36$4vc@crl2.crl.com>
Source record: 7093

I ran some benchmarks for different operations to speed up my HiSoft BASIC programs. The following list shows the execution times (in seconds) for a loop with each operation. (about 64000 times)

TIME OPERATION
5.78 SQR
5.06 DIV
0.41 >> <<
0.38 MULT
0.32 SUB
0.25 ADD

What's interesting here is that division is 13 times slower than multiplication. In fact it is closer to square root than anything else. Why?

Then I changed the global variable declaration using DEFINT a-z, DEFDBL, DEFSNG, and DEFLNG. The first column shows the time using DEFxxx. In the second column only one variable was changed in the loop while the loop itself was integer.(ie FOR x%=1 TO 10000:x#=x#:NEXT x%)

DEFxxx Single Var Type
3.63 String (for reference)
14.13 0.33 Double float
1.30 0.22 Single float
0.42 0.21 Double Integer
0.20 0.20 Integer

I guess this shows that for speed minimal use of single precision floating point isn't bad but it shouldn't be used in frequently called loops. Double precision is a killer. (when talking about speed)

This exercise is of course to speed up graphics. I came to the conclusion to use integers to represent X and Y coordinates multiplied by 50. Then I can do slight increments and divide the results by 50 to get the coordinates back. This seemed to work great until I found how slow division was. Then I thought to use the shift bits left and right operators (<< , >>) to do multiply and divide. But I'm then stuck with the X-coordinate times 32 or <<5 because 32767/640<51.2.

What I mean is that the greatest integer value(32767) divided by the largest coordinate(640) is my multiplier. For me to use >> and << the multiplier must be a power of two. The greatest power of two less than 51.2 is 32 or 2^5. I could use the sign bit and then I get 65536/640<102.4 and the multiplier would be 64 or 2^6. Better resolution.

Any comments would be useful. (with code examples, any language)

Sam
sammcgee@crl.com

5043. Re: SORRY SORRY SORRY

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5j1787$7qk0dg_002@news.ti.com>
Source record: 7094

In article <3352AF46.628B@geocities.com>, donnelaith@geocities.com wrote:
>
>COULD ANYONE PLEASE tell me how to remove my BENCHTEST posts and tell me
>the CORRECT way to give my program out to anyone that's interested.

I don't think you can remove it from the news group.

When I have a new program, I just put in on my webpage and let everyone knows where to get it. I notice that your email address domain is from Geocities.com so you may already have found that they provide free home pages there. My home page is there as well. If you have problems with home pages, try the "10 tips for creating a homepage" from my home page.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
http://wongck.home.ml.org / | \ 486DX33+WFW P90+WinNT

5044. XBRA

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <4107cd$11351.292@HERMES>
Source record: 7095

In the course of debugging the disambiguator/dispatcher of my Toolbox DLL manager, I have run up against a few hurdles.

If a function call is not allowed in the current Toolbox implementation, (for example the API magic numbers were incorrect, the 16 bit library number or 16 bit library function number are invalid/unimplemented) I want to use the XBRA protocol to call the previous holder of the TRAP vector I use (TRAP number 0, vector $20, exception table offset $80).

However, if this was pointing into a ROM or disc loaded TOS, this will lead to a stream of 32 bombs appearing on the screen, and the calling app to be terminated.

Is there a foolproof way of detecting whether the TRAP vector is pointing into TOS, or has been grabbed by a debugger or other app?

In general, I use the following algorithm when deciding whether to XBRA:

```
address = previous holder of trap vector
if address >= $00E00000 AND address < $01000000 then
it is pointing to the TOS ROM "bomb generator"
do not XBRA to it
else if it points to a previous toolbox
XBRA to it
else
who knows?
end if
```

Hisoft's MON (as supplied with Devpac 3.1, Lattice C 5.60, and probably some of their other products) reprograms "illegal" trap vectors to point into itself. Is there an easy way to detect it (and other) debuggers/bomb handlers?

As an example of using the Toolbox to call function $259 in library 3, and pass the value $12345678 to it, the API call would be:

```
move.l #$12345678,-(sp) ; parameter
move.w #$0259,-(sp) ; function number within library
move.w libnum3,-(sp) ; library number
move.l #0,d0 ; API (required)
move.l #$10,d1 ; API magic (required)
move.l d0,a0 ; API (required)
move.l d0,a1 ; API (required)
trap #0 ; call the Toolbox
add.l #2+2+4,sp ; fix the stack
```

It is deemed to be a Toolbox call if the four "scratch" registers are set up as zero in D0, A0 and A1 and 16 ($10) in D1. I generally found that it is somewhat unlikely that those registers are going to be in that state when the TRAP #0 handler is called, and now require this as part of the API. There were a few variations in calling sequence and magic numbers earlier on in it's life, but, TTBOMK, none of those were ever released to my beta testers or the users of my custom apps which used the Toolbox and it's Plug-ins or Extensions.

We assume the variable "libnum3" has been initialised with the right value prior to the call. This can be found by calling the library enumeration functions within the Toolbox, or the tlbxHasLib function, and passing the 32-bit "cookie" identifier of the library we are interested in and the return value will be -1 (n/a) or the 16 bit library number.

(The library number is relevant to this session only, and may be different next time. The only pre-known library number which can be relied upon is library number zero - The Toolbox itself)

The Toolbox can currently be detected via XBIOS function $7462. If the return value is $7462 you have no Toolbox. If it returns $544C4258, then it exists.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

5045. Re: Default Integers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5j22pl$3gi$1@laas.laas.fr>
Source record: 7096

```
In article <E8oqJo.1Lz@cruzio.com>, allfree@bbs.cruzio.com writes:
> I'm having trouble with Lattice C's "Default Short Integers" option on
>its compiler. This code:
>
>main()
>{
> char c = -1;
>
> printf("%d\n", c);
>}
>
> ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
>I change to short integers, it prints -65535, or worse, seemingly any other
>number it thinks of! I can see how -65535 has a certain logic to it, but what
>about results such as 1, or 3, or 2, which I've also gotten?
>
> If anybody can help with this, I'd appreciate it greatly! I'm trying to
>get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
>for an error code of -1 when Lattice isn't handling -1 correctly!

Are you sure that you have linked your program with the correct library?
Compiling with the short integers option is one thing, linking another one.
Lattice comes with many different libraries, corresponding to the same library
code compiled with different options. You can distinguish between libraries
by their names, see the docs.

Imagine that if you link your main() routine compiled in short integers with
a printf() expecting long integers, this is not going to work...

This is most probably the cause of your problem.

Regards.

Roland Prajoux (prajoux@laas.fr)
```

5046. Re: Environment variables under TOS/GEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5j298k$15op@rs18.hrz.th-darmstadt.de>
Source record: 7097

Hi!

In article <Pine.SUN.3.91.970415192629.17945A-100000@login>,
Thomas Nilsen <thomasni@eunet.no> writes:
> How on earth are one to write and change environment variables under
> plain TOS/GEM. When MiNT is running it is possible to use the
> shel_write() function, but this is not available under TOS/GEM.
shel_write() has nothing to do with MiNT, as it's an AES call. Don't mix
it with the availability of the extended shel_write() call in MultiTOS,
which is also available in Geneva and MagiC, which both don't require
MiNT to run.

> Is there any GEM calls available for this kind of task or do I have to go
> direclty on the hardware address?
There's no AES call to change environment variables, as the AES has its
own environment not necessarily identical to the one the current program
uses. This AES environment shouldn't be changed from an application,
anyway, as it would affect all other applications.

If you want to give a program you want to run from within your
application its own environment variables, there are two ways:

1. Don't use shel_write(), but Pexec() (which you'll need to use for
SingleTOS anyway if you want to keep the calling program running).
Pexec() allows you to pass a pointer to an environemnt.

2. Modify your program's environment (create a copy of the old one,
modify the copy and let p_env of your program's basepage point to it) and
then use shel_write(). Note that this won't work if you use it with the
shel_write() you find in SingleTOS, as it requires to quit the calling
application before the "child" (which is more like a "brother" or
"sister" in that case ;) is run, so the modified environment will not be
used.

Also note that some C-compilers offer the call "setenv", which will ease
the modification of the environment.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5047. Re: Speeding Up graphics

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5j2epm$15op@rs18.hrz.th-darmstadt.de>
Source record: 7098

Hi!

In article <5j1h36$4vc@crl2.crl.com>,
sammcgee@crl.com (Sam McGee) writes:
> I ran some benchmarks for different operations to speed up my HiSoft
> BASIC programs. The following list shows the execution times (in
> seconds) for a loop with each operation. (about 64000 times)
>
> [results deleted]
>
> What's interesting here is that division is 13 times slower than
> multiplication. In fact it is closer to square root than anything
> else. Why?
Because division is quite "expensive". Try to write your own
multiplication routines which multiply two numbers by only using
addition, substraction, bit manipulation and shifting. And then try the same
with division, and you'll see.

You can do all multiplications by splitting one factor in its powers of
two:

```
x * 29 = x * 16 + x * 8 + x * 4 + x * 1
x * 34 = x * 32 + x * 2
```

So multiplying is (mostly) a matter of fast shift- and add-operations.

Unfortunately, this doesn't work for division:

```
x / 29 != x / 16 - x / 8 - x / 4 - x / 1
```

There are algorithms for division which also only need "basic"
operations, but they need a lot more of them than multiplication - that's
why it's so much slower. (Of course, the relation between division and
multiplication strongly depends on which algorithms are used.)

> [...]
> What I mean is that the greatest integer value(32767) divided by the
> largest coordinate(640) is my multiplier. For me to use >> and << the
> multiplier must be a power of two. The greatest power of two less than
> 51.2 is 32 or 2^5. I could use the sign bit and then I get
> 65536/640<102.4 and the multiplier would be 64 or 2^6. Better resolution.
>
> Any comments would be useful. (with code examples, any language)
If you don't mind using assembly language, you could use "fixed floats",
i.e. longs (32 bit) where the upper word represents the integer part, and
the lower word the fractional part. I.e. 1.5 would be 0x00018000.

To make a "fixed float" out of normal float variable, simply multiply with 65536 (i.e. 16 shifts to the left). Do the opposite to get the float value back out of such a number.

You can directly add and subtract these "float longs". To multiply two numbers, you have to do a 64-bit multiplication (the reason why you need (or better use) assembly language) and take with middle long out of the result. I.e. 1.5 * 1.5 would be 0x00018000 * 0x00018000, this results in 0x0000000240000000. The middle 32 bits of that are 0x00024000, which is 2.25, the result of 1.5 * 1.5.

Division is a bit more tricky, and I don't have the actual algorithm here. Division by powers of two is easy, of course. Unfortunately, you can't divide by x by splitting x in its powers of two and divide by them, as it's possible for multiplication (see above).

Please excuse me if that's of no use for you.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5048. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <3354fe085af11@ifi.ntnu.no>
Source record: 7099

On Tue 15-04-97 17:36 Eric R. Smith (ersmith@netcom.com) wrote:

>>Pexec returns the pid of the zombie-process, the actual process (pppd)
>>has pid+1, and a ppid of 000.
>
>Ah, I know what's going on. /usr/etc/pppd is forking itself and then
>running yet another process. Here's the sequence:

[.....]

>In fact, in this particular case there's no need for you to use Pexec(100);
>pppd uses fork() to put a copy of itself in the background, so
>Pexec(0) will work just fine (and will save you the trouble of having to
>do a Pwait()).
>
>If there are other programs (other than pppd) that you might want to run,
>you can still use Pexec(100) + Pwait(), but do *not* add 1 to the pid you
>got back; you really do need to do Pwait() on the zombie process to
>get rid of it.

This solves one problem, but creates another... I need to know the pid
of pppd in order to...

a) Check that pppd is still running.
b) Kill it when the on-line session is over.

When I use...

```
pppd_pid=Pexec(100,"/usr/etc/pppd","",NULL)+1;
Pwait();
```

... I get pppd's pid, this has worked fine so far. But of course, if
another process is started after pppd and before pppd forks() this
will break.

I solved this another way, by starting pppd in the background
(Pexec(100...)) with the parameter "-detach", which prevents it from
forking itself. I then used Pwaitpid() to periodically check that it
still runs.

But how do I get a process' pid? Are there any calls (Like appl_find()
or appl_search() for AES-processes.) that I can use? I tried to browse
the Atari Compendium, but it's so poorly laid-out that it takes
something like 10 minutes to format the gemdos-reference with CAB 1.5
on my 24MHz Falcon...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5049. How to read the 200Hz system-clock?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <3354fe085b352@ifi.ntnu.no>
Source record: 7100

Hi!

I need to make an accurate clock, and I thought that the 200Hz system-clock would be the best source. The Pure C helpfile says that clock() (In time.h) returns this value, while K&R says it returns the time used by the calling process. After having tried clock(), I believe K&R are right here.

So I tried to read the clock directly...

```
long *timerptr, timer;

timerptr=0x4ba; /* The 200Hz system-clock is located here */

Super(0);
timer=*timerptr;
Super(0);
```

However, timer is always 0. I'm obviously doing someting very wrong here, as I'm not quite familiar with how C's pointers work.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5050. Default Integers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <3de_9704161614@conchbbs.com>
Source record: 7101

```
a > I'm having trouble with Lattice C's "Default Short Integers"
a > option on its compiler.

a > printf("%d\n", c);

Variable argument lists, such as used by printf(), convert some
variables (e.g. float to double) before passing them on the stack.
Evidently when using long ints, Lattice C converts shorts to longs,
but not when using short ints.

If printf() is expecting a long and you send it a short, bad things
can happen: -65335 = (-1 << 16) + 0 where the 0 just happened to be
on the stack in the next slot. Just be glad you didn't have any
more arguments in the call (especially string pointers)

As someone else has already posted, you need to link in a version of
printf() which uses short ints.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5051. Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E8qrGM.7BE@cix.compulink.co.uk>
Source record: 7102

I want to display a list of fonts currently installed by the system.
Not all those available on disk, but those installed in the ASSIGN.SYS file
or made available via NVDI etc at bootup.

My present code appears to work with NVDI 3+ but fails on bitmap only GDOSs.
Something like:

```
totalfonts = vst_load_fonts(handle, 0);

printf("Total fonts available: %d\n", totalfonts);
totalfonts++;

for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_name(handle, i, fontname);
printf("%-3u %-5u %s\n", i, font_id, fontname);
}
vst_unload_fonts(handle, 0);
```

I try to list the fonts by getting the total number via vst_load_fonts() but
this fails under ordinary GDOS 1.1 for instance, returning zero.

So how do I know how many fonts there are?

I also tried
```
for (i = 2, font_id != 1; i ++)
```

on the basis that when vqt_name fails it returns a font_id of 1 any way
which is the system font, so we start at a font above that, hence i = 2.
All I get with this is the system font but works on NVDI 3.

So, can someone lead me through the procedures to list the installed fonts
that works with *all* GDOS versions please?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5052. Re: Environment variables under TOS/GEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-16 00:00:00 UTC
From: Thomas Nilsen <thomasni@eunet.no>
Message-ID: <Pine.SUN.3.91.970416215849.21501A-100000@login>
Source record: 7103

On 16 Apr 1997, Thomas Binder wrote:

> shel_write() has nothing to do with MiNT, as it's an AES call. Don't mix
> it with the availability of the extended shel_write() call in MultiTOS,
> which is also available in Geneva and MagiC, which both don't require
> MiNT to run.

sorry, I was a bit misleading there. Most of the shel_write() functions
is only available with AES 4.0 and above.. which includes MiNT amongst
others.

> There's no AES call to change environment variables, as the AES has its
> own environment not necessarily identical to the one the current program
> uses. This AES environment shouldn't be changed from an application,
> anyway, as it would affect all other applications.

What I want to do is write a small CPX that allows chaning the _GLOBAL_
environment variables, as the CPX I have for this now is way to buggy. I
am not interested in the environment for the executed task but the one
that is defined as global. You see my need here?

> If you want to give a program you want to run from within your
> application its own environment variables, there are two ways:

As I've staded above this is not what I need. I need to have a way of
accessing the environment vars as other programs like AUTOENVR, ENV.CPX,
and quite a few others do. I am going to set the environment for GEM!

> Also note that some C-compilers offer the call "setenv", which will ease
> the modification of the environment.

Not much use when coding in assembly is it? :)

Regards, Thomas

5053. Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5j5ccp$1k4$1@nnrp01.primenet.com>
Source record: 7104
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I just installed Magic 5.03. My WERCS resource editor which comes
with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
Both in multi and single tasking modes.

I worked fine on TOS 4.04... Ideas?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

5054. Re: Default Integers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-17 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970417183244.8288D-100000@tindra.lysator.liu.se>
Source record: 7105

```
On Tue, 15 Apr 1997 allfree@bbs.cruzio.com wrote:

> Hi,
>
> I'm having trouble with Lattice C's "Default Short Integers" option on
> its compiler. This code:
>
> main()
> {
> char c = -1;
>
> printf("%d\n", c);
> }
>
> ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
> I change to short integers, it prints -65535, or worse, seemingly any other
> number it thinks of! I can see how -65535 has a certain logic to it, but what
> about results such as 1, or 3, or 2, which I've also gotten?
>
> If anybody can help with this, I'd appreciate it greatly! I'm trying to
> get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
> for an error code of -1 when Lattice isn't handling -1 correctly!

AFAIK C should automatically convert the char you are using into an the
default int used, when you're using %d in printf.

If this is not the case, you might want to write:

printf("%d\n", (int)c);

or maybe

printf("%d\n", (short int)c);

I'm not sure if any of this helps... oh well...

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe
```

5055. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-17 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithE8swpC.488@netcom.com>
Source record: 7106

In article <3354fe085af11@ifi.ntnu.no>,
Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>But how do I get a process' pid? Are there any calls (Like appl_find()
>or appl_search() for AES-processes.) that I can use?

Well, if you know the name of the process, *and* you know that no other
process with the same name can be running, then you can look in the
U:\PROC directory, e.g. with an Fsfirst() for U:\\PROC\\PPPD.*. The
file extension (3 characters) will be the process id, e.g. for
the program C:\USR\BIN\FOO.TTP, with process id 180, U:\PROC will contain
a "FOO.180" entry.
--
Eric R. Smith
ersmith@netcom.com

5056. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <3357367017bd11@ifi.ntnu.no>
Source record: 7107

On Thu 17-04-97 21:22 Eric R. Smith (ersmith@netcom.com) wrote:

>In article <3354fe085af11@ifi.ntnu.no>,
>Jo Even Skarstein <Jo.Even.Skarstein@ifi.ntnu.no> wrote:
>>But how do I get a process' pid? Are there any calls (Like appl_find()
>>or appl_search() for AES-processes.) that I can use?
>
>Well, if you know the name of the process, *and* you know that no other
>process with the same name can be running, then you can look in the
>U:\PROC directory, e.g. with an Fsfirst() for U:\\PROC\\PPPD.*. The
>file extension (3 characters) will be the process id, e.g. for
>the program C:\USR\BIN\FOO.TTP, with process id 180, U:\PROC will contain
>a "FOO.180" entry.

Good enough. If you have two processes with identical names running,
there's no practical way of distinguish them without knowing the pid
anyway.

Just curios: What happens with pid 1000? I'm running pid 682 now,
perhaps I should stay up a couple of hours more and see what
happens...

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

5057. Re: v_get_pixel

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5j7jab$fk@nyheter.chalmers.se>
Source record: 7108

In article <5j02dn$39u$1@laas.laas.fr>, Roland Prajoux <prajoux@laas.fr> wrote:
>In article <861013406.17594@dejanews.com>, gregory_ford@hotmail.com writes:
...
>>short vgp,vgc;
>
>>v_get_pixel(vhandle,x,y,&vgp,&vgc);
>
>>It always returns vgp and vgc as 0 :-(
...
>Your call looks correct. The only explanation I can think of is a bad binding
>of your compiler for v_get_pixel().

Another idea might be that he's using 32 bit ints and the compiler expects
vgp and vgc to be of type int. That would cause both shorts to be zero.

IIRC, the GCC libraries sometimes use 'int' as a type, regardless of whether
those are 16 bit or 32 bit. The actual library routines then make things
appear correctly to TOS. Any pointers you supply must be to ints, though.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

5058. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzu3l4egxu.fsf@issan.informatik.uni-dortmund.de>
Source record: 7109

Jo Even Skarstein <josk@ifi.ntnu.no> writes:

|> This solves one problem, but creates another... I need to know the pid
|> of pppd in order to...

|> a) Check that pppd is still running.
|> b) Kill it when the on-line session is over.

Check the docs of pppd which should tell you the name of the file where it
will write out its pid (perhaps in /var/run/pppd.pid).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5059. Re: XBRA

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzk9m0ecce.fsf@issan.informatik.uni-dortmund.de>
Source record: 7110

Gaven Miller <gmiller@inca.co.nz> writes:

|> In the course of debugging the disambiguator/dispatcher of my Toolbox DLL
|> manager, I have run up against a few hurdles.

|> If a function call is not allowed in the current Toolbox implementation,
|> (for example the API magic numbers were incorrect, the 16 bit library
|> number or 16 bit library function number are invalid/unimplemented) I want
|> to use the XBRA protocol to call the previous holder of the TRAP vector I
|> use (TRAP number 0, vector $20, exception table offset $80).

|> However, if this was pointing into a ROM or disc loaded TOS, this will
|> lead to a stream of 32 bombs appearing on the screen, and the calling app
|> to be terminated.

I don't think this is a problem. If the magic numbers are not correct,
then apparently this was a wild call to trap #0 and you should forward it
(with all possible consequences, it's the application's fault anyway). If
the magic numbers are correct, but the function number isn't recognized,
you should perhaps print a warning and return some error indicator without
forwarding the call. This should then be handled in a graceful manner by
the application's binding for your toolbox.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5060. Re: How to read the 200Hz system-clock?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1804970934470001@dwilga.comm.mtholyoke.edu>
Source record: 7111

In article <3354fe085b352@ifi.ntnu.no>, Jo.Even.Skarstein@ifi.ntnu.no wrote:

>Hi!
>
>I need to make an accurate clock, and I thought that the 200Hz
>system-clock would be the best source. The Pure C helpfile says that
>clock() (In time.h) returns this value, while K&R says it returns the
>time used by the calling process. After having tried clock(), I
>believe K&R are right here.
>
>So I tried to read the clock directly...
>
>long *timerptr, timer;
>
>timerptr=0x4ba; /* The 200Hz system-clock is located here */
>
>Super(0);
>timer=*timerptr;
>Super(0);
>
>However, timer is always 0. I'm obviously doing someting very wrong
>here, as I'm not quite familiar with how C's pointers work.

That should have worked, except that you should definitely not be doing
Super(0) the second time around (you should be using the return value from
the first Super(0) call). It's actually a little easier to use the
Supexec() function, IMHO:

```
long get_timer(void) {
return *(long *)0x4ba;
}

main {
long timer = Supexec( get_timer );
}
```

Dan Wilga dwilga@mtholyoke.edu

5061. Re: Environment variables under TOS/GEM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5j81t7$1rio@rs18.hrz.th-darmstadt.de>
Source record: 7112

Hi!

In article <Pine.SUN.3.91.970416215849.21501A-100000@login>,
Thomas Nilsen <thomasni@eunet.no> writes:
> sorry, I was a bit misleading there. Most of the shel_write() functions
> is only available with AES 4.0 and above.. which includes MiNT amongst
> others.
Geneva does not need MiNT and has the extended shel_write() modes and
features, and MagiC also has most of them implemented.

> What I want to do is write a small CPX that allows chaning the _GLOBAL_
> environment variables, as the CPX I have for this now is way to buggy. I
> am not interested in the environment for the executed task but the one
> that is defined as global. You see my need here?
OK. That's a bit tricky. The best method would be to have an auto-folder
program like Senf which not only sets initial environment variables for the
AES, but also installs a cookie pointing to the basepage of the AES
process. The CPX could then use (basepage)->p_env to access and
manipulate the global environment.

But don't forget that in most cases this won't have any effect if not the
built-in desktop is used, as other desktops have to use Pexec() to launch
programs. And there are very little programs which use shel_envrn() to
read environment variables, which they would have to use in this case to
read the environment set up by the CPX.

> Not much use when coding in assembly is it? :)
Not really. But it's not my fault if you're doing everything in assembly
language ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5062. Save over 50%

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-18 00:00:00 UTC
From: Joe Franklin <JFrank1069@aol.com>
Message-ID: <5j8b6i$8pv$5482@PaperBoy.LiveNet.Net>
Source record: 7113

I found some great deals that saved me over 50% on some products.
Some deals are better than others. Just browse around and see if you
find something you like at the virtual Mall.
at http://members.aol.com/Jfrank1069
Happy bargain hunting!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

5063. need some source on using the mic/adc

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-19 00:00:00 UTC
From: seelds@hg.uleth.ca
Message-ID: <5jbe19$eg31@mars.online.uleth.ca>
Source record: 7114

```
im looking for some source or some info on using the mic/adc
i basicaly want to make a little sampler program

thanks
dave
```

5064. -Young Nude Teenage Pictures *fuck.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-19 00:00:00 UTC
From: <>
Message-ID: <5jbkl0$dia@bolivia.earthlink.net>
Source record: 7115

Check out this site, it has tons of young teens fucking and sucking cock !!!

http://www.sexy-girls.com

5065. Atari STuff for sale swap (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-19 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5jabki$2nt$1@mhade.production.compuserve.com>
Source record: 7116
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

some atari stuff I have for sale and swap
http://ourworld.compuserve.com/homepages/brond/forsale.htm

5066. START a FREE Online Business TODAY

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-20 00:00:00 UTC
From: glucas@netusa1.net
Message-ID: <5jbo6m$8p1@news.netusa1.net>
Source record: 7117

FREE TURNKEY ONLINE BUSINESS

Build a residual income from time you spend on the Internet placing FREE advertisements.

Successful Internet company wants you to help them market their services online. Place FREE advertisements and get paid residual commissions on any sales that you bring to the company. NO cost to start immediately, and all you have to do is place pre-written ads online in your sparetime. Complete training and instructions will be provided to you FREE.

You can even choose to get other online entrepreneurs involved and build your own "sales organization" where you can even earn commissions from the work of others.

You can get started TODAY absolutely FREE, and you can even check the status of your sales ONLINE!

PLEASE WRITE THIS DOWN: GD2854

You will need the above code to join this FREE program.

For more information, retrieve an auto-reply from OVERVIEW@NETOPP.COM, or visit: http://www.netopp.com.

This message is being brought to you by Dynamic Mail software - the powerful online marketing tool to explode your business easier and faster. For more information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

5067. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <5jd1hj$i41@irk.zetnet.co.uk>
Source record: 7118

On 17 Apr 1997 07:34:01, John M Rojewski wrote:
>
>I just installed Magic 5.03. My WERCS resource editor which comes
>with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
>Both in multi and single tasking modes.
>
>I worked fine on TOS 4.04... Ideas?

Hi John,
Have you tried using ORCS?...I know it's a bit crude and you sometimes have to tell it a menu is a formfield if you don't want it to chew up the file format, and then change back when you finish, but it's a fairly easy program to work with, I've used it to translate German RSC's into English, and I never even read the README.....
Dunno if it is Magic-proof, but it's on most of the Shareware CDROM's, so you should have it somewhere....
chrisc

5068. Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-20 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E8y30w.Ctn@cix.compulink.co.uk>
Source record: 7119

For the next version of PROFILE 2, I'm scanning the U: 'drive' and reporting
on the Dpathconf() values returned for each drive and filesystem.

However, it gets to a CDROM and it doesn't like it, sometimes crashing under
MagiC 5. This drive isn't listed under pun_info and it also fails a
_mediach() check which I perform before getting BPB details which is what I'd
expect and normal.

What I need is a way to skip such drives. I thought of Dopendir on U:\M\.
Would that fail on a CDROM? Ideas welcome.

The main problem I have is that the problem lies on a beta tester's system
that I don't have direct access to.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5069. New Atari Benchtest...

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-20 00:00:00 UTC
From: donnelaith@geocities.com
Message-ID: <335AEFFF.763@geocities.com>
Source record: 7120

Hello everyone,

It's me again! Please download my new benchtest program from alt.binaries.atari and I will be completely grateful for any test results that are sent to me. I am going to post a chart that will compare the speed of all Atari computers, and all Atari emulators like MagiC. I want to get as many different computers as possible and as many different options as possible...

I have written a second version for those of you working in the original Atari resolutions (ST LOW) or early TOS (back to TOS 1.0)

So far, I have the following results:

(1) 1040ST TOS 1.0 no accessories ST LOW
(2) MegaSTe TOS 2.05 8MHz NoCache ST HIGH
(3) MegaSTe TOS 2.05 NVDI4 8MHz NoCache ST HIGH
(4) MegaSTe TOS 2.05 16MHz Cache ST HIGH
(5) MegaSTe TOS 2.05 NVDI4 16MHz Cache ST HIGH
(6) TT030 TOS 3.05 TT MED
(7) TT030 TOS 3.05 TT HIGH
(8) TT030 TOS 3.05 NVDI3 TT MED
(9) TT030 TOS 3.05 NVDI3 TT HIGH
(10) TT030 TOS 3.06 TT MED
(11) TT030 TOS 3.06 TT HIGH
(12) TT030 TOS 3.06 NVDI3 TT MED
(13) TT030 TOS 3.06 NVDI3 TT HIGH
(14) Mac Performa 638CD, MagiC, NVDI4 832x624x256 colors
(15) Mac Performa 6230CD, MagiC, NVDI4 640x480x256 colors
(16) Mac Powerbook 145B, MagiC ST HIGH
(17) Mac Powerbook 190cs, MagiC, NVDI4 640x480x256 colors
(18) Power Mac 9500, MagiC, NVDI4, 21"mon. 1152x870x256 colors
(19) IBM 350/P100, TOS2WIN 95 SVGA

BENCHTEST FAQ:

(1) Why is your program better than GEMBENCH?

Well, its not necessarily better, but it is different. I wanted to make a program that simulates actual programs that people use from day to day. I'm not concerned with the time it takes to call a vdi function 10000 times in a row. I'm concerned with stuff like, "Well, how much faster will my word processor be on my Performa running MagiC? How about running in 256 colors on my 19" monitor in 1280x960 resolution?" I have desinged "real-world" tests into this program so I could make some "real-world" comparisons.

(2) Your program won't run on my 1040ST/MEGA4 because I get a dialog that says, "Current screen resolution is unacceptable..."

I have based all of my tests on a stock TT030 with stock hard drive. I have written another version of the program called "E_BENCH2.PRG" for those Atari users with older versions of TOS (back to TOS 1.0) and color monitors. This second version runs in ST LOW. One drawback is that due to the changes I had to make in the tests so they would work in ST LOW/TOS 1.0, the results may be up to 10% different from those produced by the original program. For this reason, please use E_BENCH2 for older Atari computers only.

(3) The program crashes when it gets to "Hard disk write".

It seems that I did not anticipate all possible combinations. (or that many at all really) Please try the following: Run the program from Drive C:, and make sure there is at least 10 megs free on Drive C:. I will try to improve the routine in the future but I have tested it on two different TT030s, 3 different Performas, booting from a syquest EZ135 on a Performa, 2 different Powerbooks, a 9500 Mac, booting off the internal drive, and off a Syquest EZ135, and had no trouble. Someone even emailed me test results from their IBM, running TOS2WIN and it worked fine. If you try the above 2 steps and still crash PLEASE email me so I can fix it!

Finally, I would like to make a German version. It seems everyone always writes stuff in German and it has to be translated to English. Well, I want to do the reverse. Anyone want to help me? If you could send me a translation of the text in my program, I will give you credit in the German version...

Good luck to all in the Atari world,

Rob Meyers

5070. BEST SITES ON THE WEB!!! A MUST SEE!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jfct0$ava@sjx-ixn4.ix.netcom.com>
Source record: 7121

http://ads.sexroulette.com/cgi-win/trax.exe?972

http://megatrondata.com/PleasureIsland/index.htm

If you are reading this then you are half way there GO FOR IT. YOU'LL LOVE IT!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

5071. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3eskod5e.fsf@emw.ericsson.se>
Source record: 7122
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

rojewski@primenet.com (John M Rojewski) writes:

> I just installed Magic 5.03. My WERCS resource editor which comes
> with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
> Both in multi and single tasking modes.
>
> I worked fine on TOS 4.04... Ideas?

Throw WERCS in the trash. :-)

Seriously WERCS is crap. I have heard that there is a new free(?)
RSC editor which handles everything including colour icons. If
it's not usable there is Interface which is the best I have ever
seen. Not perfect but defenitly the best you can get.

If you must use WERCS I guess you have to design your resource
files using TOS. :-\

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5072. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5jg1fu$p2l$1@mark.ucdavis.edu>
Source record: 7123
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
:
: Seriously WERCS is crap. I have heard that there is a new free(?)
: RSC editor which handles everything including colour icons. If

Sounds interesting. Do you remeber its name. Or even better, where a
copy is available?

--
.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+
```

5073. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970421182809.17221A-100000@pallas.amp.uni-hannover.de>
Source record: 7124

On 20 Apr 1997, Chris Crosskey wrote:

>
> On 17 Apr 1997 07:34:01, John M Rojewski wrote:
> >
> >I just installed Magic 5.03. My WERCS resource editor which comes
> >with Lattice C gets 68000 exceptions (#-69) whenever I close a dialog.
> >Both in multi and single tasking modes.
> >
> >I worked fine on TOS 4.04... Ideas?
>
>
> Hi John,
> Have you tried using ORCS?...I know it's a bit crude and you sometimes
> have to tell it a menu is a formfield if you don't want it to chew up
> the file format, and then change back when you finish, but it's a
> fairly easy program to work with, I've used it to translate German
> RSC's into English, and I never even read the README.....
> Dunno if it is Magic-proof, but it's on most of the Shareware CDROM's,

and many ftp servers and BBSs. Yes, it's MagiC proof, and I agree, it's quite good. It's only fault is that it insists in using it's own routines to display the resource trees, and those routines never heard of the 3D attributes :-(

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5074. MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5jggbdkg1@nnrp01.primenet.com>
Source record: 7125

Magic 5 doesn't seem to be providing the AES >=3.3 functionality for
menu_popup(). The AES verison = 3.99, and the call to menu_popup()
returns a zero (0).

I have heard from NEWSie users that the popups did appear under
Magic, but I cannot see them.

Is there a Magic configuration variable I can set to support AES >=3.3
features like menu_popup()?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

5075. Re: Fonts

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E90117.6yM@cix.compulink.co.uk>
Source record: 7126

>Hmm, I had problems with the first method as well but the second one
>works (unless nobody has bothered to tell me).
I got the second idea from you - you sent me the SCANFONT file and code
before.
It works OK except not so well under plain GDOS at times, say with a
Timeworks setup. The screen fonts are OK but the TW fonts aren't listed on
some systems (or some TW version fonts?). It's weird.

I've since tried using work_out[10] which gives the number of screen fonts
to start with, which works a *little* better under more circumstances:

```
screenfonts = work_out[10];
loadedfonts = vst_load_fonts(handle, 0);
totalfonts = loadedfonts + screenfonts;

printf("Screen fonts available: %u\n", screenfonts);
printf("Loaded fonts available: %u\n", loadedfonts);
printf("Total fonts available: %u\n", totalfonts);

for (i = 1; i <= totalfonts; i ++)
{
font_id = vqt_f_name(handle, i, fontname, &type);
fontname[31] = '\0'; fontname[strlen(fontname)] = '\0';
printf("%-3u %-5u %d %s %s\n", i, font_id, type,
(type == 1) ? "Outline" : "Bitmap ", fontname);
}
```

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5076. Re: Default Integers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-21 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5jh9p5$5q6$1@nnrp01.primenet.com>
Source record: 7127

```
On 17 Apr 1997 18:36:03, Tomas Berndtsson wrote:
>On Tue, 15 Apr 1997 allfree@bbs.cruzio.com wrote:
>
>> Hi,
>>
>> I'm having trouble with Lattice C's "Default Short Integers" option on
>> its compiler. This code:
>>
>> main()
>> {
>> char c = -1;
>>
>> printf("%d\n", c);
>> }
>>
>> ...seems to print '-1' when I'm in normal, 4-byte-integer mode, but when
>> I change to short integers, it prints -65535, or worse, seemingly any other
>> number it thinks of! I can see how -65535 has a certain logic to it, but what
>> about results such as 1, or 3, or 2, which I've also gotten?
>>
>> If anybody can help with this, I'd appreciate it greatly! I'm trying to
>> get some solid C code for the CPU_MOD ASM routine, but it's difficult to check
>> for an error code of -1 when Lattice isn't handling -1 correctly!
>
If its short, use the 'h' size option page 160 Volume 2. This tells
the compiler to just use the first 2 bytes, not 4 bytes.

>> char c = -1;
>>
>> printf("%hd\n", c);
----

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

5077. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-22 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo6bo4ql.fsf@emw.ericsson.se>
Source record: 7128
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

hallvart@sn.no (Hallvard Tangeraas) writes:

> >: Seriously WERCS is crap. I have heard that there is a new free(?)
> >: RSC editor which handles everything including colour icons. If
> >
> >Sounds interesting. Do you remeber its name. Or even better, where a
> >copy is available?
>
>
> I was told that Atari/Digital Research's own RSC editor should work with
> colour icons. I wouldn't really know since I don't have access to hires
> colour :-(

Hmm... maybe it does, but I don't think it does. I don't like it
anyway. Interface is better.

> Anyway the program is called "RCS30"- try to do a filesearch for it

I havn't tried this one. Hss anyone used it? Is it good?

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5078. I thought you should know...

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-22 00:00:00 UTC
From: SusieQ@greenland.au
Message-ID: <199704221009.DAA26258@web1.zzz.com>
Source record: 7129

Ever had a message so important you just had to tell the world?
Well, this is one of those messages. It's about "SUBMITKING", one of the best resources I've found for promoting a website. The URL is http://www.submitking.com and they'll submit your URL to 100 marketing resources (like Yahoo, Altavista,Lycos, Excite, etc.) for just $10US and you just fill out one form and press one button!

Tell them SusieQ sent you!

5079. ST+ Want Writers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-22 00:00:00 UTC
From: "ST+ Diskmagazine"
Message-ID: <335eabdb.13649856@news.airtime.co.uk>
Source record: 7130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

ST+ Diskmagazine, The only Monthly ATARI publication, and currently
enjoying its second successful year :)

Ever felt the urge to write an Article? or maybe you have some
software that you think is brilliant and want to tell everyone about
it? well here is your chance,
Maybe you want to FREEly advertise or promote something ATARI
related that you are involved with,
ST+ Is mostly an "off line" production with a targeted audience
of people who do not have access to the Internet, so maybe you want to
send them a message, tell them something or make them aware of
something?

ST+ is always pleased to receive anything that anyone writes!, so
long as it is in good taste, not offensive or illegal, then it will
get used,

ST+ is more than likely about to go to TWO disks per month, this
is to accommodate 256 colour graphics and other essential diskzine
files, NOT for PD or useless programs you already have :) but for
extra articles and graphics,

So there will be room for just about anything you want to submit,

ST+ are especially on the look out for anyone who wants to take
on a regular, more permanent role, the diskzine is cut into sections,
with each section having there own editor, so maybe you know enough on
a subject to write every month and have your own little corner,

Whatever you want to write, then simply send it in and it will be
used, this is your chance to get your views/ideas and thoughts across
to not only the on line community, but also the majority of ATARI
users who do not have the Internet,

ST+ is distributed world wide, check out the ST+ web pages for
more information,

Don't forget! you do not need to contribute, you can still enjoy
ST+ by just reading it..we don't mind :)

All Feedback, Submissions to : diskzine@earthling.net
Visit ST+ st: http://www.geocities.com/TimesSquare/Alley/7454/

5080. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-22 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199704221329.a36288@ka2.maus.de>
Source record: 7131

JMR>Magic 5 doesn't seem to be providing the AES >=3.3 functionality for
JMR>menu_popup().

It does. You just have to install XMEN_MGR that comes with MagiC.

bye, Thomas

5081. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-22 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <335D1EA0.5A55@cfcsc.dnd.ca>
Source record: 7132
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hallvard Tangeraas wrote:
> I was told that Atari/Digital Research's own RSC editor should work with
> colour icons. I wouldn't really know since I don't have access to hires
> colour :-(
> Anyway the program is called "RCS30"- try to do a filesearch for it
> Hallvard

IT'S TRUE! :^)
often found as rsc.zip, or sometimes as rsc30.zip.

**************************************************************************
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
**************************************************************************
```

5082. ANNOUNCEMENT - DESIGN yourWARE

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Patrick Miller <support@registerline.com>
Message-ID: <335DAF6A.3422@registerline.com>
Source record: 7133

Regi$ter Online! has implemented a terrific new type of "software"
concept called, "Design-YOURware."

"Design-YOURware" is a unique programming proposal and creativity tool
for software users and software developers alike.

Using "Design-YOURware," a software user may design his or her software
anyway desired while submitting several personal choices to a
programmer, who will in turn consider developing the user's "creation"
upon a private Work-For-Hire Contract between user and developer.

Software developers may use "Design-YOURware" as a creativity tool,
reviewing all options for creating unique programs. In particular,
software developers may especially enjoy using what we have named, "What
the @#$!?"

This tool (What the @%$!?) is a random idea developer, spitting out
random concepts unique to the developing environment geared to jar new
ideas. All credit for this random idea developer goes to Javascript
editor Don.

You may experience this new concept, "Design-YOURware," at
www.registerline.com

All comments, criticisms, and questions are welcome.

Thank you
Patrick Miller
--
REGI$TER ONLINE! http://registerline.com
Download the shareware version of AutoText TXT EXE Compiler
http://www.demon.co.uk/hubbard
[A FREE promotion for Regi$ter Online! Shareware Authors]

5083. Re: RUNNING Shareware draussen

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: SAP AG <michael.opel@sap-ag.de>
Message-ID: <01bc4fbc$68b43de0$8228389b@p23758>
Source record: 7134

SORRY !

Wrong newsgroup ! I thought I was in a german newsgroup ! Sorry guys ...
English version follows ...

Hi,

we recently released the RUNNING Shareware. You can find the official
mail of the Running mailinlist below. As I am not familar with the topic
newsgroups
I would be happy if someone would distribute this message to other Atari
newsgroups.

Thanks in advance

Mike of STAX.
michael.opel@sap-ag.de

********** RUNNING NEWS **********
* A Doom style game for ATARI Falcon computers *

Sorry for the delay, but we had big trouble with
our mailinglist account.

****

On 14th of April RDT released the

RUNNING SHAREWARE EDITION.

You can download the files (Runshar1.zip, Runshar2.zip)
from our homepage at:

http://stio1.fh-wuerzburg.de/student/i381

Size at all: 1700kb.

Other sites: * ftp.uni-kl.de
* ftp.uni-regensburg.de
* ...

****

This version contains the first episode. It's full playable !
So there are different enemies, weapons, secret rooms and
some other specials. Of course we don't show everything -
You will get the other stuff in the following epsiodes.
Please read the README and HOWTO included in the zip files for
detailed information. Check it out !

Feedback:

Send us your opinion, critics and maybe problem reports, please !

Development information:

We are finishing the next two episodes at the moment. Expect five episodes in the final version. We hope to get the final version shipping soon (yes, I tell you this again and again ...).

Ordering:

Please DON'T order the game now ! Please wait for the FINAL RELEASE ! Everyone in the mailinglist will get the release acknowledgement right after the release - additionally one week before it a advance release note (for ordering ...) ! SO DON'T PANIC !

Your RDT team.
kx0029@kulmbach.baynet.de

5084. Re: Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5jkj87$1j23@rs18.hrz.th-darmstadt.de>
Source record: 7135

Hi!

In article <E8y30w.Ctn@cix.compulink.co.uk>,
msbaines@cix.compulink.co.uk ("Mark Baines") writes:
> For the next version of PROFILE 2, I'm scanning the U: 'drive' and reporting
> on the Dpathconf() values returned for each drive and filesystem.
Well, I don't know PROFILE 2, but wouldn't it be better to check the
Dpathconf()-values for the affected directories? Remember that symbolic
links within a drive may point to a completely different filesystem. For
the same reason, use Dpathconf() with "\." at the end of the requested
path, as otherwise you'll only get information about the filesystem the
requested symbolic link to a directory lies in. I.e. in MagiC, using
Dpathconf("U:\a", mode) will supply information on path U:\, whereas
Dpathconf("U:\a\.", mode) will follow the symbolic link and report on U:\a\.

> However, it gets to a CDROM and it doesn't like it, sometimes crashing under
> MagiC 5.
Which CD-ROM driver is used? The XFS from Steffen Engel together with his
SCSI driver? Actually, there shouldn't be any problems in calling
Dpathconf() on CD-ROMs, but I was told that Thing sometimes crashes when
reading directories with Steffen's XFS. So far, I don't know why this
happens, but as Thing has never had such problems with other drives and
drivers, I suspect the problem is located in the XFS or the kernel.

> This drive isn't listed under pun_info and it also fails a
> _mediach() check which I perform before getting BPB details which is what I'd
> expect and normal.
Sure.

> What I need is a way to skip such drives. I thought of Dopendir on U:\M\.
> Would that fail on a CDROM? Ideas welcome.
Dopendir() may or may not work on CD-ROMs. Some MetaDOS-drivers even
offer for these calls for the CD-ROMs under SingleTOS. That means,
Dopendir() may return -32L for CD-ROMs, a valid handle or an error code
(if no CD-ROM is inserted). There's no way to use Dopendir() to
distinguish between different media types.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5085. RUNNING Shareware draussen

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: SAP AG <michael.opel@sap-ag.de>
Message-ID: <01bc4fbb$690fc0d0$8228389b@p23758>
Source record: 7136

Hallo Atari Falcon Freaks !

Die Running Shareware wurde k�rzlich freigegeben. Unten findet Ihr die Mail f�r die Running Mailingliste. Da ich mich mit den Newsgroups nicht so auskenne, w�re es nett, wenn das in diverse andere Atari Newsgroups gepostet werden w�rde. Danke.

Mike of STAX.
michael.opel@sap-ag.de

********** RUNNING NEWS **********
* A Doom style game for ATARI Falcon computers *

Sorry for the delay, but we had big trouble with
our mailinglist account.

****

On 14th of April RDT released the

RUNNING SHAREWARE EDITION.

You can download the files (Runshar1.zip, Runshar2.zip)
from our homepage at:

http://stio1.fh-wuerzburg.de/student/i381

Size at all: 1700kb.

Other sites: * ftp.uni-kl.de
* ftp.uni-regensburg.de
* ...

****

This version contains the first episode. It's full playable !
So there are different enemies, weapons, secret rooms and
some other specials. Of course we don't show everything -
You will get the other stuff in the following epsiodes.
Please read the README and HOWTO included in the zip files for
detailed information. Check it out !

Feedback:

Send us your opinion, critics and maybe problem reports, please !

Development information:

We are finishing the next two episodes at the moment. Expect five episodes in the final version. We hope to get the final version shipping soon (yes, I tell you this again and again ...).

Ordering:

Please DON'T order the game now ! Please wait for the FINAL RELEASE ! Everyone in the mailinglist will get the release acknowledgement right after the release - additionally one week before it a advance release note (for ordering ...) ! SO DON'T PANIC !

Your RDT team.
kx0029@kulmbach.baynet.de

5086. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5jkosb$1j23@rs18.hrz.th-darmstadt.de>
Source record: 7137

Hi!

In article <5jggbdkg1@nnrp01.primenet.com>,
rojewski@primenet.com (John M Rojewski) writes:
> Is there a Magic configuration variable I can set to support AES >=3.3
> features like menu_popup()?
No. If you want to use the extend menu features with MagiC, you have to
run the little TSR xmen_mgr.prg first (it's installed as one of the
utilites in the \gemsys\-directory). Andreas Kromke decided to leave
these functions out of the main kernel, because he thinks too little
programs actually use them ...

And btw., if possible, always use appl_getinfo() to check whether certain
features are supported by the current AES, and not only the version number.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5087. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1wincx4.fsf@emw.ericsson.se>
Source record: 7138

gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:

>

> No. If you want to use the extend menu features with MagiC, you have to
> run the little TSR xmen_mgr.prg first (it's installed as one of the
> utilites in the \gemsys\-directory). Andreas Kromke decided to leave
> these functions out of the main kernel, because he thinks too little
> programs actually use them ...

Why on earth did he think that? It's almost harder to find a program
that doesn't use them these days then find one that does. :-)

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5088. Re: Pexec()-question

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzenc2arod.fsf@issan.informatik.uni-dortmund.de>
Source record: 7139

Jo Even Skarstein <josk@ifi.ntnu.no> writes:

|> Just curios: What happens with pid 1000?

Nothing, it doesn't exist.

|> I'm running pid 682 now,
|> perhaps I should stay up a couple of hours more and see what
|> happens...

The sequence will start again with 1, skipping the pids that are in use,
of course.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5089. Source for hard drivin

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Stephen Handbury <cyber@iinet.net.au>
Message-ID: <01bc4f84$c3f19c80$0600a8c0@bloody>
Source record: 7140

Does anybody know if the source is avaliable for hard drivin or where i can
get some info on modeling car dynamics.
Thanks
Steve

5090. looking for atari os's documentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1997Apr23.143142.47481@yogi.urz.unibas.ch>
Source record: 7141

hi,

sorry if this question has come up before, but i don't read comp.sys.atari
very frequently.

i'm in the need of a complete documentation (preferably online) for
the atari os. i have an old book "atari-st profibuch" that covers everything
up to tos 1.4. now i'm writing an alternative operating system (oberon) that i
want to be able to run on any atari i can think of. unfortunately, the
system relies on some tos system-variables and changes some system vectors.
because of this i'd be glad to have documentation on "newer" tos developments,
to ensure compatibility.

thanx for any hints,

simi

5091. Atari STe Freeware & Shareware

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Particle Man <particle@gte.net>
Message-ID: <5jlg0c$sc3$1@news2.gte.net>
Source record: 7142

Tiberius Software Company will continue to support Atari STe if user base still exists.

http://home1.gte.net/particle/tsc.htm

5092. Re: Q: Realtime rubberbox (clipbox)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Message-ID: <rw567xd4qu6.fsf@ozone.inria.fr>
Source record: 7143

Nima Montaser <Nima.Montaser.1p66@nortel.ca> writes:

Hi Nima

>
> Hi everybody,
> Does anybody have any ideas about making a rubberbox (just like
> graf_rubberbox of aes), but instead of waiting for the call to complete
> in order to do other thing, one could have instant access to the current
> co-ordinates, and thus, be able to update w,h in real time?

Perhaps you can try something like (not real C code :-)):

```
draw_frame( starting_pos, mouse_pos);
old_mouse_pos = mouse_pos;
while( mouse_keypressed ) {
graf_mkstate( &mouse_pos, &mouse_keypressed);
if( old_mouse_pos != new_mouse_pos ) {
vwrs_mode( vdihandle, MD_TRANS);
draw_frame( starting_pos, old_mouse_pos); /* clear old frame */
vwrs_mode( vdihandle, MD_REPLACE);
draw_frame( starting_pos, new_mouse_pos); /* draw new frame */
old_mouse_pos = new_mouse_pos;
}
/*
other real-time treatment ...
*/
}
```

draw_frame should draw a frame using standart VDI call

Dominique Bereziat | Email: Dominique.Bereziat@inria.fr
Projet AIR | Web: http://www-air.inria.fr/People/bereziat
INRIA Rocquencourt |
Domaine de Voluceau |
BP 105 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30

5093. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <335E32D7.5C4@cfcsc.dnd.ca>
Source record: 7144
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Magnus Kollberg wrote:
> > Anyway the program is called "RCS30"- try to do a filesearch for it
>
> I havn't tried this one. Hss anyone used it? Is it good?
> //Magnus Kollberg

ask Katherine Ellis.
--
****
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
****

5094. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970423230311.24789A-100000@pallas.amp.uni-hannover.de>
Source record: 7145

On 21 Apr 1997, John M Rojewski wrote:

> Magic 5 doesn't seem to be providing the AES >=3.3 functionality for
> menu_popup(). The AES verison = 3.99, and the call to menu_popup()
> returns a zero (0).
>
> I have heard from NEWSie users that the popups did appear under
> Magic, but I cannot see them.
>
> Is there a Magic configuration variable I can set to support AES >=3.3
> features like menu_popup()?

RTFM ! Popup functionality is put into external modules, since few
programs use it. The MagiC distribution has an executable that must go
into the auto-start folder, only then MagiC does popups.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5095. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5jlrga$n6t$1@nnrp01.primenet.com>
Source record: 7146

```
On 23 Apr 1997 14:25:59, Magnus Kollberg wrote:
>gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>> No. If you want to use the extend menu features with MagiC, you have to
>> run the little TSR xmen_mgr.prg first (it's installed as one of the
>> utilites in the \gemsys\-directory). Andreas Kromke decided to leave
>> these functions out of the main kernel, because he thinks too little
>> programs actually use them ...
>
>Why on earth did he think that? It's almost harder to find a program
>that doesn't use them these days then find one that does. :-)
>
I agree, but thanks for the information. It works amazingly well when
you know what lever to push.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

5096. ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-23 00:00:00 UTC
From: nejeh@gdi.net
Message-ID: <5jm9t2$65g@news.gdi.net>
Source record: 7147

Please take the time out to read this email. it is worth your time.

ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!
Or send a message to millions of people...

NOW YOU CAN ADVERTISE FREE AND GET DRAMATICALLY
MORE RESPONSES THAN ADVERTISING ON NATIONAL TELEVISION

With E-mail your potential customer is forced to read at least the
headline of your letter. Unlike TV, magazines, newspaper ads, and
direct mail where more than 99.99% of the recipients will skip right
over your advertisement.

TURNS YOUR COMPUTER INTO A CASH REGISTER: Conservative estimates indicate
well over 100 MILLION people will have E-mail accounts in the next year!
E-Mail Blaster turns your computer into a cash register by giving you FREE,
immediate access to all of them. Do you think some of the more than 100
million people with E-mail addresses would be interested in your products or
services? Even if you don't have your own products or services you can
still make money buy promoting our computer software!!!
You can make money with our new software called E-MAIL BLASTER

Here's how:
* By Using E-Mail To Sell Your Products & Services
* By Using E-Mail To Sell our Computer Software such as: Email Blaster, Web Walker,
Email Lock Box etc.
* By Renting or Selling Your E-mail Addresses
* By Becoming A Distributor for e-mail BLASTER

MUCH FASTER: With bulk E-mail you get responses back in 1 to 4
days instead of waiting weeks or months like with television or print
advertising. You can begin filling orders the same day you send E-mail.

FREE ADVERTISING WORTH MILLIONS: It costs millions of dollars to mail out
millions of letters using the United States Postal Service! Now you can
send your ad to MILLIONS of people for FREE using E-Mail BLASTER

E-MAIL BLASTER IS ACTUALLY 3 PROGRAMS IN 1: E-Mail Blaster is amazing new
technology and the most advanced bulk E-mail software on the market today.
(1) E-Mail BLASTER automatically extracts E-mail addresses from America
Online, CompuServe, Prodigy, and the other online services, the Internet,
web pages, news groups, and hundreds of other sources. (2) E-Mail BLASTER
automatically stores the E-mail addresses in your computer along with
keywords that describe hobbies and interests to created highly targeted
E-mail addresses. (3) E-Mail BLASTER sends your marketing letter or ad to
MILLIONS of targeted E-mail addresses at the push of a single button!

HOW DOES E-MAIL BLASTER WORK? E-Mail Blaster has dozens of special filters to automatically harvest E-mail addresses from major online services such as: America OnLine, Compuserve, Delphi, Genie, and of course the internet.

AOL AUTO EXTRACTOR: E-Mail Blaster has many special features like the AOL Auto Extractor that let's you use a regular dial-up Internet connection to collect names and addresses from America Online. Collect America Online addresses without being a member. Allows you to download names and addresses from America Online without paying membership fees or online charges. Auto Extractor for all of the online services and Special E-mail database search engines will also be available at no additional charge.

SIMPLE TO USE: E-Mail Blaster does all the work for you. Unlike other programs where you must cut & paste addresses, E-Mail Blaster does it for you automatically. And, unlike other E-mail programs, with E-Mail Blaster there is no need to purchase any additional software

SPEED: Your time is important. E-MAIL Blaster is DRAMATICALLY FASTER at extracting and sending E-mails than all the other programs on the market that we tested it against.

NO SPECIAL EQUIPMENT NEEDED: E-Mail Blaster runs on a PC with Windows 3.xx Windows 95, Windows NT, a 386 or faster processor, 4 MB RAM, and a hard drive with at least 10 MB free and your own SLIP or PPP connection. No other software needed. Also runs on a Macintosh with Soft Windows installed.

****
This message was sent using E-Mail Blaster.

E-Mail Blaster is The World's Leading Bulk E-mail software.
With E-Mail Blaster you can advertise to over 100 million people for FREE!

Cost: We are giving away Email Blaster your only cost is $165.00 License fee.

THAT'S IT!!!

Our company is in the software business of developing cutting edge products, so we know if you have the opportunity to use our software FREE you will be our future customers. We know we need you to make our software business a true success!

(Please if our lists are incorrect put "remove" in the subject and just hit "REPLY" and you will not be bothered again. Please forgive our mistake).
****
****
To take advantage of this opportunity, please fill out the order form below and fax to 1-407-380-3545. Don't miss out on this opportunity! Sales Rep: (Nejeh Yusuf @ 407 380 3545)

Name: _____

Address:_____

City:_____

State:_____

Zip:_____

Telephone::_____

E-Mail Address:_____

#of Copies @ $165.00 each _____
If you would like to run Email Blaster on multiple computers or if you would
like to resell Email Blaster for up to $499. you may purchase additional copies
of Email Blaster for only $165.00. Retails for $499.00 This price is only available
at the time of this order! So, Take advantage now and reserve your additional copies now!

****
WE DO ALSO ACCEPT CHECKS BY FAX AND PHONE. WHY WAIT WHILE YOU CAN GET AHEAD.
****

If you would like to pay by check, money order, or cashiers check please make payable to:
Nejeh Yusuf mail to: 2168 River Park Blvd. Orlando Florida 32817 or Fax to 1-407-380-3545
along with this order form.
nejeh@gdi.net

5097. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8rkohwa.fsf@emw.ericsson.se>
Source record: 7148

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

>

> > Is there a Magic configuration variable I can set to support AES >=3.3
> > features like menu_popup()?
>
> RTFM ! Popup functionality is put into external modules, since few
> programs use it. The MagiC distribution has an executable that must go
> into the auto-start folder, only then MagiC does popups.

RTFM! A few? :-))) Pick 10 apps made in the last two years, how many
of them use popups? 9? :-)

It's not a big deal now when we can use them under MagiC anyway, but I
wouldn't say that "few" program uses them. Most does.

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5098. Re: looking for atari os's documentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-24 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5jno6plrm1@laas.laas.fr>
Source record: 7149

In article <1997Apr23.143142.47481@yogi.urz.unibas.ch>, eglis@ubaclu.unibas.ch (Simon Egli) writes:
>hi,
>
>sorry if this question has come up before, but i don't read comp.sys.atari
>very frequently.
>
>i'm in the need of a complete documentation (preferably online) for
>the atari os. i have an old book "atari-st profibuch" that covers everything
>up to tos 1.4. now i'm writing an alternative operating system (oberon) that i
>want to be able to run on any atari i can think of. unfortunately, the
>system relies on some tos system-variables and changes some system vectors.
>because of this i'd be glad to have documentation on "newer" tos developments,
>to ensure compatibility.
>
>thanx for any hints,
>
>simi

Buy the two volumes "Atari Compendium" by Scott Sanders.
Everything (almost...) is in there.

Cheers,

Roland Prajoux

5099. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-24 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5jnq1v$n81$1@laas.laas.fr>
Source record: 7150
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <yvv3eskod5e.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>
>Seriously WERCS is crap.
^^^^^^^^^^^^^
>
>If you must use WERCS I guess you have to design your resource
>files using TOS. :-\
^^^^^^^^^ ????????

Well I am a little fed up of reading so often definitive opinions about products.
Reasonably, there are in most cases pros and cons in this matter.

I have been using WERCS for years, and I have developed dozens of resources with
it, with no problem. Is that such a crap?
OK, I run a MegaSTE, so I don't know about color icons.
For WERCS vs MAGIC, whose fault is it? HiSoft used to have excellent developpers
and to produce cleanly programmed utilities.

I am not setting up a debate. I just wanted to say: "Please don't fire so easily
on commercial products that are respectable in many aspects, because they are not
so many".

Cheers.

Roland Prajoux, Toulouse, France

5100. Need ST Digger Dis-Assembler!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: need4spd@dds.nl
Message-ID: <33670608.1617503@news.nl.net>
Source record: 7151

I need, but can't find, ST Digger Dis-Assembler. It's PublicDomain
software now. Anyone knows where to find it? Anyone got it?
Please e-mail or cc copy me, because I haven't got the time to read
the newsgroup
:-((thanks).

need4spd@dds.nl

5101. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tcvnz6r.fsf@emw.ericsson.se>
Source record: 7152
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

prajoux@laas.fr (Roland Prajoux) writes:

> >Seriously WERCS is crap.
> ^^^^^^^^^^^^^
> >
> >If you must use WERCS I guess you have to design your resource
> >files using TOS. :-\
> ^^^^^^^^^ ????????
>
> Well I am a little fed up of reading so often definitive opinions about products.
> Reasonably, there are in most cases pros and cons in this matter.

Sorry, but I can't say that I like Wercs. Okey it was good when it was
released in 98 or something but if you want ot do some fun stuff you
realy need a better resource editor. For regular resource files using
mono it's okey but not if you have got colour and wants to do some
more advanced stuff.

> I have been using WERCS for years, and I have developed dozens of resources with
> it, with no problem. Is that such a crap?

Maybe it's wrong of me to say that it's crap, but it's very outdated
and can't do what the "new" can do. It doesn't realy support AES above
3.3 with 3D objects, colour and colour icons.

> OK, I run a MegaSTE, so I don't know about color icons.

Yup and if you use it for pre Falcon programs it's fine.

> For WERCS vs MAGIC, whose fault is it? HiSoft used to have excellent developpers
> and to produce cleanly programmed utilities.

They do? The compilers are fine but the tools to use them with isn't
exactly that cool. I realy can't stand the editor supplied with
Lattice, but I wouldn't either want to live without the integrated
developing enviorment which it supplies. :-\

> I am not setting up a debate. I just wanted to say: "Please don't fire so easily
> on commercial products that are respectable in many aspects, because they are not
> so many".

I see what I you mean but I agree with you 100%, but Wercs is old and
ther are much better programs to do the job for you.

--
+--+
| Happy owner of a Falcon040 |

| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

5102. SOFTWARE RELEASE: KP SACK 1.0 and SAM 1.3

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5jq9oa$6rg@m1.cs.man.ac.uk>
Source record: 7153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st

I would like to inform you that KP SACK 1.0 - SAA Construction Kit - is now available for download either from various FTP sites, or from the Kosmik Phish homepage at:
http://www.cs.man.ac.uk/~jacquesa/kpp/

For those who are not aware of what an SAA file is, it is a way of creating new events which sounds can be assigned to via SAM. KP SACK provides a simple interface for creating SAA files and makes it as easy as possible to make use of them within your own software. To make full use of SAA files, you will need SAM 1.3...

SAM 1.3 is an (officially sanctioned) bugfixed version of Atari's System Audio Manager, which allows the user of an Atari system with DMA sound and TOS 2.xx or greater to assign sample sounds to system events such as window manipulation.

For more information on either of these programs, either visit our WWW pages at the above address, or read Atari Computing.

--
```
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
UPDATE: KP SACK V1.0 and SAM V1.3 are now released!
-------------------------------------+------------------------------
```

5103. Re: Q: Realtime rubberbox (clipbox)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5jqhf0$s32@balaena.bio.vu.nl>
Source record: 7154

```
Dominique Bereziat (bereziat@ozone.inria.fr) wrote:

: draw_frame( starting_pos, mouse_pos);

Yep. (Use v_pline) But draw in XOR.

: old_mouse_pos = mouse_pos;
: while( mouse_keypressed ) {
: graf_mkstate( &mouse_pos, &mouse_keypressed);
: if( old_mouse_pos != new_mouse_pos ) {

: vwrs_mode( vdihandle, MD_TRANS);
: draw_frame( starting_pos, old_mouse_pos); /* clear old frame */
: vwrs_mode( vdihandle, MD_REPLACE);
: draw_frame( starting_pos, new_mouse_pos); /* draw new frame */

Again, you'd better use XOR mode to draw. This way you can easily remove the
old rectangle (2 times inverted -> original background) and draw a new one
which shows what's beneath it...

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

A year spent in artificial intelligence is enough to make one believe
in God.
```

5104. NVDI email address

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E97FGv.4GB@cix.compulink.co.uk>
Source record: 7155

For the life of me I can't find the Behne bros email address.
Anyone have it. I want to tell them about this bug in NVDI 3 and 4.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5105. Magic 5 - shel_write/Pexec(100...)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-25 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5jrlughsr1@nnrp01.primenet.com>
Source record: 7156

Hi, its me again.

trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will not start until AFTER the calling program has ended! I tried (1,1,0, etc, but no luck.

Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which I think is 'Invalid Function'. pid seems to be positive integer as stated in docs.

Help,
John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

5106. Re: Magic 5 - WERCS Rsc editor doesn't!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <79620509_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 7157

```
In article <335be0163e2811@sn.no>
hallvart@sn.no (Hallvard Tangeraas) wrote:-

>On Mon 21-04-97 15:35, Eric Hays (szhays@rocky.ucdavis.edu) wrote:
>
>>
>>Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
>>:
>>: Seriously WERCS is crap. I have heard that there is a new free(?)
>>: RSC editor which handles everything including colour icons. If
>>
>>Sounds interesting. Do you remeber its name. Or even better, where a
>>copy is available?
>
>
>I was told that Atari/Digital Research's own RSC editor should work with
>colour icons. I wouldn't really know since I don't have access to hires
>colour :-(
>Anyway the program is called "RCS30"- try to do a filesearch for it
>
> ( http://home.sn.no/~hallvart/pages/atari_ftp.html )
>
You'll find it in ftp.funet.fi
I'm not sure of the directory.

Boris
>
>Hallvard

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu
```

5107. Re: Magic 5 - shel_write/Pexec(100...)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3361b5f1.0@news.utbm.fr>
Source record: 7158

Hello,

>trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
>not start until AFTER the calling program has ended! I tried (1,1,0,
>etc, but no luck.
Shelwrite work well under Magic 5, without my documentation I don't know
how it work it something like shel_write(100,....), I 'll look for it.

>Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
>call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
>I think is 'Invalid Function'. pid seems to be positive integer as
>stated in docs.
Pexec(100,...) don't work under Magic 5 you should use shel_write()

bye

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

5108. translator programs

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <5jsktg$5nu$1@dux.dundee.ac.uk>
Source record: 7159

hi

Could anyone point me towards those programs that translate, for example
German->English usually used for PD documents?? I would also be really
interested in the source code.

Davy

--
><> Davy Mitchell <><
dmitchel@mcs.dundee.ac.uk
www.mcs.dundee.ac.uk:8080/~dmitchel/index.html
Free Christian Prayer Software www.geocities.com/SiliconValley/Pines/5994/

5109. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: snappy@madbbs.com
Message-ID: <33628116.24363051@199.190.65.4>
Source record: 7160
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On 13 Mar 1997 15:07:29 GMT, "Marcel Durieux"
<hollywood.sound@skynet.be> wrote:

>Hello,
>how can I connect a 850 atari drive at my PC to make image from my own
>disks?
>
>--
>
>Durieux Marcel ;-)
>http://HollyWood-Sound.InterVista.Net/
>http://users.skynet.be/hollywoo/
>Very carefully!

5110. Re: translator programs

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: geh3rd@exis.net
Message-ID: <5jsojn$1v0$1@grouper.exis.net>
Source record: 7161

On 26 Apr 1997 10:20:32, Davy Mitchell wrote:
>hi
>
>Could anyone point me towards those programs that translate, for example
>German->English usually used for PD documents?? I would also be really
>interested in the source code.
>
>Davy

The best of the lot is Ruftrade2. Pay the $10.00 shareware fee. That version works even better than the demo. The author is in UK.

There are a number of other programs available. Look in the misc. or text (doc, info, etc.) directories. There is one that allows you to edit the dictionary yourself. Some have source.

I have most of them. Contact me via email for more info.

Later,

George

5111. Re: Magic 5 - shel_write/Pexec(100...)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <59203117_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 7162

```
Hi John

MagiC5 shel_write values are different from AES4 etc. Typical isn't it!
In my programs I cater for singletos (and use Pexec), MultiTos (shelwrite)
and MagiC (shel_write). It's a pain but there's no other way AFAIK.

Here's an example of code that does launch programs concurrently with the
calling app (without the calling program having to end).

*maxapps retrieved from appl_init etc.
cmp.w #1,max_apps
bgt.s .multi

*singletos, won't run until calling app ends
Pexec .singletos
Pexec #0,env_ptr,#com,#env
Pterm0

*magic_version, is retrieved from the MagiC cookie etc.
*Basically execute this version of shel_write if MagX found.
.multi
cmp.b #$01,magic_version
blo.s .multitos
Shel_write #1,#1,#100,env_ptr,#com
bra.s .donerun

*otherwise assume it's MultiTOS
.multitos
Shel_write #0,#1,#0,env_ptr,#com

In article <5jrlug$hsr$1@nnrp01.primenet.com>
rojewski@primenet.com (John M Rojewski) wrote:-

>trying shel_write( 1, 1, 1, prog, tail ) in Magic 5, but the prog will
>not start until AFTER the calling program has ended! I tried (1,1,0,
>etc, but no luck.
>
>Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
>call to Pwaitpid( pid, 3, NULL) returns -32 as the return code, which
>I think is 'Invalid Function'. pid seems to be positive integer as
>stated in docs.

--

------------------------------------------------------------------------
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
```

5112. Re: Magic 5 - shel_write/Pexec(100...)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3361ee79.0@news.utbm.fr>
Source record: 7163

Explanation of Shel_write()

shel_write(mode,flag_gem,thread,exec,tail)

under multitasking system:

mode = 1 -> Launchnow (theres some bits for environment, memory allocate
for prg but they are optionals, tail depends of them but without it's
normal a tail)

flag_gem = 1 for GEM program or 0 for TOS program (under Magic it launch
VT52.PRG witch start your program)

thread = 100 : start in parallel mode
101 : start in single mode
..

I prefer alway's start a program in parallel mode and if I want a single
mode I wait for the end of the program by evnt_messag()
If I'm under monotasking system I prefer use Pexec().

I think it's enought to answer to your question.

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

5113. Re: Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E997LM.L04@cix.compulink.co.uk>
Source record: 7164

>Well, I don't know PROFILE 2
THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
is out RSN and incorporates more reporting and better compatibility.

Try HENSA via ftp, telnet, gopher at micros.hensa.ac.uk
/micros/atari/tos/p/p143 directory

There might be older versions at because they are such a problem logging into!

Paderborn in Germany via ftp.uni-paderborn.de
/atari/tools/util directory.

University of Michigan in the US via ftp atari.archive.umich.edu
/Utilities/Benchmark directory.

Imperial College mirror sites via ftp src.doc.ic.ac.uk
/packages/atari/umich/
/packages/atari/uni-paderborn directories.

File is called PROF2_14.ZIP.

>For the same reason, use Dpathconf() with "\." at the end
Yep, I do.

>Which CD-ROM driver is used?
ExtendOS I think, It's not my system but a beta tester's.

>Dopendir() may or may not work on CD-ROMs.
Having subsequently done a test I know do a Dopendir() for each path before
requesting each of the Dpathconf() values and it does indeed fail on the
CD-ROM as I'd hoped.
Another problem bites the dust!

Thanks Thomas.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5114. 2 Million E-Mail Addresses $35.95

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: Mark Purdy <mpurdy@mail.tds.net>
Message-ID: <5ju1ik$nq8@news2.tds.net>
Source record: 7165

##
This message is create by Dynamic mail - a most powerful online marketing tool
will explode your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
##

2 Million E-Mail Addresses $35.95

Payment by:
Visa, MasterCard, American Express

http://www.tds.net/compurdy/2_million

5115. Re: NVDI email address

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-26 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HD1PFDAQUP@data.rhein-main.de>
Source record: 7166

In <E97FGv.4GB@cix.compulink.co.uk> "Mark Baines" wrote:

>For the life of me I can't find the Behne bros email address.
>Anyone have it. I want to tell them about this bug in NVDI 3 and 4.

They don't have an actual e-mail account..

regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5116. Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41b7cd$e1f1c.2f8@HERMES>
Source record: 7167

Is there a rule as to how many scratch registers are available, or are used by TOS?

In general, I know I can count on D0-D1 and A0-A1 being corrupted by an OS call, but how about D2+ and A2+, or, for that matter, FPU registers?

The reason I ask is that I have patched into the XBIOS vector to provide an XBIOS interface to my Toolbox DLL engine, and having used the first two data and address registers as scratch registers, I need to know if more registers are deemed scratch and therefore need to be saved by my code.

--

Thanks to spambots and address collector bots that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

5117. Buggiest TOS version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41b7cd$e2423.35e@HERMES>
Source record: 7168

What is the buggiest TOS version? ie most prone to crashing or corruption of user/system data?

(I would assume disc based TOS 1.0. But I may be wrong)

I need to know this so I can find it and test my code against it before release. Read: "if it survives that, then it will survive anything" {[:-)]

--

Thanks to spambots and address collector bots that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

5118. COME SEE THE HOTTEST SITES ON THE WEB!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jvg62$3gh@dfw-ixnews6.ix.netcom.com>
Source record: 7169

http://ads.sexroulette.com/cgi-win/trax.exe?972

(FREE XXX VIDEO 24/7)
(TONS OF PIXXXS and MOVIES)

http://megatrondata.com/PleasureIsland/index.htm

(LIVE VIDEO SEX FROM AMSTERDAM!!!!)
(LIVE WOMEN and MEN at your disposal as low as $.89 a minute....bettter than $2.99)
FANTASTIC!!!!!

Satisfaction Guaranteed!!!!!!!!!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

5119. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5jvh50$k4n@epimetheus.algonet.se>
Source record: 7170

Hi,

: Is there a rule as to how many scratch registers are available, or are
: used by TOS?
:
: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
:
: The reason I ask is that I have patched into the XBIOS vector to provide
: an XBIOS interface to my Toolbox DLL engine, and having used the first two
: data and address registers as scratch registers, I need to know if more
: registers are deemed scratch and therefore need to be saved by my code.

On a XBIOS call you should be free to use D2 and A2 too without saving
them.

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5120. Re: Buggiest TOS version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: sttos@post1.com
Message-ID: <5k0gl8$t1i$1@nntp01.news.se.dataphone.net>
Source record: 7171

I think you have to separate the test, one for Atari ST tos and
one for Atari STE tos. What worked good with tos 1.0 and 1.02 (ST)
did not work good with tos 1.4 and 1.6 (STE) and opposite.
>
>What is the buggiest TOS version? ie most prone to crashing or corruption
>of user/system data?
>
>(I would assume disc based TOS 1.0. But I may be wrong)
>
>I need to know this so I can find it and test my code against it before
>release. Read: "if it survives that, then it will survive anything" {[:-)]
>
>--
>
>Thanks to spambots and address collector bots that cause my inbox to be
>filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even
>though I am not a US resident], and other associated crap, and as I must
>pay for my data (email, webbing and so forth), any email sent to address
>gmiller@inca.co.nz will bounce. I would like to apologise to the
>genuine respondents that this may inconvenience.
>
>--
>
>Quote For The Month:
>
>"Over the last few decades, I've saved plenty of daylight. Now I'd like
>to make a withdrawal..."
>
>

5121. Toolbox API: A sample extension in C

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41c7cd$b2729.b0@HERMES>
Source record: 7172

As you may be aware, I have been readying my Toolbox DLL engine for later public release.

(I still haven't finalised the nomenclature for the "DLLs". What would you prefer to call them? ie Plug-ins? [Toolbox] Extensions? Libraries?)

In the past, all extensions have been written in assembly language. However, as coding in 68000 assembly language appears (unfortunately) to be a dying art, I have modified things slightly and extensions may now be written in C.

The following example extension (written in Lattice C) should shed some light upon writing an extension. For those of you who have followed a thread similar to this a month or so ago, this is a C version of the assembly language example posted with that thread. Compiled under Lattice 5.60, it comes out to 40+ bytes larger in memory usage, for no real increase in functionality.

All externally callable functions are __stdargs (Stack passing).

__saveds may be applied to some funcs if you use base relative data.

I will post the "te.h" header that this sample code needs shortly.

This extension was compiled under Lattice C 5.60, with 32 bit ints, for a 68000 with no floating point and no debug info, generating near code and near data, and passed without errors or warnings. (I'd set the "ignore C++ comments" flag/option, however)

(BTW: I assume you are all prescient enough to understand what the type "uint32" refers to)

-- Begin sample code

```
// TE.C
// Sample Toolbox extension in C
//
// 27-Apr-1997
//
// (C) Copyright 1997
// G. Miller
// Auckland
// New Zealand

#include "0/te.h" // contains prototypes used in this extension
#include "0/types.h" // contains definitions of "uint32" and so forth
```

```
// this is version 0.01.00 of the extension
#define VERSION 0x00100

// this is correct as of 27 April 1997
#define DATE 0x19970427

// CURRENT_TOOLBOX_VER is defined in te.h and is 0x012065 (v1.20.65) at
// this point in time. This value will change over time, however, so you
// are advised to use the define from the include file rather than hard
// coding this value in your source
#define MIN_TLBX CURRENT_TOOLBOX_VER

// forward declaration required in ExtensionInfoBlock
extern FunctionTable ft[];

// prototypes for sample API calls within extension
__stdargs uint32 _teOne( void );
__stdargs uint32 _tePassed( uint32 );
__stdargs __saveds void _teStore( uint32 );
__stdargs __saveds uint32 _teRetrieve( void );

// this structure _must_ be first (offset zero) in the initialised data
// segment
// It will be examined by the Toolbox prior to loading it, so all
// elements within this structure _must_ be initialised at compile time.
// __far places it in "Far data" at beginning of data seg, as opposed to
// "near" data which is at the end of the initialised data segment
ExtensionInfoBlock __far eib = {
// the first 64 bytes identify this as an extension
// and give some info about itself
'tb16', // magic number. REQUIRED
'_TE_', // library identifier "cookie". REQUIRED
0x00FFFF, // library number. MUST = 0x00FFFF. REQUIRED
VERSION, // version number
DATE, // date
sizeof( ExtensionInfoBlock ), // size of this info block. REQ
"TE_example", // Textual label. 10 chars + NULL. Required
0, // alignment byte. Must be zero
0, // Reserved. Must be zero
"", // Padding to 64 byte boundary

// the next 64 bytes declare what this extension requires
MIN_TLBX, // minimum toolbox version needed
0, // reserved. Must be zero
68000, // CPU required
0, // FPU required (if any)
0, // reserved (must be zero)
0, // reserved (must be zero)
0, // extension flags (should move to prev block)
0x0100, // TOS version needed
0x01, // TOS Flags : 01 = EQ, 02 = GT
"", // padding to 64 byte boundary
```

```
// the next 64 bytes have pointers to needed data
ft, // function table REQUIRED
teExit, // called when extension is being unloaded
"", // padding to 64 byte boundary

// the fourth 64 bytes have no higher purpose at the moment
// but the first two entries are REQUIRED
'tb16', // magic number REQUIRED
'_TE_', // library identifier "cookie". REQUIRED
"" // padding to 64 byte boundary
};

// ftr _must_ be IMMEDIATELY before ft in memory. The members of this
// three element array are :
// 1) Number of functions in ft table
// 2) Lowest function number in table
// 3) Highest function in table
// this can (and probably will) be overwritten with the correct values
// when the extension is loaded
uint32 ftr[] = { 4, 0x0100, 0x0103 };

// The function numbers in the ft array _must_ be in ascending order
// The very last entry is "0x10000" to signify "end of table", and should
// point to a dummy "do nothing" function, or NULL
// The high word of the function numbers will be modified on loading
// to reflect the library number assigned to this extension
// Function numbers should begin with number 0x100, as function numbers
// below this are "about this lib", which have been obsoleted by the
// tlbxLibInfo call introduced about a year ago
FunctionTable ft[] = {
{ 0x000100, _teOne },
{ 0x000101, _tePassed },
{ 0x000102, _teStore },
{ 0x000103, _teRetrieve },
{ 0x010000, 0L }
};

// used by dummy API calls
uint32 saved;

// teInit is called when extension is loaded for the first time.
// Any initialisation the extension must do should be done here.
// It should return either a pointer to the info block or NULL.
// It _must_ be located at the start (offset zero) of the code segment
__stdargs ExtensionInfoBlock *teInit( ExtensionParameter *ep )
{
return &eib;
}

// teExit is called when extension is being unloaded
// This is a good place to put any clean-up code (freeing up any RAM
// the extension may have Malloc'd, for example)
// It will only be called if the ll_unload pointer in the info block
```

```
// is non-zero.
// This function is optional, and may be omitted if it isn't needed
__stdargs void teExit( void )
{

}

// some sample API calls
// return 1
__stdargs uint32 _teOne( void )
{
return 1;
}

// return the passed parameter
__stdargs uint32 _tePassed( uint32 val )
{
return val;
}

// store the passed parameter
__stdargs __saveds void _teStore( uint32 val )
{
saved = val;
}

// return the stored value
__stdargs __saveds uint32 _teRetrieve( void )
{
return saved;
}

-- End sample code, begin signature block

Thanks to spambots (and the address collector bots that feed them) that
cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only
telco ads [even though I am obviously not a US resident], and other
associated crap, and as I must pay for my data (email, webbing and so
forth), any email sent to address gmiller@inca.co.nz will bounce. I would
like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like
to make a withdrawal..."
```

5122. Toolbox API: A sample extension in C

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41c7cd$b2528.369@HERMES>
Source record: 7173

--

Thanks to spambots and address collector bots that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

5123. Buggiest TOS version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <dc3_9704272356@conchbbs.com>
Source record: 7174

```
g > I need to know this so I can find it and test my code against
g > it before release. Read: "if it survives that, then it will
g > survive anything" {[:-)]

Unfortunately, that approach won't work. Ultimately, you will need
lots of Beta testers with different platforms (or pick up a lot of
different STs sans monitors cheap).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5124. Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <dc4_9704272356@conchbbs.com>
Source record: 7175

```
g > Is there a rule as to how many scratch registers are
g > available, or are used by TOS?

According to the Atari Gemdos reference manual, D0-D2 and A0-A2 may
be modified by Gemdos calls, while D3-D7 and A3-A7 will always be
preserved. AFAIK, no Gemdos function uses the FP registers at all.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5125. Toolbox API: The te.h header file

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41c7cd$b2818.1a2@HERMES>
Source record: 7176

```
/*
* TE.H
* Toolbox Extension interface
*
* 27-April-1997
*
* NO WARRANTY IS GIVEN OR SHOULD BE IMPLIED AS TO THE ACCURACY
* OR TIMLINESS OF ANYTHING IN THIS FILE!
*/

#include "0/types.h" // typedefs for "uint32", "uint16", "uchar8"...

// At the time of writing, current toolbox version is 1.20.65
#define CURRENT_TOOLBOX_VER 0x12065

// Size of extension title is 10 + NULL
#define TITLESIZE (10+1)

typedef struct {
uint32 tlbVersion; // 000-003 Version of TLBX
uint32 tlbFlags; // 004-007 Flags

uint32 tlbCPU; // 008-011 Machine CPU
uint32 tlbFPU; // 012-015 Machine FPU

uint32 tlbStrucsize; // 016-019 Size of this info block

uint16 tlbTOS; // 020-021 Machine TOS version
uint16 resvd1; // 022-023 (reserved)

uint32 resvd2; // 024-027 (reserved)
} ExtensionParameter;

typedef struct {
uint32 number; // 00-03 function number
void *function; // 04-07 pointer to function
} FunctionTable;

typedef struct {
uint32 ll_magic; // 000-003 'tb16'
uint32 ll_cook; // 004-007 "cookie" identifier
uint32 ll_id; // 008-011 0x00FFFF
uint32 ll_ver; // 012-015 version number
uint32 ll_date; // 016-019 date
uint32 ll_size; // 020-023 size of this block
uchar8 ll_title[TITLESIZE]; // 024-034 name of extn
uchar8 pad1; // 035 alignment byte
```

```
uint32 resvd1; // 036-039 resvd. MUST BE ZERO
uchar8 zero1[64-40]; // 040-063

uint32 ll_mntl; // 064-067 min TLBX required
uint32 resvd2; // 068-071 resvd MUST BE ZERO
uint32 ll_cpu; // 072-075 CPU needed
uint32 ll_fpu; // 076-079 FPU needed (if any)
uint32 pad2; // 080-083 resvd
uint32 pad3; // 084-087 resvd
uint32 ll_flags; // 088-091 flags (be in 1st block?)
uint16 ll_tos; // 092-093 tos needed
uint16 ll_tos_flags; // 094-095 01 = EQ, 02 = GT
uchar8 zero2[128-96]; // 096-127 filler

FunctionTable *ll_fnat; // 128-131 pointer to function table
void (*ll_unload)( void ); // 132-135 cleanup code at unload time
uchar8 zero3[192-136]; // 132-191 filler

uint32 ll_magic2; // 192-195 'tb16'
uint32 ll_cook2; // 196-199 "Cookie" identifier
uchar8 zero4[256-200]; // 200-255 filler
} ExtensionInfoBlock;

__stdargs ExtensionInfoBlock *teInit( ExtensionParameter *ep );
__stdargs void teExit( void );

-- End header, begin signature block

Thanks to spambots (and the address collector bots that feed them) that
cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only
telco ads [even though I am obviously not a US resident], and other
associated crap, and as I must pay for my data (email, webbing and so
forth), any email sent to address gmiller@inca.co.nz will bounce. I would
like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like
to make a withdrawal..."
```

5126. Re: Magic 5 - shel_write/Pexec(100...)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970428110358.19960A-100000@pallas.amp.uni-hannover.de>
Source record: 7177

On 25 Apr 1997, John M Rojewski wrote:

> trying shel_write(1, 1, 1, prog, tail) in Magic 5, but the prog will
> not start until AFTER the calling program has ended! I tried (1,1,0,
> etc, but no luck.

Use 100 (MagiC parallel) or (101 MagiC single) for the third parameter.
It's all in the MagiC development documentation.

> Then I tried pid=Pexec(100, prog, tail, NULL); It works ok, but the
> call to Pwaitpid(pid, 3, NULL) returns -32 as the return code, which
> I think is 'Invalid Function'. pid seems to be positive integer as
> stated in docs.

It obviously means the function doesn't exist yet in MagiC ! Haven't you
read the MagiC developers docs ? But the shel_write way is the better way
to parallel start GEM programs.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5127. Re: Buggiest TOS version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970428111833.19960C-100000@pallas.amp.uni-hannover.de>
Source record: 7178

On Sun, 27 Apr 1997, Gaven Miller wrote:

> What is the buggiest TOS version? ie most prone to crashing or corruption
> of user/system data?
>
> (I would assume disc based TOS 1.0. But I may be wrong)
>
> I need to know this so I can find it and test my code against it before
> release. Read: "if it survives that, then it will survive anything" {[:-)]

The buggiest TOS is normally considered TOS 1.0, with little distance
ahead of TOS 1.2. But note your approach doesn't replace real testing on
other OS versions, as those do not simply have less bugs, but also
different bugs, which might break your code after it survived everything
in TOS 1.0.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de

5128. GFA 3.5 to GFA 3.6

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-28 00:00:00 UTC
From: Pierre-Yves Joyeux <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <3364D2A2.366D@wanadoo.fr>
Source record: 7179

Hello,
>
> I have an officiel version of GFA 3.5 and i have a prg to adapt for a
> falcon but GFA 3.5 interpreter refuse Flacon resolution ...
> I read in a FAQ than the solution is GFA 3.6 for TT :
> * Is it now a public domain ? and can you provide it to me (attached
> file in MIME format)
> * Is it still commercial and where can i get it and how ?
>
> Thank you very much.
>
> Pierre-Yves.

5129. Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-28 00:00:00 UTC
From: jtt3@lodz.pdi.net
Message-ID: <5k2uba$m3t@info.nask.pl>
Source record: 7180

Is anybody coding subject for Falcon?

greetz!
Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5130. ST kit for sale (UK)

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <ctbDmCAk7YZzEwdX@thegibsons.demon.co.uk>
Source record: 7181

```
Atari stuff for sale as follows :-

If the prices appear with a funny character in front of them, they
should be UK pounds :)

HARDWARE
========
```

Atari 1040 STe (upgraded to 4MB) £75 - see @@@ below
(includes Quickshot joystick,
Atari mouse, cables - TV and power)

Atari 520 STfm (upgraded to 2.5MB) £15
(BROKEN - wont boot correctly,
but may be suitable for repair or
for breaking for spares)

Gasteiner 42MB hard drive (DMA) £45 - see *** below
(includes leads + utility software)

Philips CM8833 MkII colour monitor £60
(suitable for ST low and medium
includes ST <-> monitor lead)

```
All of the above come with manuals, except broken STfm.
All in mint condition.

For the above kit, email me (bottom of list) to discuss P&P / delivery.

For the stuff below, P&P (1st class recorded delivery) included, where
possible. If you want registered, we can discuss that.

SOFTWARE / BOOKS
================

Games
=====
```

F-19 Stealth Fighter £8

Midwinter (strategic 3D game) £7

Maniac Mansion (funny / scary £7
graphical adventure)

Future Wars (graphical adventure) £7

Interphase (excellent 3D graphics) £5

Germ Crazy (halt the invading bugs!) £7

Time (graphical adventure) £7

F-16 Combat Pilot £5

Starglider 2 £5

Substation (Doom-like game) £10
STe only (maybe Falcon too ?)

Obsession (v. good pinball game - best £10
graphics I've ever seen on my STe)
STe only (maybe Falcon too?)

Programming
===========

Personal Pascal v2.05 £12
Actually an STF cover disk, but
I ordered the manual from HiSoft
for £20 and that's what's for sale
Cover disk included

Lattice C v5.52 £30
Excellent for learning / using C
Full development environment (incs
WERCS and many other tools)
More manuals than you can carry (almost) :)

HiSoft 'Your FirST Basic' Manual/disk £3
Well worn but useful :)

The Atari Compendium book £20
Errata included in the book in my
own fair hand. Everything you
wanted to know about Atari 'C'
/ programming

Misc
====

Timeworks V2 - ST DTP £15
boxed with manuals

Chemkit (chemical structures drawing £10
package - hi res or hi res
emulator required - I'll include a
PD one that I used. Manual included)

PFM Plus - personal finance manager £7
excellent software - incs manual

1st Word Plus (word processing package)£10
good / basic WP with manual

3D-Calc (3 dimensional spreadsheet) £7
boxed with manual

*** Magic v2 £15
Fully pre-emptive multitasking OS
manual included

*** Ease v3.01 £15
Excellent new desktop for your ST -
works a TREAT with Magic :)
manual included

*** I'll bundle these with the hard drive for £20

@@@ I'll include my entire collection of old magazine cover disks
with the STe - I'm not going to count them but there are a LOT.
Covers STF (lots), ST Review (dozen or so), a couple from a
couple of other mags. Also the first 3 Atari Computing mags
with cover disks. You can continue this one yourself :)

The entire set of Atari World (issues 1 -> 11) inc cover disks. £25
I won't split these.

Contact me at :-

drew@thegibsons.demon.co.uk (preferred)

Or at my point off STandard ProBBS on :-

FidoNet 2:2501/101.15 NeST 90:102/202.15
AtariNet 51:6/502.15 TurboNet 100:105/3.15

--

Cheers,

Drew ;^)

>>> drew@thegibsons.demon.co.uk <<<
>>> Mirabilis ICQ UIN: 392790 <<<
>>> FidoNet 2:2501/101.15 <<<
>>> NeST 90:102/202.15 <<<

5131. Re: need some source on using the mic/adc

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5k4isd$nfa@m1.cs.man.ac.uk>
Source record: 7182

In article <5jbe19$eg31@mars.online.uleth.ca>, seelds@hg.uleth.ca writes:
>im looking for some source or some info on using the mic/adc
>i basicaly want to make a little sampler program

Presumably this is on the Falcon... well, try my programming
pages, at:
http://www.cs.man.ac.uk/~jacquesa/

Anthony
--

Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
UPDATE: KP SACK V1.0 and SAM V1.3 are now released!

5132. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9llkiwi.fsf@emw.ericsson.se>
Source record: 7183

jtt3@lodz.pdi.net (Andrzej Michalski) writes:

>
> Is anybody coding subject for Falcon?

Sorry? What do you mean, or is it obvious?

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5133. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: jtt3@lodz.pdi.net
Message-ID: <5k59jl$igd@info.nask.pl>
Source record: 7184

On 29 Apr 1997 16:23:09, Magnus Kollberg wrote:
>jtt3@lodz.pdi.net (Andrzej Michalski) writes:
>
>>
>> Is anybody coding subject for Falcon?
>
>Sorry? What do you mean, or is it obvious?
>
>//Magnus Kollberg

It is obvious. My brother(Australia) has Netscape and freeware programm
"Cooltalk". On Falcon hardware should be easy to make an prg to take
sound from microphone input and send it through internet.
Next decoding incoming voicedata and send to the speakers.
All must be fast enough for 28800 modem users. Using slip connection.
This make money saving in long distance calls (eg.Europe-Australia)....

with best greetings
Andy

PS:Sorry for my pure english.. ;))) A.

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5134. MEGA STe Questions.

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: "Cesar A. Leon M." <cleon@ona.fi.umag.cl>
Message-ID: <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>
Source record: 7185
Cross-posted to:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Mega STe mother-board, i have questions please
answer me, because i want take advantage of the board..

what type of HDD's for Mega STe can i use? internal,
external,removable-media..
what type.? : need special connector? (prices)
Exist IDE adapter for Mega STe?

Can I connect a ET4000 with Crazy Dot to Mega STe??
how cost Crazy Dot ?
how cost ET4000 ?

what monitor i need if i can connect Crazy Dot & ET4000 to Mega STe??
what monitor? with some special connector?
Is Nova Graphics card a good choice?

exist differents types of cases for Mega STe..??
what type desktop? tower? (prices) ..what case i need if a want connect
ET4000 & Crazy Dot to Mega STe Motherboard??

what languages & kits exists for Mega STe to programming??(prices)
(like C++,C,java,perl,databases..)

I know that megaste motherboard came with TOS 2.05..then the question
is ...which are the differences between it and TOS 2.6.???

I hear that megaste have keyboard input..... what type of keyboard
....an "atari-keyboard" or "PC-keyboard"?? (what is the cost of each)

Can I up the speed of Mste ??? (16Mhz to 32Mhz)

Thanks very much to anyone that answer my questions. Good Bye Friend./

PS: Sorry for my english./

Cesar A. Leon M.
Punta Arenas
CHILE.

5135. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5k5cvk$5lg@m1.cs.man.ac.uk>
Source record: 7186

In article <yvvk9llkiwi.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se> writes:
>jtt3@lodz.pdi.net (Andrzej Michalski) writes:
>
>>
>> Is anybody coding subject for Falcon?
>
>Sorry? What do you mean, or is it obvious?

Look at the subject: Internet telephone. The guy then asks if anybody is coding the subject for the Falcon. Seems pretty obvious to me ;-) He's clearly not one to use two words when one will suffice, a bandwidth conservationist...

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

5136. Behne brothers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E9Eux6.2H1@cix.compulink.co.uk>
Source record: 7187

So the Behne brothers writers of NVDI et al don't have an email address then?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5137. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-29 00:00:00 UTC
From: q-funk@REMOVE.ANTI.SPAM.FIRST.megacom.net
Message-ID: <5k3rd5lvr1@cti01.citenet.net>
Source record: 7188

```
On 28 Apr 1997 19:38:18, Andrzej Michalski wrote:
# Is anybody coding subject for Falcon?
#
# greetz!
# Andy
#
# ! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
# /|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Yes. AtarIRC 0.71 has provisions for plug-ins, currently a doodle
sketchpad, but a Netphone is being developped by a friend, mainly
for Falcon DSP, but also with playback capabilities on STE/TT. In
the future, sampling cards like the Replay 16 could be supported,
to allow voice input on STE/TT as well. No idea on release date.

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-= Reply-To: q-funk@REMOVE.ANTI.SPAM.FIRST.megacom.net =-
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

5138. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: jtt3@lodz.pdi.net
Message-ID: <5k88bi$1eg@info.nask.pl>
Source record: 6996

On 30 Apr 1997 11:44:41, Thomas Binder wrote:

> lais@cs.man.ac.uk (S94) writes:
>> He's clearly not one to
>> use two words when one will suffice, a bandwidth conservationist...
>A bandwidth conservationist asking for an InterNet telephone program? ;>

Yes! yes! YeS!
Better leave some bandwidth for F030-Iphone. I really want
this programm. Few others people too... Please help if you can !!!

Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5139. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5k8cej$8ud@epimetheus.algonet.se>
Source record: 6997

```
: >: Is there a rule as to how many scratch registers are available, or are
: >: used by TOS?
: >:
: >: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
: >: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
: >:
: >: The reason I ask is that I have patched into the XBIOS vector to provide
: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
: >: data and address registers as scratch registers, I need to know if more
: >: registers are deemed scratch and therefore need to be saved by my code.
: >
: >On a XBIOS call you should be free to use D2 and A2 too without saving
: >them.
:
: Sorry , no.
: It is documented that D0-D2/A0-A2 can be corrupted by a BIOS/XBIOS call.

Roland, please read through the text again. He was asking what register
he was free to use without saving them when replacing a XBIOS call, and
as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
be free to use them as well. That's what I was telling him...

Take care,
Daniel

--
@ @
-----------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-------------------------------------------------------------------------
oOo oOo
U U
```

5140. Help w/.rso conversion to .hrd

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5k8dsi$jqj@alexander.INS.CWRU.Edu>
Source record: 6998

Can someone help? I have found a very useful looking program/source
for a font selector that I can use to advantage in TelVT102.
The source is there as is a .rsc file. It also has a .rso file which
I presume is some sort of equivalent to .hrd, .rsd, dfn. or .def.
I have written TelVT102 with Lattice C 5.6. I need to edit the font selector
box in the .rsc file.
I have tried to do it by hand, using wconvert, rs2l, rsconv, etc. Nothing
seems to work. Does anyone have any idea what an .rso file belongs with,
and/or how to convert it to WERCS. I do have the wconvert program, but
that will only cpnvert from a .def, .rsd, or .dfn file.
I tried loading it with WERCS, and renaming everything by hand according
to the names of the items in the program, and it compiles, but bombs with
a bus error when I try to run it. Clearly something is missing.

HEEEEELP!

Boris
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

5141. All writers seeking publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: Rich@aol.com
Message-ID: <5k90bd$m6c@chile.earthlink.net>
Source record: 6999

Now*accepting <new> and <previously published> writers for publication.
We are a NEW=YORK based international literary agency with three
offices: 2 in NEW=YORK and one in <FLORIDA.>
<Please follow guidelines for submission:>
For ALL fiction, including screenplays for TV & Movies: Send us a <brief synopsis>,
the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For ALL nonfiction: Send us a <brief synopsis>, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
<WOODSIDE=INTERNATIONAL=LITERARY=AGENCY>
<Thirty Three Twenty Nine 58 St.>
<Wood-Side, New York>
<zip: 1.1.3.7.7>
<(Tel)=={718}=651=8145>

5142. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HD5PDHCVUP@data.rhein-main.de>
Source record: 7000

In <yvvk9llkiwi.fsf@emw.ericsson.se> Magnus Kollberg wrote:

>> Is anybody coding subject for Falcon?
>
>Sorry? What do you mean, or is it obvious?

He's looking for a program like i_phone (macintosh)
He need some long distance calls via internet..

(More stuff to waste bandwide..)

regards, robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5143. Re: Buggiest TOS version?

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <41e7cd$f716.2f0@HERMES>
Source record: 7189

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
> g > I need to know this so I can find it and test my code against
> g > it before release. Read: "if it survives that, then it will
> g > survive anything" {[:-)]

> Unfortunately, that approach won't work. Ultimately, you will need
> lots of Beta testers with different platforms (or pick up a lot of
> different STs sans monitors cheap).

I agree,

However, I like to torture test my code before it goes out to my beta testers. I can often learn a lot more about when/where/why it crashes by observing it myself than relying on the beta testers I have.

--

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to address gmiller@inca.co.nz will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"Over the last few decades, I've saved plenty of daylight. Now I'd like to make a withdrawal..."

5144. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1w9j602.fsf@emw.ericsson.se>
Source record: 7190

jtt3@lodz.pdi.net (Andrzej Michalski) writes:

>
> It is obvious. My brother(Australia) has Netscape and freeware programm
> "Cooltalk". On Falcon hardware should be easy to make an prg to take
> sound from microphone input and send it through internet.

Yeah that's cool. The problem with apps like this is that you want it
done you better dig out a DSP book and a programming language and
start programming! Many will love you for doing it but if you have got
an idea you better try to do it your self. Okey most ideas are not
very easy to acomplish, but most actually are.

> PS:Sorry for my pure english.. ;))) A.

:-))))

I guess you ment poor? ;-)

Mine isn't that great either.... but who cares? :-)

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5145. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhggpj652.fsf@emw.ericsson.se>
Source record: 7191

lais@cs.man.ac.uk (S94) writes:

>

> >> Is anybody coding subject for Falcon?
> >
> >Sorry? What do you mean, or is it obvious?
>
> Look at the subject: Internet telephone. The guy then asks if anybody is coding
> the subject for the Falcon. Seems pretty obvious to me ;-) He's clearly not one to
> use two words when one will suffice, a bandwidth conservationist...

Hehehee... sorry. :-)

//Magnus Kollberg
--
+--+
| Happy owner of a Falcon040 |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5146. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5k7bb9$ft5$1@news.th-darmstadt.de>
Source record: 7192

Hi!

In article <5k5cvk$5lg@m1.cs.man.ac.uk>,
lais@cs.man.ac.uk (S94) writes:
> He's clearly not one to
> use two words when one will suffice, a bandwidth conservationist...
A bandwidth conservationist asking for an InterNet telephone program? ;>

SCNR

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5147. Re: MEGA STe Questions.

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5k7fqf$7dn$2@laas.laas.fr>
Source record: 7193
Cross-posted to:
comp.sys.atari.st,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.D-G.3.94.970429115153.18564A-100000@ona.fi.umag.cl>, "Cesar A. Leon M." <cleon@ona.fi.umag.cl> writes:

>Is Nova Graphics card a good choice?
>
Yes!
>
>what languages & kits exists for Mega STe to programming??(prices)
>(like C++,C,java,perl,databases..)
>
For C I would recommend Lattice C 5.6, which is very complete and documented in english. Price is about $200, but it may vary.

Regards.

Roland Prajoux, LAAS-CNRS, Toulouse France, prajoux@laas.fr

5148. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5k7fe5$7dn$1@laas.laas.fr>
Source record: 7194

In article <5jvh50$k4n@epimetheus.algonet.se>, dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>Hi,
>
>: Is there a rule as to how many scratch registers are available, or are
>: used by TOS?
>:
>: In general, I know I can count on D0-D1 and A0-A1 being corrupted by an
>: OS call, but how about D2+ and A2+, or, for that matter, FPU registers?
>:
>: The reason I ask is that I have patched into the XBIOS vector to provide
>: an XBIOS interface to my Toolbox DLL engine, and having used the first two
>: data and address registers as scratch registers, I need to know if more
>: registers are deemed scratch and therefore need to be saved by my code.
>
>On a XBIOS call you should be free to use D2 and A2 too without saving
>them.
>

Sorry , no.
It is documented that D0-D2/A0-A2 can be corrupted by a BIOS/XBIOS call.
Indeed, a desassembly of a TOS 2.05 BIOS/XBIOS entry points shows that:
- BIOS and XBIOS share the same code. BIOS loads the address of its own routine jump table, so does XBIOS.
- Next, in the same piece of code, registers D3-D7/A3-A7 (yes, A7!) are saved in a special area (not on the stack, but this is another story...).
- Finally, via the loaded address table, control jumps to the appropriate subroutine.
(Of course, in the above description, I have skipped some details.)

So, registers D2 and A2 must be saved by your routine before a BIOS/XBIOS call.

Regards.

Roland Prajoux, LAAS-CNRS, France, prajoux@laas.fr

5149. STOS extension EXTRA is now PUBLIC DOMAIN!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-04-30 00:00:00 UTC
From: sinbad@cheerful.com
Message-ID: <33677cb3.15869915@news.airtime.co.uk>
Source record: 7195
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

The STOS extension EXTRA has become Public Domain. It was announced (between friends!) at the Atari Show in London on April 27th 1997. Get your copy from Goodmans PDL or Floppyshop PDL. It has been posted to the newsgroup alt.binaries.atari and will soon be available from http://www.airtime.co.uk/users/sinbad/download.htm

5150. ATARI 1040 ST-fm First Word Plus Help Request

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-01 00:00:00 UTC
From: kinnaman@Emissary.Net
Message-ID: <3374117b.45895575@news.io.com>
Source record: 7001

Re: ATARI 1040 ST-fm First Word Plus Help Request

Dear Atari Folks,

I'm trying to help an older gentleman who invested in an
Atari machine for word processing many years ago.

I need your help to find information about how to "export"
several large, important documents from First Word Plus (the
word processor) on the

Atari 1040 ST - fm (platform)

to any DOS or Windows MS Word, Wordperfect or ASCII format.

If you cannot advise, I may have to *print* the documents
and then scan them with OCR! I'm hoping you may have a
better, more straightforward solution?? Please?

Thank you, in advance, for any advice you may supply.

Pax,
Dave Kinnaman <kinnaman@Immune.Com> 512/463-9321
Discussion list owner- Allergy - PCHealth - Rubber - Thyroid
- -
Allergy LISTSERV list ---> http://www.Immune.Com/allergy
PCHealth LISTSERV list ---> http://www.Emissary.Net/pchealth
Rubber LISTSERV list ---> http://www.Immune.Com/rubber
Thyroid LISTSERV list ---> http://www.Emissary.Net/thyroid

5151. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-01 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5ka3k6$b1p@einstein.ebicom.net>
Source record: 7002

I'd really like to see one of these babys too!
Perhaps there's source avilable to a unix flavored version that can
be ported to run on a Falcon? One thing that concerns me however...
I once read that 030 Macs couldn't do Internet phones cause the processor
wan't fast enough (most likely a bull excuse), which might mean a special
DSP/CPU married version must be coded from the ground up.

Personaly, it seems to me that an 8bit half duplex version should be
possible on STe machines as well...so long as you plug in a Replay, or
similar cart to the ROM port. Maybe even a 16 bit version for the Replay
16?

Real Audio would be really cool too!

Brian

5152. Re: Behne brothers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-01 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5kam9n$813$1@ratatosk.uio.no>
Source record: 7003

On 29 Apr 1997 17:51:06, "Mark Baines" wrote:
>
>So the Behne brothers writers of NVDI et al don't have an email address then?

Try: wilfried_behne@maush.han.de

(not sure if it's valid anymore..)

- Petter -

5153. Re: Help w/.rso conversion to .hrd

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: Vegard Hofsoy <veg@a.sol.no>
Message-ID: <3369B82B.35E@a.sol.no>
Source record: 7004

Boris D. Cahan wrote:
>
> Can someone help? I have found a very useful looking program/source
> for a font selector that I can use to advantage in TelVT102.
> The source is there as is a .rsc file. It also has a .rso file which
> I presume is some sort of equivalent to .hrd, .rsd, dfn. or .def.
> I have written TelVT102 with Lattice C 5.6. I need to edit the font selector
> box in the .rsc file.
> I have tried to do it by hand, using wconvert, rs2l, rsconv, etc. Nothing
> seems to work. Does anyone have any idea what an .rso file belongs with,
> and/or how to convert it to WERCS. I do have the wconvert program, but
> that will only cpnvert from a .def, .rsd, or .dfn file.
> I tried loading it with WERCS, and renaming everything by hand according
> to the names of the items in the program, and it compiles, but bombs with
> a bus error when I try to run it. Clearly something is missing.

The *.RSO file is a native definition file for ORCS, the shareware RSC
editor. It can also write DEF files, IIRC. ORCS should be available from
any good Atari FTP server

One problem you maight run into, is that the DEF format only allows 8
char object names, while HRD and RSO allows more...

I think your problem is another one, though. If you get a bus error
after editing the RSC file, you have changed the structure of the RSC in
such a way that the program gets an adress error while dealing with the
RSC. However you name the objects is not going to change that...

Bye,
Vegard Hofsoy

5154. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5kcjlr$ltl@balaena.bio.vu.nl>
Source record: 7005

Brian Roland (bjr@Edison.EbiCom.Net) wrote:
: I'd really like to see one of these babys too!
: Perhaps there's source avilable to a unix flavored version that can
: be ported to run on a Falcon?

Yep. Take a loot at sunsite.unc.edu (or one of it's mirrors) in
/pub/Linux/apps/sound/talk/
There should be a few sources in there.
Such a source would have to be rewritten to use the Falcon audio hardware,
though. (Except if it uses /dev/audio, which is also available for MiNT)
The programs probably work using MiNTNet and the portlib, but they could be
adaped for use with STiK too.

: One thing that concerns me however...
: I once read that 030 Macs couldn't do Internet phones cause the processor
: wan't fast enough (most likely a bull excuse), which might mean a special
: DSP/CPU married version must be coded from the ground up.

The compression routines usually need quite a lot of CPU power.
Some of the programs use GSM compression (sources freely available,
maybe even a DSP version somewhere?) or something of their own.
This part might have to be ported to the DSP to get enough speed...

: Personaly, it seems to me that an 8bit half duplex version should be
: possible on STe machines as well...so long as you plug in a Replay, or
: similar cart to the ROM port. Maybe even a 16 bit version for the Replay
: 16?

Even at 4 kHz 8-bit mono you'd still have to use some compression,
coz' even 28k8 modems can't handle 4 kb/second plus package overhead...
But this could probably be some fast lossy assembly code, so theoretically
it is possible...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I must have a prodigious quantity of mind; it takes me as much as a
week sometimes to make it up."
-- Mark Twain, "The Innocents Abroad"

5155. Re: MagiC 5 and menu_popup()

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: gryf@ohm.arago.de
Message-ID: <5kcvba$1oj@gazette.omnilink.net>
Source record: 7006

Hi!

In article <yvvd8rkohwa.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> writes:
> RTFM! A few? :-))) Pick 10 apps made in the last two years, how many
> of them use popups? 9? :-)
Maybe, but I'd bet not more than 2 of these 9 use menu_popup(), but their
own routines, because the popus should work with older AESes as well.

Ciao

Thomas

--
#include <std-disclaimer>

5156. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: gryf@ohm.arago.de
Message-ID: <5kd06s$1oj@gazette.omnilink.net>
Source record: 7007

Hi!

In article <5k7fe5$7dn$1@laas.laas.fr>,
prajoux@laas.fr (Roland Prajoux) writes:
>>: The reason I ask is that I have patched into the XBIOS vector to provide
>>: an XBIOS interface to my Toolbox DLL engine, and having used the first two
>>: data and address registers as scratch registers, I need to know if more
>>: registers are deemed scratch and therefore need to be saved by my code.
>>
>>On a XBIOS call you should be free to use D2 and A2 too without saving
>>them.
> Sorry , no.
> [...]
> So, registers D2 and A2 must be saved by your routine before a BIOS/XBIOS call.
The same applies to GEMDOS-calls, though it's wise to save a2 inside routines
hooked into GEMDOS or (X)BIOS, as some buggy software relies on a2 not being
altered (which is true for most original GEMDOS-calls, but not documented).
An example is Pure C, which can't access its help files anymore if a2 is
altered during a GEMDOS call ...

Ciao

Thomas

--
#include <std-disclaimer>

5157. Re: Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: gryf@arago.de
Message-ID: <5kcvlv$1oj@gazette.omnilink.net>
Source record: 7008

Hi!

In article <E997LM.L04@cix.compulink.co.uk>,
msbaines@cix.compulink.co.uk ("Mark Baines") writes:
>>Well, I don't know PROFILE 2
> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
> is out RSN and incorporates more reporting and better compatibility.
I'll take a look.

>>Dopendir() may or may not work on CD-ROMs.
> Having subsequently done a test I know do a Dopendir() for each path before
> requesting each of the Dpathconf() values and it does indeed fail on the
> CD-ROM as I'd hoped.
> Another problem bites the dust!
What I wanted to say with "may or may not work" was, that Dopendir() _will_
work with certain CD-ROM drivers, so it may be a workaround for your problem,
but it's not a real method to detect a CD-ROM. Anyway, a crash due to calling
Dpathconf() is either a problem of the driver or the kernel and should be
checked. Do you have any more information about that crash?

Ciao

Thomas

--
#include <std-disclaimer>

5158. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: gryf@ohm.arago.de
Message-ID: <5kd4a4$1oj@gazette.omnilink.net>
Source record: 7009

Hi!

In article <5k8cej$8ud@epimetheus.algonet.se>,
dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>: >: The reason I ask is that I have patched into the XBIOS vector to provide
>: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
>: >: data and address registers as scratch registers, I need to know if more
>: >: registers are deemed scratch and therefore need to be saved by my code.
> [...]
> Roland, please read through the text again. He was asking what register
> he was free to use without saving them when replacing a XBIOS call, and
> as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
> be free to use them as well. That's what I was telling him...
I must admit that I first wanted to write the same, but then I read the
original question again and got unsure. Gaven asked if more registers are
deemed scratch and therefore have to be saved by his code (which apparently
means the code calling his XBIOS-interface), so D2/A2 may be used freely
inside an XBIOS routine and therefore have to be saved before calling the
XBIOS from within an application.

Of course, Roland and I may have misunderstood Gaven's question, but to be
honest I think it's a bit ambigous (which I hope my answer isn't) ;)

Ciao

Thomas

--
#include <std-disclaimer>

5159. !!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: hinda ann kolansky <ayala20@prodigy.net>
Message-ID: <5kd56j$5sm$7257@newssvr07-int.news.prodigy.com>
Source record: 7010

****Make up to $50,000 in 4 weeks! 100% leagal**** NO SCAM!!!

Make $50,000 in 4 weeks!

This system works! NOT A SCAM... Read the text!

This is the fairest, most honest way I have seen to share in the wealth of the world! This works so well that all of my friends are trying it!

Take five minutes to read this and it IT'LL change your life if you want to know how to make thousands of dollars quickly, and leagally with NO CATCH, then keep reading.

THe internet has grown tremendously. it doubles in size every 4 months.

Think about it. YOu see those "make money fast" postings more and more.

Thats becasue it works! So I thought, all those new users might make it work. And I decided to try it out, a few months ago. Besides, whats $5 and a little effort on your behalf?? Everyone was calling it a scam, but there are soany new users from AOL, NETCOM, etc. that they will join in and make it work for you.

just follow these simple steps:

STEP ONE
Invest your $5 by writing your name and address on five seperate sheets of paper along wit the words: "PLEASE ADD ME TO YOUR MAILING LIST." (in this way you are not just sending a dollar bill to someone, you are paying for a legimate service.) Also on each of the sheets of paper indicate the number of the person. Fold a $1 bill inside each piece of paper with your name and address on it. Ensure that when the dollar is folded in between the paper and it is held up to light, THE DOLLAR SHOULD NOT BE VISABLE! Mail 5 of these letters to the following 5 addresses: (only U.S. Dollar bills should be used)

1) Odd Hilsen
Avda Espana 93
Sitio de Calahonda
Mijias Costa- Malaga SPAIN

2) Peter Kjoge
Camino de la Condesa 9, 5-A
E-29640 Fuengirola SPAIN

3) Bob Tomlinson
3208 21st
Sioux City, La 51105 USA

4) Alex Tikhanoff
1636 n. Verdugo rd.
Glendale Ca. 91208 apt.202

USA
5) hinda kolansky
49-35 167 st
flushing ny 11365 usa

STEP TWO
Now remove the top name from the list, and move the other names up. This way, #5 becomes #4 and so o. Put your name as the fifth one on the list.

STEP 3
Post the article to at least 250 newsgroups. There are at least 19000 newsgroups at any given moment in time. Try posting to as many newsgroups as you can. Remember, the more newsgroups you post to, the greater your audience and cash flow from all these subscribers.

STEP 4
You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the internet is new and awesome in its size. There is no way you can lose.

now here is how and why the system works:

Out of every block of 250 posts i made, i got back 5 responses. YES! THATS RIGHT ONLY 5. You make $5 in cash, not check or money orders, but real cash with your name at #5.

Each additional person who sent you $1 now will also make 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1 with your name at #4....$50 in your pocket!

Now these 50 new people will make 250 postings each with your name at #3 or 10,000 postings. Average returns, 500 people=$500.00. they make 250 postings each with your name at #2=100,000 postings=5000 returns at $1 each=$5,000 in cash!!
Finally, 5,000 people make 250 postings each with your name at #1 and you get a return of $50,000 before your name is dropped from the list. And thats only if everyone down the line makes 250 postings each! Your total income for this cycle is $50,000.00

When you see your name is no longer on the list, you take the latest posting and start all over again.

The end result depends largely on you. You must follow through and repost this article everywhere you can think of! The more postings you make, the more cash ends up in your mailbox. Its too easy and too cheap to pass up!!

So thats it. Pretty simple sounding working concept, dont you think?

But believe me, this really works. There are millions o people surfind the net every day, all day, all over the world. And 100,000 new subscribers everday eager to access your newsgroup. Youknow that because you have read the facts in the newspaper and seen for yourself on T.V. So, my dear little 'fortne seeker.' read carefully the instructions and play fair and swuare with your endeavors.. remember, YOU CAN ONLY TAKE OUT WHAT YOU PUT IN!! thats the key to success in any venture. Print these pages out now so that you may refer to this article at a later date. try to keep an eye on all the postings you made to make sure everyone is playing fairly. You know where your name should be!

REMEMBER....HONESTY IS THE BEST POLICY. YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE BIG BUCKS!! GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOUW ILL BE MORE THAN GENEROUSLY

REWARDED!

P.S. if you try to decieve people by posting the messages with your name in the list and not sending the bucks to the people already included, you will not get much. I know someone who did this and only got about $150 (and thats after 2 months) then he sent the five bills and was added to their lists. In 4-5 weeks, he had in excess of $10,000.

Good luck!

<Picture>

5160. Re: translator programs

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-02 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <336A2FFB.5366@cfcsc.dnd.ca>
Source record: 7011

```
Davy Mitchell wrote:
> hi
> Could anyone point me towards those programs that translate, for example
> German->English usually used for PD documents?? I would also be really
> interested in the source code.
> Davy
>
CVTranslator(Carlos Varelas) is pretty good, but slow.
you can edit the dictionary, double clicking on the German word
brings up a dialog box where you can type in the english equivalent,
which is then saved in a dictionary to be used next time.

--
**thanks**merci**danke**slainte*mhath**tusen*takk**********************
Coinneach Kenneth GraphicArts TOS 1.04-1.062-2.05-4.04
Seumas James @ [-TAF Sec-]MAC[SpectreGCR]6.08
DomhnullaichMacdonaldCanadianForcesCollege IBM OS/2 Warp
************************************************************************
```

5161. ATARI 1040 ST-fm First Word Plus Help Request

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-03 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <760_RCain@nest.demon.co.uk>
Source record: 7012

Hi kinnaman@Emissary.Net, on 02 May 97 you wrote:

k> I need your help to find information about how to "export"
k> several large, important documents from First Word Plus (the
k> word processor) on the
k>
k> Atari 1040 ST - fm (platform)
k>
k> to any DOS or Windows MS Word, Wordperfect or ASCII format.

The simplest way is to turn OFF "WP Mode" in the Edit menu and then save as an ASCII file.

There are some utility programs which will convert Word+ files to Word and WordPerfect format preserving text effects. I hope others will give you the identities of these progs.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

5162. Re: ATARI 1040 ST-fm First Word Plus Help Request

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-03 00:00:00 UTC
From: jonas.moller.nielsen@p7.dada.ct.se
Message-ID: <ftn_2.200.136.7$fidonet.org_a2ca6e16_Jonas.Moller.Nielsen@p7.dada.ct.se>
Source record: 7013

```
BK> I need your help to find information about how to "export"
BK> several large, important documents from First Word Plus (the
BK> word processor) on the
BK>
BK> Atari 1040 ST - fm (platform)
BK>
BK> to any DOS or Windows MS Word, Wordperfect or ASCII format.
```

I have made a program that converts Wrodplus files into ASCII-format for use in for instance MS Word. There are several other programs out somewhere that does the same thing. If you can not find any program, please contact me and I will send you my program. If you have got access to Internet, I could send the file by E-mail or on my Website. Otherwise I can send a diskette.

Yours sincerely
Jonas Mller Nielsen

Internet:
jonas.moller@mbox301.swipnet.se
jonas@dada.ct.se

*FidoNet:*2.200/136.7

NeST:

FujiNet:

5163. Metrics

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-03 00:00:00 UTC
From: Great Sites <janesw@ix.abmcom.net>
Message-ID: <527cd$153337.2c1@NEWS>
Source record: 7014

```
Great Site URL:http://www.psrinc.com/metsys.htm
```

5164. FS: Indus GT Floppy Disk Drive for Atari 8 Bits

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-04 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <5kia1l$o6k@sjx-ixn10.ix.netcom.com>
Source record: 7015

Last day for aution.

Go Here:

http://206.184.213.45/aw/itemfast.cgi?item=lrx214976

5165. *** MUSIC MON ***

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-05 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E9p85t.HnC@cee.hw.ac.uk>
Source record: 7016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi! Does anyone recall the soundchip music program for the ST?

Is it still commercial?
Is it now PD
If so, where can I get it?

Ta,

Brian.

P.S. I am working on a website!

5166. ***>>> NEW ATARI WEB PAGE! <<<***

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-05 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E9pMGC.KCG@cee.hw.ac.uk>
Source record: 7017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi All!

please feel free to pop over to my NEW atari web page

(It is stillunder construction, so dont expect too much!)

its located at

http://www.cee.hw.ac.uk/~ceebti/atari.htm

Enjoy!

5167. A GUARANTEED MONEY MAKER!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l19issck4625@nntp0.cleveland.oh.ameritech.net>
Source record: 7018

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took! My part-time business is now a full-time home-business, thanks to your

Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

If you order within the next 10 days we will include:

1) 500 How-To Reports (You may resell these at any price)

2) Your Personal Complete Guide To The Internet -- This 175 page e-book covers every single aspect of the internet. You will never have to buy another internet book! When you complete this book, you will know more about the internet than 90% of the people online right now.

3) When you purchase our 8 MILLION SUPER responsive E-mail list we will include Mega-Mailer. It sends 250,000 E-mails per hour! All other orders will receive Pegasus Mail. It mails about 30,000 per hour.

Here's how to get the Creative E-Mail System:

All orders are delivered on CD-ROM or 100mb Zip Disk (Iomega).

============> E-Mail Databases <================

2 Million FRESH E-mail Addresses only $ 99.95
4 Million FRESH E-mail Addresses only $179.95
6 Million FRESH E-mail Addresses only $249.95
8 Million FRESH E-mail Addresses only $299.95

You will be sending your Marketing Letter to 2, 4, 6 or 8 MILLION People! To mail to 2 MILLION People by U.S. Mail at $.32 per stamp would cost $640,000.00, not including envelopes or paper! The price of 2 MILLION E-mail Addresses isn't even a fraction of the cost. And the great thing is that if you have 10 products, you can E-mail to your list as many times as you want to! Your profits will never stop soaring! Don't pay someone else to send your

advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

==========> Order Form <==========

Yes, Internet Communications Inc., I wish to take you up on your SPECIAL 10 DAY OFFER FOR YOUR CREATIVE E-MAIL SYSTEM, INCLUDING THE TWO SPECIAL BONUSES: "Complete Internet Guide Book" and "500 How-To-Reports". I understand I have to completely fill out the order form so you can fulfill my order.

Name:_____

Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

We Accept Checks By Fax Simply Tape Your Check Here With
The Above Order Form And Fax It To: 1-216-895-1930

If you have any questions please call customer service at: 1-216-895-1919

Fax: 1-216-895-1930 Phone: 1-216-895-1919

==========

Make check or money order payable to: Internet Communications

Mail check or Money Order to:

Internet Communications
30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

The entire contents of this message are copyrighted and protected by both United States copyright laws and international treaty provisions. None of the text in this message may ever be reproduced, in original or modified form, for commercial purposes, without express written permission by Internet Communications Inc.. We do authorize and encourage the forwarding of this message to interested parties, for the purpose of informing them of Internet Communications Inc. services.

5168. Make Money With Your Computer!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l2kjiipl4638@nntp0.cleveland.oh.ameritech.net>
Source record: 7019

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took! My part-time business is now a full-time home-business, thanks to your

Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

If you order within the next 10 days we will include:

1) 500 How-To Reports (You may resell these at any price)

2) Your Personal Complete Guide To The Internet -- This 175 page e-book covers every single aspect of the internet. You will never have to buy another internet book! When you complete this book, you will know more about the internet than 90% of the people online right now.

3) When you purchase our 8 MILLION SUPER responsive E-mail list we will include Mega-Mailer. It sends 250,000 E-mails per hour! All other orders will receive Pegasus Mail. It mails about 30,000 per hour.

Here's how to get the Creative E-Mail System:

All orders are delivered on CD-ROM or 100mb Zip Disk (Iomega).

============> E-Mail Databases <================

2 Million FRESH E-mail Addresses only $ 99.95
4 Million FRESH E-mail Addresses only $179.95
6 Million FRESH E-mail Addresses only $249.95
8 Million FRESH E-mail Addresses only $299.95

You will be sending your Marketing Letter to 2, 4, 6 or 8 MILLION People! To mail to 2 MILLION People by U.S. Mail at $.32 per stamp would cost $640,000.00, not including envelopes or paper! The price of 2 MILLION E-mail Addresses isn't even a fraction of the cost. And the great thing is that if you have 10 products, you can E-mail to your list as many times as you want to! Your profits will never stop soaring! Don't pay someone else to send your

advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

==========> Order Form <==========

Yes, Internet Communications Inc., I wish to take you up on your SPECIAL 10 DAY OFFER FOR YOUR CREATIVE E-MAIL SYSTEM, INCLUDING THE TWO SPECIAL BONUSES: "Complete Internet Guide Book" and "500 How-To-Reports". I understand I have to completely fill out the order form so you can fulfill my order.

Name:_____

Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

We Accept Checks By Fax Simply Tape Your Check Here With
The Above Order Form And Fax It To: 1-216-895-1930

If you have any questions please call customer service at: 1-216-895-1919

Fax: 1-216-895-1930 Phone: 1-216-895-1919

==========

Make check or money order payable to: Internet Communications

Mail check or Money Order to:

Internet Communications
30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

The entire contents of this message are copyrighted and protected by both United States copyright laws and international treaty provisions. None of the text in this message may ever be reproduced, in original or modified form, for commercial purposes, without express written permission by Internet Communications Inc.. We do authorize and encourage the forwarding of this message to interested parties, for the purpose of informing them of Internet Communications Inc. services.

5169. Gratification at bargain prices!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-06 00:00:00 UTC
From: Angel <Angel@TripleXtra.com>
Message-ID: <5knnj8$33m@sequoia.idir.net>
Source record: 7020

Want the hottest sex on the web but don't want to spend a fortune for it? Cum on over and check out our thousands of
hot women, nude celebrities, bondage, asians, interracial couples, orgies, STAR TREK STARS NUDE, Big Beautiful Women, spanking, masturbation, shemales,
movies (avi's, quicktimes, mpegs and vivo!) and more with the lowest access fee going!
Head on over to http://www.triplextra.com and get some right now!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

5170. VDI <-> Shifter colors?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5kpm8s$ej3@balaena.bio.vu.nl>
Source record: 7021

Is there an easy way to convert VDI palette index colors to Shifter colors
(ie. the ones in the actal bitmap) and vice versa?
I need to do this for a collection of prlotting routines that I use in
combination with the normal VDI routines (coz' as far as I know the VDI has
no fast plotting routine...)

Thanx...

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

As of next week, passwords will be entered in Morse code.

5171. Re: VDI <-> Shifter colors?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Message-ID: <3370C2CE.4CE9@informatik.tu-muenchen.de>
Source record: 7022

Levien van Zon wrote:
>
> Is there an easy way to convert VDI palette index colors to Shifter colors
> (ie. the ones in the actal bitmap) and vice versa?
> I need to do this for a collection of prlotting routines that I use in
> combination with the normal VDI routines (coz' as far as I know the VDI has
> no fast plotting routine...)

Hello!

Another Idea:
Plot your points in memory bitmaps and then blit them with
vdi_copy_raster onto screen, perhaps line per line. Excellent for
rectangle areas.

--
MfG., Helmut Obermeier
Mitterweg 5, D-82152 Krailling, Tel. +49/ 89/ 857 26 52
obermeie@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~obermeie/

5172. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <587cd$83c.336@HERMES>
Source record: 7023

Thomas Binder (gryf@ohm.arago.de) wrote:
> In article <5k8cej$8ud@epimetheus.algonet.se>,
> dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
> >: >: The reason I ask is that I have patched into the XBIOS vector to provide
> >: >: a XBIOS interface to my Toolbox DLL engine, and having used the first two
> >: >: data and address registers as scratch registers, I need to know if more
> >: >: registers are deemed scratch and therefore need to be saved by my code.
> > [...]
> > Roland, please read through the text again. He was asking what register
> > he was free to use without saving them when replacing a XBIOS call, and
> > as some OS XBIOS calls also uses D2 and A2 besides D0-D1/A0-A1 he should
> > be free to use them as well. That's what I was telling him...
> I must admit that I first wanted to write the same, but then I read the
> original question again and got unsure. Gaven asked if more registers are
> deemed scratch and therefore have to be saved by his code (which apparently
> means the code calling his XBIOS-interface), so D2/A2 may be used freely
> inside an XBIOS routine and therefore have to be saved before calling the
> XBIOS from within an application.

> Of course, Roland and I may have misunderstood Gaven's question, but to be
> honest I think it's a bit ambigous (which I hope my answer isn't) ;)

I was a bit ambiguous. Sorry.

What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
any more I can freely use without saving"?

From the answers generated so far, I beleve that D2 and A2 are scratch
registers used within XBIOS/GEMDOS calls (and I presume, BIOS calls as
well).

(BTW: Full marks to you for correctly spelling my name. Most people
mis-spell it as "Gavin". You correctly spelled it as "Gaven")

--

Thanks to spambots (and the address collector bots that feed them) that
cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only
telco ads [even though I am obviously not a US resident], and other
associated crap, and as I must pay for my data (email, webbing and so
forth), any email sent to my address will bounce. I would like to
apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How dare you trespass on your own property!"

5173. Re: Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <E9tntK.GCv@cix.compulink.co.uk>
Source record: 7024

>> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
>> is out RSN and incorporates more reporting and better compatibility.
>I'll take a look.
I'd welcome your views via email if you do.

>What I wanted to say with "may or may not work" was, that Dopendir() _will_
>work with certain CD-ROM drivers, so it may be a workaround for your problem,
>but it's not a real method to detect a CD-ROM.
Yes, understood. I wasn't wanting to detect a CDROM as such, but just stop
my program from crashing when a Dpathconf() call failed. Checking the path
exists with Dopendir() first seems to work... so far :-)

>Anyway, a crash due to calling Dpathconf() is either a problem of the driver
>or the kernel and should be checked.
I agree that a crash isn't a good way to go about failing the call :-)
The driver was ExtenDOS Pro.

>Do you have any more information about that crash?
No, other than a Magic '68000 exception error' whatever that is. From what I
understand of that error message, it doesn't tell you much and often isn't
related to the underlying problem.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

5174. Re: VDI <-> Shifter colors?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5kr2ek$nbt@balaena.bio.vu.nl>
Source record: 7025

Helmut Obermeier (obermeie@informatik.tu-muenchen.de) wrote:

: Another Idea:
: Plot your points in memory bitmaps and then blit them with
: vdi_copy_raster onto screen, perhaps line per line. Excellent for
: rectangle areas.

Yeah, but I'd need something to plot them with, wouldn't I?
That's where my little routine comes in handy. There's just one
problem: it writes directly into the bitmap, and as the shifter
palette indices seem to differ from those used by the VDI, I'd need
some way of converting them into eachother...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Are you a turtle?

5175. Help with RSC translations !

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-07 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5kr3il$pk5$1@nic.ott.hookup.net>
Source record: 7026

I seem to be coming up with a problem lately with editing my resources .
Everytime I edit my PAPYRUS RSC from french to english it comes back with this
is not the right resource message. Are they saying there using a Byte count ?
The same thing happens with Connect95 but in a different way . Here it does
work but the desktop boxes no longer are visible . What's going on here ? Any
help is appreciated .
Thanks in advance !

****
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
****

5176. Re: Toolbox API: Detecting the Toolbox

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <587cd$1180.2f5@HERMES>
Source record: 7027

In order to detect the Toolbox, you will need to call the Toolbox ID function via the XBIOS interface.

If the Toolbox does not exist, the XBIOS will return an error code equal to the XBIOS function number.

If it does exist, it will return 'TLBX' in data register zero.

The XBIOS function number through which you communicate with the Toolbox is number $7462 ('tb' in ascii, or 29794 decimal).

To call the ID function within the Toolbox, you pass a 32 bit function number of zero as a parameter.

So, the entire detection code looks like this:

```
xtlbxID:
clr.l -(sp) ; tlbxID()
move.w #'tb',-(sp) ; XBIOS interface to TLBX
trap #14 ; call XBIOS
addq.w #2+4,sp ; clear stack
cmp.l #'TLBX',d0 ; does it exist?
bne not_exist ; nope, so do something else...
```

Previous versions of the Toolbox installed a 'TLBX' cookie in the cookie jar, but the "data" portion of the cookie was altered frequently, and should not be relied upon.

All Toolbox calls are normally via "TRAP #0", however, as some debuggers (like Hisoft's MON that accompanies Lattice C, Devpac, and Hisoft Basic) like to reprogram the Trap #0 vector to point to their own "invalid trap" handler, the ID function will also reprogram the vector to point to the correct place. This is why you should use the xtlbxID() function above to detect it. This function has recently been introduced as the only legal means of detecting the Toolbox.

If you own Lattice C, and wish to inline xtlbxID() in your apps, simply add the following lines to your TLBX.H file

```
#include "0/types.h"

uint32 _xtlbxID(uint16,uint32);
uint32 _tlbxID(uint32);

#define _XTLBX {register d2,a2; "4e4e";}
#define _TLBX { "70007210204022404e40";}
```

```
#pragma inline d0=_xtlbxID((short),) _XTLBX
#pragma inline d0=>tlbxID() _TLBX

#define xtlbxID() _xtlbxID('tb',0x000)
#define tlbxID() _tlbxID(0x000)
```

, and then you can just detect the Toolbox like this:

```
#include "0/tlbx.h"

int main( int argc, char *argv[] )
{
if( xtlbxID() != 'TLBX' ) {
printf( "TLBX not available\n" );
return errorNoToolbox;
}

..
}
```

I'll be uploading the Toolbox to an FTP site or perhaps an Atari binaries newsgroup shortly.

If you have any questions or comments, feel free to follow up the Toolbox API threads.

--

Thanks to spambots (and the address collector bots that feed them) that cause my inbox to be filled [75 to 80%] with MMF/pyramid schemes, US-only telco ads [even though I am obviously not a US resident], and other associated crap, and as I must pay for my data (email, webbing and so forth), any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

<News Flash>

I can now be contacted via an intermediary : gem at tos pl net

--

Quote For The Month:

"How dare you trespass on your own property!"

5177. The Shotgun BBS Secret Is Finally Out!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: tony.campbell@fidonet.org
Message-ID: <577cd$142d23.1dd@NEWS>
Source record: 7028

This archive was created to show you how the proprietary graphics protocol
used by Shotgun BBS actually works. Yes people, the secret is out, no more
trying to hide Shotgun's limitations, you can now see why there are no SVGA
doors written for Shotgun. It is simply because of the lack of forethought
and good planning by the author. Everything in this archive is written for
Borland/Turbo Pascal v7.0

The BBSLIST.PAS is the main program source code for an example BBS
listing door for Shotgun. Its simple, and shows you exactly what a
person can actually do with SVGA doors and Shotgun. That is "Very
Little", sad, but true. The chances of Shotgun's graphics protocol
ever becoming adopted as a standard are slim to absolutely none.

The YAPPKIT.PAS is the unit file that shows how Shotgun BBS handles
screens and parses keypresses. If you don't use Async Professional,
you will no doubt have to make major modifications to this file!

To recompile the SG screens to GIP screens, use the -REALNAME switch
at the end of the command line for PAKGIP.EXE or it won't work! You
can't just renmame the file!

Tony Campbell, SysOp
TheLitterBox(r) BBS
<BSP> <AOP> <ASP>
717-765-8995
1:270/1001@Fidonet

section 1 of 1 of file devkit10.exe < uuencode 5.32 by R.E.M. >

begin 644 devkit10.exe
<uuencoded_portion_removed>
(1^6+R_H]WX``
`
end

5178. Re: Internet telephone

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5ks8iq$kor@m1.cs.man.ac.uk>
Source record: 7029

In article <5k7bb9$ft5$1@news.th-darmstadt.de>, gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>Hi!
>
>In article <5k5cvk$5lg@m1.cs.man.ac.uk>,
> lais@cs.man.ac.uk (S94) writes:
>> He's clearly not one to
>> use two words when one will suffice, a bandwidth conservationist...
>A bandwidth conservationist asking for an InterNet telephone program? ;>

Heeheehee! Shot myself in the foot there!

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

5179. Neede: Resellers for Adv. Comp. Products.(only serious replies).

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: Jeroen <amocomp@dds.nl>
Message-ID: <5kthl2$39h@guust.globalxs.nl>
Source record: 7030

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

Hello

I am starting up a company in the Netherlands. We are distributor for many products in Europe and outside. We are looking for companies who want to become reseller of some of our products in there country.

We have products for every branche in our assortiment. Just mail me and we can discuss this further.

We are also looking for programmers since we are developing software ourselves, If you can program good please contact me and we can discuss this.

Sincerely

Ruben Daniels

5180. Neede: Resellers for Adv. Comp. Products.(only serious replies).

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktjvh$39h@guust.globalxs.nl>
Source record: 7031

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

I need Software developers who can program highly advanced graphic programs.
The Software needs to run on Unix Workstations and Windows NT/95 environment.

It is not a one person project. You will be working with multiple people.
So you have to know(or learn fast) how to work in a team.
It doesn't matter were you live. 'Cause we can have contact through the Internet.

If you think you can do this, PLease ReMail this message and tell me something
about yourself and your work(not neccesary). And I will send you some more information.

Sincerely

Ruben Daniels

5181. Free: Make 3D scan from real object to virtual object

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktnbb$39h@guust.globalxs.nl>
Source record: 7032

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

The CAD industry is a very delicate industry.
Everything has to be precies sometimes as precise as a 10th or 1/100 of a mm.
This is iin some case impossible to do with a computer cad program.

Companies that have these problems for instance people in the designing industry have to make everything perfect.
For them is it impossible and much to time costly to use a computer fo this purpose.

Well I have got the best thing for you.

It is an machine developed in Denmark.
There is still only one prototype of it.
It is a laser wich can scan any object and make it into a dxf format file.

Of course you can see that this machine has unlimited possiblities to use it.

We offer now, 'cause we still have to refine and test it, a free use of the machine.
The only thing you have to pay are the transportation of the object you want to scan to send to Denmark.

It has an accuracy of about 1/10 mm but if the machine is ajusted just right it cen be even more accurate.
In the future we expect it to be as accurate as 1/100 of a mm.

Of course the objects cannot be very large. If they are they must scanned in a couple of times.
Of course this is no problem.

It can save tens of thousands of dollars because else someone had to make it with the computer which is impossible to do with a precision of a 10th mm.

The speed of this machine is incredible of course you can control this but it can be done in 5 minutes. Of course the scan will be better if you let it take more time to scan.

Please remail this message for more information. Please tell me what kind of object you want to use it with etc. If you want to make use of the testing we will bring you in contact with the developer of the 3D laser.

When you remail lthis message please answer the following questions.

Thank you

- If this machine was brought to the market what would you be willing to pay for it?

$10.000 - $20.000
$20.000 - $30.000
$30.000 - $40.000
$40.000 - $50.000
Another value please type it yourself

- What would you use it for and what do you think it can be used for?

- Do you know people who could use this product? (Do you want us to contact them)

Sincerely

Ruben Daniels

amocomp@dds.nl

5182. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-09 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5kvak7$5m6$1@news.th-darmstadt.de>
Source record: 7033

Hi!

In article <587cd$83c.336@hermes>,
gmiller@inca.co.nz (Gaven Miller) writes:
> What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
> any more I can freely use without saving"?
>
> From the answers generated so far, I beleve that D2 and A2 are scratch
> registers used within XBIOS/GEMDOS calls (and I presume, BIOS calls as
> well).
Yes, D2 and A2 may be used freely within (X)BIOS- and GEMDOS-calls, but
as I've already mentioned, it's wise to save at least A2 within GEMDOS
calls, as some older software relies on the (undocumented) behaviour of
all built-in GEMDOS-calls not altering A2.

IIRC, FPU registers aren't used in any operating systems calls and there
are no reliable docs whether you may use them or not. So, I'd assume
all FPU registers have to be preserved within an additional operating
system call. If you don't need them anyway, don't care about them.

> (BTW: Full marks to you for correctly spelling my name. Most people
> mis-spell it as "Gavin". You correctly spelled it as "Gaven")
Well, IMO it's not that hard to read and write names correctly, as long
as they're not too unusual, which I'd say Gaven isn't for sure ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5183. information on GEM routines

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-09 00:00:00 UTC
From: Henk Stegeman <henk.stegeman@tip.nl>
Message-ID: <337360BB.3431@tip.nl>
Source record: 7034

Where can I find information about GEM functions.
(to be called from assembler by the trap #1 command.)

Thanks.

5184. pelligrini@ocean

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-10 00:00:00 UTC
From: lab@lv
Message-ID: <KikJtISX8GA.90@graylady.usa1.com>
Source record: 7035

Hi, we'll get right to the point. We operate one of the finest
quality custom color labs in the USA. To introduce you to our
service we're offering the following Internet enlargement special:

Your color negatives hand printed on Kodak Supra Professional
16x20 inch paper. All negatives printed full frame.
Exhibition quality and color corrected---send us any size color
negative (35mm up to 4x5 inches).

* * * * * * * * * *
16 x 20 inch color enlargement special
5 identical prints from same negative-------$79
10 identical prints from same negative------$129
* * * * * * * * * *

Most orders 1 to 2 days in the lab. Add $6 priority mail shipping;
international add $10. We accept Visa and Mastercharge.

Mail your negative(s) and payment to:

TSP CUSTOM LAB
P.O. Box 248
Lake Village, IN 46349 USA
phone 219-992-2413 fax 219-992-2644

visit our website http://www.centralcontrolsystems.com/saylordesign/photo/prolab.htm

5185. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-10 00:00:00 UTC
From: thomasni@login.eunet.no
Message-ID: <5l2ni2$23n$1@elle.eunet.no>
Source record: 7036

On 10 Mar 1997 14:42:33, Robert Aries wrote:

>The problem is that this call doesn't seem to work if the mouse is near
>the top of the
>screen. I suspect that it has to do with conflicts with the menu bar,
>except that my
>program doesn't use a menu (it needs the whole screen). Is there

Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
and message responds.

Regards, Thomas

5186. FREE at home bussiness

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-10 00:00:00 UTC
From: Duncan <duncan@mm1.sprynet.com>
Message-ID: <5l2nvl$sjq@lal.interserv.com>
Source record: 7037

```
This is truly a great opportunity. With a little work, you can make a LOT of money!!!!
http://freedomstarr.com/?GR9021010
for details. Just do it!!!

**********************************************************************
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
**********************************************************************
```

5187. Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-10 00:00:00 UTC
From: tobewild@aol.com
Message-ID: <19970510100800.GAA15978@ladder01.news.aol.com>
Source record: 7038

can any one enlighten me as to what hardware/software is need to write and make CD games for the Atari Jaguar. Can it be done on a PC with some kind of emulator or card and a version of C programming.
If you know how much this investment costs please tell me.

5188. MIDI Programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-11 00:00:00 UTC
From: Erik.Kohl@mimer.uk.umea.se
Message-ID: <5l4352$8v4$1@studium.student.umu.se>
Source record: 7039

Is there any good books about MIDI programming?
Is there any good freeware/shareware?
Is there anything else you want to tell me about MIDI programming?
Which language should I use...C...?

Please, give me some good advice.

5189. Re: Dpathconf() and a CDROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-11 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5l51socta1@nic.ott.hookup.net>
Source record: 7040

On 7 May 1997 17:41:43 , "Mark Baines" wrote:
>>> THE system analyser for all Ataris and OSes. Current version 2.14 but 2.20
>>> is out RSN and incorporates more reporting and better compatibility.
>>I'll take a look.
>I'd welcome your views via email if you do.
>
>>What I wanted to say with "may or may not work" was, that Dopendir() _will_
>>work with certain CD-ROM drivers, so it may be a workaround for your problem,
>>but it's not a real method to detect a CD-ROM.
>Yes, understood. I wasn't wanting to detect a CDROM as such, but just stop
>my program from crashing when a Dpathconf() call failed. Checking the path
>exists with Dopendir() first seems to work... so far :-)
>
>>Anyway, a crash due to calling Dpathconf() is either a problem of the driver
>>or the kernel and should be checked.
>I agree that a crash isn't a good way to go about failing the call :-)
>The driver was ExtenDOS Pro.
>
>>Do you have any more information about that crash?
>No, other than a Magic '68000 exception error' whatever that is. From what I
>understand of that error message, it doesn't tell you much and often isn't
>related to the underlying problem.
>
>
>Slainte mhath
>Mark
>
>--
>* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
>* * NeST: 90:102/107.0@nest.ftn *
>* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
>* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
>
>
>.
Maybe an easier answer would be to e-mail Roger Burrows as depending on what
version of Magic you use a fix has been made !

****
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
****

5190. Master RSC

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-11 00:00:00 UTC
From: Vincent Viaud <Vincent.Viaud@wanadoo.fr>
Message-ID: <33764030.6861@wanadoo.fr>
Source record: 7041

does anyone know where i can find Master RSC (a new RSC editor) ?
thanks.
--
/--\
| Vincent Viaud (Beaster) |
| programmeur (pas tr&#65533;s productif) sur falcon. |
| MICRO$OFT suck |
\--/

5191. Infusion BBS Software

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-11 00:00:00 UTC
From: Grant Passmore <skaboy@usa.net>
Message-ID: <33765d10.0@data.wt.net>
Source record: 7042

I just thought I'd let everyone know....

There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
that the sysop can imagine..and more.

Some basic features are:

o Multi-node upto 255 concurrent users
o Light-bar support [arrow keys]
o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
o Pipe Color Codes
o MCI Codes
o Powerful scripting language
o Internal One-Liners, Blacklist, voting booth, etc
o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
o Internal COMM Program with internal protocols, Auto Up/DL
o Great support
o Basically all of the great features of OBV/2 and Iniquity combined

Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.

Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs

send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net

-lata
skaboy101

5192. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33770E62.1D95@ix.netcom.com>
Source record: 6946

Thomas Nilsen wrote:
>
> On 10 Mar 1997 14:42:33, Robert Aries wrote:
>
> >The problem is that this call doesn't seem to work if the mouse is near
> >the top of the
> >screen. I suspect that it has to do with conflicts with the menu bar,
> >except that my
> >program doesn't use a menu (it needs the whole screen). Is there
>
> Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
> and message responds.

Talk about delayed response <g>!

The problem with EVNT_MULTI() is that, as I understand, it doesn't return until something happens. I needed continuous information as to the location of the mouse.

Anyway, problem solved--for me. I'm just using GFA BASIC's own MOUSEX and MOUSEY calls, which probably use Line-A routines. Yes, I know that's not the cool thing to do. I'll be able to check my program on a Falcon to see if there are problems. Of course, I pprobably won't be able to do anything about it if there are!

Rob Aries

5193. Re: MIDI Programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33771111.5133@ix.netcom.com>
Source record: 6947

Erik Kohl wrote:
>
> Is there any good books about MIDI programming?

Don't know any offhand but they're out there.

> Is there any good freeware/shareware?

Have you looked? What kind of stuff do you want? I've written some apps for dealing with MY gear and software: An Akai S900 program editor, Korg M3R "combi consolidator" and "combi copier", a program to translate 9-pin printer dumps from Dr T's COPYIST (notation) program into graphic files and edit them, another to create/edit Copyist user symbols, a small utility to send big sysex files, and a few others I've forgotten about. I'm now working on a program for my latest synth, a Roland XP-50.

> Is there anything else you want to tell me about MIDI programming?

Not at the moment.

> Which language should I use...C...?

Which language do you use now? I use GFA BASIC which works quite well. I would imagine that there are C libraries that can do it just as well.
>
> Please, give me some good advice.

Start programming and post with more specific questions! It worked for me!

Rob Aries

5194. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: Vegard Hofsoy <veg@a.sol.no>
Message-ID: <33771447.4AD1@a.sol.no>
Source record: 6948

Robert Aries wrote:
>
> Thomas Nilsen wrote:
> >
> > On 10 Mar 1997 14:42:33, Robert Aries wrote:
> >
> > >The problem is that this call doesn't seem to work if the mouse is near
> > >the top of the
> > >screen. I suspect that it has to do with conflicts with the menu bar,
> > >except that my
> > >program doesn't use a menu (it needs the whole screen). Is there
> >
> > Why not use EVNT_MULTI()? It should be able to give you mouse, keyboard
> > and message responds.
>
> Talk about delayed response <g>!
>
> The problem with EVNT_MULTI() is that, as I understand, it doesn't
> return until something happens. I needed continuous information as to
> the location of the mouse.

Just set EVNT_MULTI to wait for timer events and set the timer to a very
short value. The mouse coordinates will always have the current values,
no matter what event triggered the exit from EVNT_MULTI...

Vegard Hofsoy
http://home.sn.no/~veg/gfa.html

5195. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5l707j$epm@newstoo.ericsson.se>
Source record: 6949

In article <33770E62.1D95@ix.netcom.com>, Robert Aries <robaries@ix.netcom.com> writes:
> The problem with EVNT_MULTI() is that, as I understand, it doesn't
> return until something happens. I needed continuous information as to
> the location of the mouse.

You can get a TIMER message to solve this.
Set the TIMER event to for example 15 (15 ms)
then when you recieve the timer message you also
get the mouse position and state.

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

5196. A question about malloc.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970512130004.32650A-100000@servalan>
Source record: 6950

Hi,
In assembly language I need to be able to find out both the total amount
of free memory, and the size of the largest free block.
I know I can use malloc with a size of -1, but which of the two sizes does
it return, and how can I find out the other.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

5197. Re: A question about malloc.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>
Source record: 6951

>Hi,
>In assembly language I need to be able to find out both the total amount
>of free memory, and the size of the largest free block.
>I know I can use malloc with a size of -1, but which of the two sizes does
>it return, and how can I find out the other.
>
>

The GEMDOS Malloc() call (not to be confused with the malloc() call that
is part of most C libraries) returns the size of the largest block when
passed a value of -1L.

There is no "good" way to find out the total amount of free RAM, other
than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh,
and don't forget to free these blocks up afterward, preferably in the
reverse of the order you allocated them. I use a linked list to do this.

Dan Wilga dwilga@mtholyoke.edu

5198. Hisoft Basic prob for beginner programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <5l81a7$3j4$1@roch.zetnet.co.uk>
Source record: 6952

Hi People,
Forgive the no-nothing nature of this posting, but......
I find myself in need of a rather wierd utility that doesn't yet exist, so have decided I'll have to program it myself. Unfortunately what I know about programming could be written in large type on a postcard <g>
I'm using Hisoft Basic to do this, although I guess I could use Personal Pascal or Hisoft C if needed as I think I have both of them somewhere in my disc collection.
The problem is I've got an ASCII file that represents half wave-cycles of eight-bit audio, I want to teurn them into full-wave cycles, by splitting them up and inserting extra half-waves of a repeated but inverted type. ie I need to load each separate half-wave, invert each byte by taking it away from 255 and then stitching the two half-waves together. Each half wave is 64 bytes long, and is in a raw ASCII file. The whole file is 8K long, and has 128 separate half-waves in it. If stitching it together to make the final file is too hard, I could live with having a file of just the inverted data, although I'd rather not. I'm a bit stuck as the file is not comma-delimited in the way that would be normal for the old Basic DATA statement.
The process that has me stuck is loading an individual byte from an undelimited file, proccessing it is OK, I can use the ASC and CHR$ things, but stitching the two sub-files together onto the end of the final file is beyond me too at this point.
Unfortunately the Hisoft Manual (Another reason for using Basic is I have a real manual, the others are cover-disc give-aways) goes straight from a really simple <For a = 1 to 10>, <Print a> kind of thing into something about the Towers of Hanoi game (rings on poles)
I've thought of several ways of doing the load, if there was some way of erasing the first character in the file then I could cut each one off after processing and ASC would get me the value of the first character. I could then use that to generate each 64-byte chunk of the half wave, but I'd need some sort of sequential file-writer to do it with, use CHR$ and a similar sequential technique to generate the inverted side of the wave, then stitch each half wave together in order, as a final file...
I don't need graphics, this is a one shot to convert one file, but parts of it might come in handy again. In case you're wondering the files are wavetables from an old synthesiser that used these half-waves as raw sounds, in order to access the sounds we'd like to have full waves as it makes the decoding easier with normal electronics.
Many thanks in advance for any help you can provide, please reply via

email rather than the group, I guess very few others will be interested in watching my faltering steps being corrected <g> also, my news access can be a bit flaky at times, zetnet frequently seem to run several days adrift...

chrisc

5199. Re: Hisoft Basic prob for beginner programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: orb@u.washington.edu
Message-ID: <5l89hq$itu@nntp6.u.washington.edu>
Source record: 6953

In article <5l81a7$3j4$1@roch.zetnet.co.uk>,
Chris Crosskey <chrisc@zetnet.co.uk> wrote:
>
...
> The problem is I've got an ASCII file that represents half
>wave-cycles of eight-bit audio, I want to teurn them into full-wave
>cycles, by splitting them up and inserting extra half-waves of a
>repeated but inverted type. ie I need to load each separate half-wave,
>invert each byte by taking it away from 255 and then stitching the two
>half-waves together. Each half wave is 64 bytes long, and is in a raw
>ASCII file. The whole file is 8K long, and has 128 separate half-waves
>in it. If stitching it together to make the final file is too hard, I
>could live with having a file of just the inverted data, although I'd
>rather not. I'm a bit stuck as the file is not comma-delimited in the
>way that would be normal for the old Basic DATA statement.
...

sounds like a job for perl :) Is their a version of Perl for TOS?
how usable is it? If you can't get it for the Atari, do it on a unix
box. mucho easier.

btw- why exacly do you need full waves cycles? Was the positive or
negative polarity clipped from the recording? You might have trouble
reproducing the original waveform.

-kyle

5200. Re: Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5l6lth$sdr@balaena.bio.vu.nl>
Source record: 7043

ToBeWild (tobewild@aol.com) wrote:
: can any one enlighten me as to what hardware/software is need to write and
: make CD games for the Atari Jaguar. Can it be done on a PC with some kind
: of emulator or card and a version of C programming.

Try looking at this URL:

http://www.it.lth.se/~sven/istari.htm

-=Levjenno

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Bizoos, n.:
The millions of tiny individual bumps that make up a
basketball.
-- Rich Hall, "Sniglets"

5201. Re: information on GEM routines

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <5c7cd$122ca.1e0@HERMES>
Source record: 7044

Henk Stegeman (henk.stegeman@tip.nl) wrote:
> Where can I find information about GEM functions.
> (to be called from assembler by the trap #1 command.)
^^^^^^^

(I assume that this was a typo. _GEM_ is called via TRAP #2, whereas _GEMDOS_ is called via TRAP #1)

I use the Compendium book as a reference to the system calls I may use once every three millennium. (However, I'd have liked it to be a lie-flat [ring-bound] book. Admittedly that may be difficult with a book of 900-odd pages)

--

Any email sent to my address will bounce. I would like to apologise to the genuine respondents that this may inconvenience.

<News Flash>

I can now be contacted via an intermediary : gem at tos pl net

--

Quote For The Month:

"How dare you trespass on your own property!"

5202. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-12 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzhgg99eo3.fsf@issan.informatik.uni-dortmund.de>
Source record: 7045

Thomas Binder <gryf@hrzpub.th-darmstadt.de> writes:

|> IIRC, FPU registers aren't used in any operating systems calls and there
|> are no reliable docs whether you may use them or not. So, I'd assume
|> all FPU registers have to be preserved within an additional operating
|> system call. If you don't need them anyway, don't care about them.

You should never use the FPU inside the OS calls. There will be all kind
of problems if you try to, eg., exceptions may only be reported at the
next fpu insn, so you might get one from the last fpu insn executed in
user mode. At least you should save and restore the *whole* fpu context
(fsave/frestore + fmovem for all fpu registers) around any use of the fpu
inside the OS call. Or better, don't use it at all.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5203. Re: Infusion BBS Software

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: Danny Clay Parker <madcat13@planetc.com>
Message-ID: <5l9ckl$8sb@news.planetc.com>
Source record: 6954

Does anyone have a list of Atari BBS's?

If you do, please post them.

MadCat13 (madcat13@planetc.com)

Grant Passmore<skaboy@usa.net> wrote:
>I just thought I'd let everyone know....
>
>There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
>support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
>that the sysop can imagine..and more.
>
>Some basic features are:
>
>o Multi-node upto 255 concurrent users
>o Light-bar support [arrow keys]
>o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
>o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
>o Pipe Color Codes
>o MCI Codes
>o Powerful scripting language
>o Internal One-Liners, Blacklist, voting booth, etc
>o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
>o Internal COMM Program with internal protocols, Auto Up/DL
>o Great support
>o Basically all of the great features of OBV/2 and Iniquity combined
>
>Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.
>
>Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
>or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs
>
>send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net
>
>-lata
>skaboy101
>
>

5204. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33787C22.1EE2@ix.netcom.com>
Source record: 6955

Thanks, Erik and Vegard, for suggesting the use of a timer to exit the EVNT_MULTI() call. I'll give it a try but I'm not too optimistic. The function I used at one point (I forget if it was AES or VDI) was too slow for me--the mouse pointer flickered badly. The GFA MOUSEX and MOUSEY calls are much, much faster--probably because they directly access Line-A.

Rob Aries

5205. A question about malloc.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <967_9705131332@conchbbs.com>
Source record: 6956

```
s > In assembly language I need to be able to find out both the
s > total amount of free memory, and the size of the largest free
s > block. I know I can use malloc with a size of -1, but which of
s > the two sizes does it return, and how can I find out the other.

Malloc(-1) returns the size of the largest free block. To get the
total amount of free RAM, one must loop over all the remaining free
blocks. The C code for this would be

long free_ram(void) {
long size,total,last;
long *p;

last = total = 0L;
while((size = Malloc(-1)) >= 4) {
total += size;
p = Malloc(size);
if(!p) break; /* this should never happen! */
*p = last;
last = (long) p;
}
while(last) {
p = (long*) last;
last = *p;
Mfree(p);
}
return(total);
}

If you can't read C, I could translate this into assembly (but don't
particularly want to).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5206. Re: Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: Thomas Harte <T.Harte@btinternet.com.REMOVE_THIS_BIT>
Message-ID: <01bc5feb$ff808fa0$8a2e63c3@default>
Source record: 6957

> Try looking at this URL:
>
> http://www.it.lth.se/~sven/istari.htm

It doesn't resolve for me. Anyone had better luck?

-Thomas

5207. VDI <-> Shifter colors?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <966_9705131332@conchbbs.com>
Source record: 6958

```
l > Is there an easy way to convert VDI palette index colors to
l > Shifter colors (ie. the ones in the actal bitmap) and vice
l > versa?

For 4 color and 16 color modes you can create a lookup table using
the published values. For 256 color mode, the best method is to
draw all 256 colors to the screen using color indexes then examine
the resulting bit maps values using v_get_pixel().

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5208. Re: Hisoft Basic prob for beginner programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Message-ID: <5l9l58cvm1@miranda.gmrc.gecm.com>
Source record: 6959

>sounds like a job for perl :) Is their a version of Perl for TOS?

yes, I have version 4 running Relational Data Base scripts, and I believe
version 5 is also available. But an even simpler approach would be to use awk.

Bruno

5209. Re: Scratch registers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5l9nti$2sh$1@laas.laas.fr>
Source record: 6960

>What I meant was : "A0-A1/D0-D1/FP0-FP1 are scratch registers, are there
>any more I can freely use without saving"?

Well, I think that, in the various messages that Thomas and I posted, you have
got a clear picture now, Gaven.
However, there is still a point that I would like to precise.

The FACT is that (X)BIOS and GEMDOS calls may destroy D0-D2/A0-A2. Now, how
to behave knowing that depends on what you want to do:
(1) If you want to write your own stand-alone assembly code making (X)BIOS calls,
it is up to you to keep valuable data in any of D0-D2/A0-A2, and to save them when
making the (X)BIOS calls.
(2) If your assembly code is one piece of a larger program, in C, say, then you
must conform to the PROGRAMMING MODEL of your compiler. In Lattice C, for example,
only D0-D1/A0-A1 are allowed to be destroyed by a routine. In this case, your
assembly code must save D2/A2 upon entry and restore them upon return, IF your code
makes any (X)BIOS/GEMDOS call, that is, even if you don't play with these registers
yourself. Failure to do this systematically may lead to a crash of the routine which
called yours.

Cheers.

Roland (prajoux@laas.fr)

5210. Programming Assistance

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-13 00:00:00 UTC
From: support@registerline.com
Message-ID: <5lad17$1sc_056@news.earthlink.net>
Source record: 6961

The following files are available for download via Regi$ter
Online: http://registerline.com/progmmrs.htm

FREEWARE
How to Copyright Your Shareware (TEXT - SIZE: 35.9KB)
Explains the importance of copyright and the proper way to
legally protect your creations.

SHAREWARE
Win3.x Password Program (SHAREWARE - SIZE: 145KB)
Random Password Generator as the name implies will randomly
select from a group of number, letters or both and select
passwords. Requires Window 3.X

SHAREWARE
Pinnacle Help Me System (DOS - SIZE: 70.1KB)
The Pinnacle Help System equips the software developer with
a method of providing new users with the information they
need to get started.

FREEWARE
Corporate Software Policy (TEXT - 41.6KB)
Provides a framework within which a company can not only
learn more about the copyright laws and how they apply to
software, but also as a starting point which can be used to
develop a similar policy for your own business.

SHAREWARE
The Shareware Installer (DOS - SIZE: 54.3KB)
Intro, Install, Exit messages; partial installs, upgrades,
etc.; Checks disk space, conv. and ext. memory, DOS ver.,
CPU, video card and monitor; supports multiple disks and
files; optionally modify AUTOEXEC.BAT & CONFIG.SYS; installs
self-extracting EXE, ZIP files, and /or copy files.

PUBLIC DOMAIN
Shareware License Example (TEXT - 6.41KB)
Example of how to create a Shareware License file.

FREEWARE
Copy Protection Example (TEXT - SIZE: 4.76)
THIS IS AN EXAMPLE OF A SECURITY TYPE PROGRAM. IT RANDOMLY
PICKS A CODE THAT MUST BE ENTERED BY THE USER. IF THE CODE
IS WRONG, IT WILL GIVE AN ERROR MESSAGE.

REGI$TER ONLINE! http://registerline.com
Charge shareware registration fees to your Phone Bill!

No credit cards, checks, or money orders needed!
Home of Design-YOURware Programming Proposal and Creativity Tool

5211. Re: VDI <-> Shifter colors?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-14 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970514125328.1341N-100000@tingeling.lysator.liu.se>
Source record: 6962

On 13 May 1997, John Kormylo wrote:

> l > Is there an easy way to convert VDI palette index colors to
> l > Shifter colors (ie. the ones in the actal bitmap) and vice
> l > versa?
>
> For 4 color and 16 color modes you can create a lookup table using
> the published values. For 256 color mode, the best method is to
> draw all 256 colors to the screen using color indexes then examine
> the resulting bit maps values using v_get_pixel().

No real need to, but if you do, you will see that in 256 colour mode, the first 16 colours are ordered the same way as in 16 colour mode, and the other 240 colours are in the same order in VDI as in the Shifter.

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5212. Re: A question about malloc.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-14 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5lcig6$l9a$2@news.th-darmstadt.de>
Source record: 6963

Hi!

In article <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) writes:
> [...]
> There is no "good" way to find out the total amount of free RAM, other
> than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh,
> and don't forget to free these blocks up afterward, preferably in the
> reverse of the order you allocated them. I use a linked list to do this.
Note that

a) Malloc(Malloc(-1L)) may fail in multitasking environments

and

b) it's a good idea to call such a function via Supexec(), as both MiNT
and MagiC disable taskswitching in supervisor mode, so a) won't
happen. Of course, this may not hold true for future versions of other
multitasking environments.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5213. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-14 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5lci8p$l9a$1@news.th-darmstadt.de>
Source record: 6964

Hi!

In article <33787C22.1EE2@ix.netcom.com>,
Robert Aries <robaries@ix.netcom.com> writes:
> [...]
> The function I used at one point (I forget if it was AES or VDI) was too
> slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
> MOUSEY calls are much, much faster--probably because they directly
> access Line-A.
May I ask what you want to do? I wrote a little accessory some time ago
which writes the current mouse position into a window frequently. To
avoid flickering of the mouse pointer for such things, it's a good idea
to check if the mouse pointer is inside the rectangle which is affected
by the drawing before switching it off (of course, add some buffer area
around the rectangle). If it's an AES call, though, you can't influence
if it hides the mouse or not.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5214. Re: A question about malloc.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-14 00:00:00 UTC
From: ersmith@netcom.com
Message-ID: <ersmithEA6IGA.Mrr@netcom.com>
Source record: 6965

In article <5lcig6$l9a$2@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
>In article <dwilga-1205970923360001@dwilga.comm.mtholyoke.edu>,
> dwilga@mtholyoke.edu (Dan Wilga) writes:
>> [...]
>> There is no "good" way to find out the total amount of free RAM, other
>> than to Malloc(Malloc(-1L)) repeatedly until you run out of memory. Oh,
>> and don't forget to free these blocks up afterward, preferably in the
>> reverse of the order you allocated them. I use a linked list to do this.

>Note that
>
>a) Malloc(Malloc(-1L)) may fail in multitasking environments
>
>and
>
>b) it's a good idea to call such a function via Supexec(), as both MiNT
> and MagiC disable taskswitching in supervisor mode, so a) won't
> happen.

Under MiNT it's also possible to find out the total amount of free
memory directly, by doing a Dfree() call on U:\PROC (i.e. have your
program change directory to U:\PROC and then do a Dfree() on drive
U:). This has the advantages of being an atomic operation, of not
shutting out multitasking, and not requiring the management of the
list of free blocks; but the disadvantage of not working under ordinary
TOS. (I'm not sure if MagiC supports this or not.)
--
Eric R. Smith
ersmith@netcom.com

5215. Re: Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <337AB9B4.2831@it.lth.se>
Source record: 6966

Thomas Harte wrote:
>
> > Try looking at this URL:
> >
> > http://www.it.lth.se/~sven/istari.htm
>
> It doesn't resolve for me. Anyone had better luck?
>
> -Thomas

My pages are on a proper unix server so use

http://www.it.lth.se/~sven/istari.html

Regards

Sven Karlsson - Istari Software

5216. Re: Toolbox API: A sample extension in C

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <337ABD5A.2337@it.lth.se>
Source record: 6967

Gaven Miller wrote:
>
> As you may be aware, I have been readying my Toolbox DLL engine for later

This post is for Gaven (since his mail adr bounce) but also for
everybody interested in Fenix. Please let Gaven know of this post.

As you might know I'm writing Fenix which is a complete rewrite of
TOS/MiNT. Fenix has a scheme for shared libs similar to the Toolbox.
Since I think there is no need for two different library systems I
think we should discuss a cooperation.

Regards
Sven Karlsson - Istari Software

5217. ? programm tracer/disassembler ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <5lekt9$fqa@commserv.fb1.fhtw-berlin.de>
Source record: 6968

```
i'm looking for a programm that runs another programm like a
debugger, but writes the instruction-sequenze into a file, including
the values of the registers at execution of the instruction !

--
-
-- Jo'ogn (; - 030/606 91 85
```

5218. Re: Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: Danny Clay Parker <madcat13@planetc.com>
Message-ID: <5lfut8$v73@news.planetc.com>
Source record: 6969

One of the best Jaguar info sites is the Jaguar Server Page.

Use webcrawler, etc. and type in "jaguar server"

MadCat13

5219. Re: Jaguar programmers

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lf6d4$fic@balaena.bio.vu.nl>
Source record: 6970

Sven Karlsson (sven@it.lth.se) wrote:

: > > http://www.it.lth.se/~sven/istari.htm
: > It doesn't resolve for me. Anyone had better luck?
: My pages are on a proper unix server so use
: http://www.it.lth.se/~sven/istari.html

Whoops, damn Mac mouses are so ureliable when cutting and pasting... :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In a five year period we can get one superb programming language. Only
we can't control when the five year period will begin.
From news Thu May 15 16:25:40 1997
To: wezel
Subject: Local Post
Content-Length: 1081

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Jaguar programmers
Date: 15 May 1997 14:25:40 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 19
Message-ID: <5lf6d4$fic@balaena.bio.vu.nl>
References: <19970510100800.GAA15978@ladder01.news.aol.com> <5l6lth$sdr@balaena.bio.vu.nl>
<01bc5feb$ff808fa0$8a2e63c3@default> <337AB9B4.2831@it.lth.se>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Sven Karlsson (sven@it.lth.se) wrote:

: > > http://www.it.lth.se/~sven/istari.htm
: > It doesn't resolve for me. Anyone had better luck?
: My pages are on a proper unix server so use
: http://www.it.lth.se/~sven/istari.html

Whoops, damn Mac mouses are so ureliable when cutting and pasting... :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In a five year period we can get one superb programming language. Only
we can't control when the five year period will begin.

5220. FreeNetAccessWorldwide

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b3250.3043943@bang-olufsen.dk>
Source record: 6971

Free internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

```
http://www.cybercity.hko.net/LA/interbbs/index.htm
```

```
aababcabcd1121231234
```

5221. Spy people on the Net

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: benh@hotmail.com
Message-ID: <337b9565.3347129@bang-olufsen.dk>
Source record: 6972

I present here my two most recent software which I hope they interest you.
they are progammed by Turbo C++ and run under Windows(3.11 and 95).
here is a short description of these two software.

1-Robot Spy 1.0
at my knowledge, this software is the first and the unique of its kind.
This software allow you to spy your friends who are on the net at the same time
of you, it permits to see exactly what they do on their screen, pixel by pixel,
anywhere, in the world, at the condition they are connected to the internet.
how does-it work?
it's simple, you send a file to the person you want to spy telling to him it's a
game or everythings else, the objectif is this person run the file. from this time,
a batch file is installed on his computor, and everytime this person use internet,
this batch connects him secretly on our server.
on your side, you , after the installation of the other part of the software every time
you want, you can connect on our server with your password and have the list of all the
persons who received your batch and who are connected at this time.
the only thing you have to do is to click on the name of the person you want to spy.
a window opens containing exactly the screen of the person spied, you can have
ten pictures per second with 256 colors, if you switch to balck and white mode you can
onbtain a real time sequence, approximatly 30 pictures by second.

Robot Mailer 1.1
The message you are reading presently is sent to more then 20,000 newsgroups with
this software. This program automates FreeAgent, and reach with a connection of 28,8 Kbauds
5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses from internet
and
send a message in 4 or 5 hours. You can obtain with this sofware the most powerful tool of
mass transmittion on the internet.

Robot Spy 1.0.................20 US$
Robot Mailer 1.1.............20 US$
Both.............................30 US$

I'm sorry i can't accept credit card, but you can send an international money order to:

Ben Hedi Nassef
1481 Ste-Catherine est #7
Montreal, PQ, H2L-2H9
Canada

Don't forget to include your e-mail on a paper, you receice the software ordered in your
e-mail the day we receive the money order.

5222. New Web Page: Program Announcement

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-15 00:00:00 UTC
From: "Brian T. Innes" <ceebti@cee.hw.ac.uk>
Message-ID: <337AC2B2.75FF@cee.hw.ac.uk>
Source record: 6973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi All,

Are you fed up with Falcon 030 owners showing off
their real-time audio effects program?

Well simply pop over to my web site, where you can down load
a rather smart bit of software (Programmed by me, no less), which turns
your bog standard ST/F/M/FM/E into a real time echo effects unit...

http://www.cee.hw.ac.uk/~ceebti/echo.zip

Download and Enjoy

N.B. Requires a master sound II cartridge for audio input...

5223. TOP JOBS IN GAMES DEVELOPMENT

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-16 00:00:00 UTC
From: pjrose@pelican-consultants.co.uk
Message-ID: <337c7f2e.617761436@news2.netkonect.co.uk>
Source record: 6974

I would like to start by apologising to anyone who feels that this posting is not relevant to them. It has been sent to all newsgroups where those involved with either art, programming or production may read.

Before you think it does not apply to you, please read on....

Pelican Consultants are currently working with developers and publishers of interactive entertainment. Our clients are based in the UK and USA and we are currently looking to recruit people who are regarded as being at the top of their profession.

Here is an example of who we are looking for:

Programmers with Artificial Intelligence experience - UK
Internal Development Manager - London and North UK
Head of Game Development - US - West and East Coast
Producers - North UK, London
Playstation Programmers - UK and US
Windows 95 Programmers with C and C++ - USA
Designers - UK
Storyboard Artists - London
Console Developers - USA and North UK
Graduate Programmers - London
3D Artists - London, North UK, USA
2D Artists - London, West UK
Head of Studio - UK

This represents only a small selection of positions on offer, and there are many more which we would like to discuss. Salaries range from £15,000 Sterling to $200,000 US.

These positions are genuine - we do not advertise fictional positions to attract business. Many of our clients have retained our services exclusively to identify these people.

We can guarantee that your interest will be met with discretion and that we wil take the time to discuss exactly what it is you want for your career. Our candidates are not placed on the 'open job market' but are regularly advised of opportunities which may suit them.

For an initial discussion, please call our Development Consultant - Paul Rose on (+44) 181 423 3400.

You can also email your resume to pjrose@pelican-consultants.co.uk or fax him on (+44) 181 423 1117.

We look forward to hearing from you soon.

5224. Metrics

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-17 00:00:00 UTC
From: Information
Message-ID: <5107cd$12187.1c9@news.psrinc.com>
Source record: 6975

Great Site URL:http://www.psrinc.com/metsys.htm

5225. Internet for free worldwide+

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-17 00:00:00 UTC
From: netfree@hotmail.com
Message-ID: <337e22e1.22195192@news.nasionet.net>
Source record: 6976

Free adult internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

`http://www.cybercity.hko.net/LA/interbbs/index.htm`

5226. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-18 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <337F12C0.4F68@ix.netcom.com>
Source record: 6977

gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:

>Hi!
>
> In article <33787C22.1EE2@ix.netcom.com>,
> Robert Aries <robaries@ix.netcom.com> writes:
> > [...]
> > The function I used at one point (I forget if it was AES or VDI) was too
> > slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
> > MOUSEY calls are much, much faster--probably because they directly
> > access Line-A.
> May I ask what you want to do? I wrote a little accessory some time ago
> which writes the current mouse position into a window frequently. To
> avoid flickering of the mouse pointer for such things, it's a good idea
> to check if the mouse pointer is inside the rectangle which is affected
> by the drawing before switching it off (of course, add some buffer area
> around the rectangle). If it's an AES call, though, you can't influence
> if it hides the mouse or not.

In my program, there are 4 lists of 12-character names displayed in
four
boxes on the screen. There are a total of 320 names displayed (I use
ST-
high rez with 4-pixel-high letters). I "select" these names by
left-clicking
and dragging the mouse over them. When the left button is down, I need
the x and y coordinates so I can figure out which name is clicked on.
Using
any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
badly while it was held down.

Actually, it's been so long that I forgot if one of those calls (AES or
VDI) *did* work OK (no flickering), except that the mouse position could
not be read when the mouse was in the upper 19 pixels of the
screen--this is
normally the area for the menu bar, except my program has NO menu bar--I
need the *entire* screen to display all 320 names! I think that was the
problem that forced me to go back to using the GFA (Line-A) calls.

5227. WTB: Cubase 3.0 for the ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-19 00:00:00 UTC
From: fLUX@thing.net
Message-ID: <fLUX-1905970916210001@sl1.thing.net>
Source record: 6978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello, I'd like a copy of Cubase 3.0 for the ST. I don't need the manuals
(used Cubase for many years).

Could also trade (Softsynth,Avalon,etc..)

Thanks for your time.

____f_____L_____U_____X___

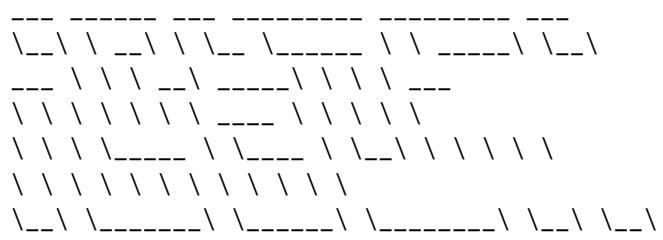
http://www.thing.net/~flux

_r___E___C___O___R___D___S
P.O.Box 2141
New York NY
10163
USA

5228. ICTARI 46 out now !

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-19 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <86657350_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6979
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:



* m a g a z i n e *

INDEX FOR ISSUE 46
==================

C: Fractal Generator
System Audio Manager Utility

GFA: GEM Object Functions
Resource File Routines

MISC: VT52 Animations
Buzzsaw, A Tetris Clone
Image File Format Information
(Bug-Fixed) Freeware System Audio Manager
Current Membership List
Index For Issues 1-45

STOS: Another Fractal Program !

Get Thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

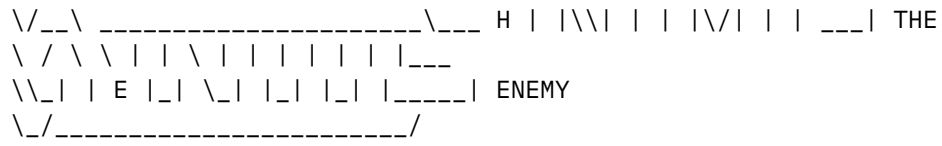
As with last month's issue, you can also read ICTARI 46 on-line.

Spot the pretty fractals...

The free game is really rather good...

Have Fun,
"Augeas"

--


\/__\ ________ H | |\\| | | |\/| | | ___| THE
\ / \ \ | | \ | | | | | | |___
_| | E |_| _| |_| |_| |_____| ENEMY
_/_____/

5229. Metrics

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-19 00:00:00 UTC
From: Information
Message-ID: <5137cd$c35.266@news.psrinc.com>
Source record: 6980

Great Site URL:http://www.psrinc.com/metsys.htm

5230. Re: Cubase 3.0 for the ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-19 00:00:00 UTC
From: Lutz Bojasch <cyborg@dillingen.baynet.de>
Message-ID: <01bc6491$2b1eb700$bbcf5fc2@studio>
Source record: 6981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

I cannot believe it !
I must work hard and pay lots of money for cubase software and you will get
a illegal copy - or what ?
Forget it - buy your stuff and stop beeing an unsocial guy. The fact is:
the more illegal copies where in use, the higher the prices for legal
customers. Fuck Piracy !
Hope, you understand my very poor english (8-|)
--

```
*************************************************************************
,--------------------------------.
/ Save our planet or die \
\ ______,--------------------'
| /
_ |/
oo\ E-mail: cyborg@dillingen.baynet.de
(__)\ _
\ \ .' `.
\ \ / \
\ '" \
. ( ) \
'-| )__| :. \
| | | | \ '.
c__; c__; '-..'>.__
```

fLUX rECORDS <fLUX@thing.net> schrieb im Beitrag
<fLUX-1905970916210001@sl1.thing.net>...
> Hello, I'd like a copy of Cubase 3.0 for the ST. I don't need the manuals
> (used Cubase for many years).
>
> Could also trade (Softsynth,Avalon,etc..)
>
> Thanks for your time.
>
> ____f_____L_____U_____X___
>
> http://www.thing.net/~flux
>
> _r___E___C___O___R___D___S
> P.O.Box 2141
> New York NY
> 10163
> USA
>

5231. Iomega ZIP

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-19 00:00:00 UTC
From: tpollak@aristotle.algonet.se
Message-ID: <5lq28deib1@kalle.tninet.se>
Source record: 6982

For my PCs I have accquired an Iomgea ZIP paralell port drive.
Now I would like to connect the drive to my Atari Falcon 030.
Does anybody know where I can get the necessary software, driver and
tools?
I am using the original TOS GEM delivered with the falcon.

--
Tommy Pollak Phone +46 8 27 24 27 (home)
Wiboms v 12, 2 tr +46 8 719 6832 (office)
S-171 60 SOLNA Fax +46 8 719 6773
Sweden

5232. ------SEX TOYS AND KINKY STUFF-------

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: fantazma@fantazma.com
Message-ID: <5lr8vp$q98$9120@news.gate.net>
Source record: 6983

Fantazma has the best in sex toys and adult videos! come visit our site!!!! Full of hot chicks and great picks!!!!
http://www.fantazma.com

5233. Re: Spy people on the Net

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lrofa$9if@balaena.bio.vu.nl>
Source record: 6984

Future-NET (benh@hotmail.com) wrote:

: 1-Robot Spy 1.0
: at my knowledge, this software is the first and the unique of its kind.
: This software allow you to spy your friends who are on the net at the
: same time of you, it permits to see exactly what they do on their screen,
: pixel by pixel,
<stuff deleted (phew) >
: it's simple, you send a file to the person you want to spy telling to him
: it's a game or everythings else, the objectif is this person run the file.
: from this time,

Ah, the old Trojan Horse trick... Will work on really stupid persons :-)

: ten pictures per second with 256 colors, if you switch to balck and white
: mode you can onbtain a real time sequence, approximatly 30 pictures by
: second.

As if any sane person wouldn't notice the transfer overhead...

: Robot Mailer 1.1
: The message you are reading presently is sent to more then 20,000 newsgroups
: with this software.
: 5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses
: from internet and send a message in 4 or 5 hours. You can obtain with
: this sofware the most powerful tool of mass transmittion on the internet.

Oh great, just what we need... More spamming software! :-(

: Robot Spy 1.0.................20 US$

And to think you have to pay for this crap...

: Canada

Lives in Canada and can't even write proper English..

Sorry for this off-topic posting...
-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whenever I hear anyone arguing for slavery, I feel a strong impulse to
see it tried on him personally.

-- A. Lincoln
From news Tue May 20 10:47:38 1997
To: wezel
Subject: Local Post
Content-Length: 2062

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Spy people on the Net
Date: 20 May 1997 08:47:38 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 49
Message-ID: <5lrofa$9if@balaena.bio.vu.nl>
References: <337b9565.3347129@bang-olufsen.dk>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Future-NET (benh@hotmail.com) wrote:

: 1-Robot Spy 1.0
: at my knowledge, this software is the first and the unique of its kind.
: This software allow you to spy your friends who are on the net at the
: same time of you, it permits to see exactly what they do on their screen,
: pixel by pixel,
<stuff deleted (phew) >
: it's simple, you send a file to the person you want to spy telling to him
: it's a game or everythings else, the objectif is this person run the file.
: from this time,

Ah, the old Trojan Horse trick... Will work on really stupid persons :-)

: ten pictures per second with 256 colors, if you switch to balck and white
: mode you can onbtain a real time sequence, approximatly 30 pictures by
: second.

As if any sane person wouldn't notice the transfer overhead...

: Robot Mailer 1.1
: The message you are reading presently is sent to more then 20,000 newsgroups
: with this software.
: 5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses
: from internet and send a message in 4 or 5 hours. You can obtain with
: this sofware the most powerful tool of mass transmittion on the internet.

Oh great, just what we need... More spamming software! :-(

: Robot Spy 1.0.................20 US$

And to think you have to pay for this crap...

: Canada

Lives in Canada and can't even write proper English..

Sorry for this off-topic posting...
-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Whenever I hear anyone arguing for slavery, I feel a strong impulse to
see it tried on him personally.
-- A. Lincoln

5234. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ls46iplk1@news.th-darmstadt.de>
Source record: 6985

Hi!

In article <337F12C0.4F68@ix.netcom.com>,
Robert Aries <robaries@ix.netcom.com> writes:
> In my program, there are 4 lists of 12-character names displayed in
> four
> boxes on the screen. There are a total of 320 names displayed (I use
> ST-
> high rez with 4-pixel-high letters). I "select" these names by
> left-clicking
> and dragging the mouse over them. When the left button is down, I need
> the x and y coordinates so I can figure out which name is clicked on.
> Using
> any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
> badly while it was held down.
> [...]
Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
operation and call wind_update(END_MCTRL) afterwards? This would allow
you to use mouse rectangle events that only occur if the mouse has really
been moved. In that case, you can use a faster AES call and still receive
the coordinates, so you'll still be able to react on mouse movement. But
when the mouse is still, nothing will happen, so it won't flicker. Of
course, if you need to draw something even when the mouse is still, this
is not practicable for you.

But in that case, evnt_multi() with 1ms timer events should be OK, as
this call also does not make the mouse disappear. It will only disappear
if you call some AES function like objc_draw(), which have to ensure that
they don't overwrite the mouse cursor. Also, no VDI drawing primitve
cares for the mouse pointer (that's why you have to switch it off with
graf_mouse() yourself before drawing to the screen), so you probably used
some AES call to draw stuff.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5235. Re: Iomega ZIP

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ls5ld$s9d$1@news.th-darmstadt.de>
Source record: 6986

Hi!

In article <5lq28deib1@kalle.tninet.se>,
tpollak@aristotle.algonet.se (Tommy Pollak) writes:
> For my PCs I have accquired an Iomgea ZIP paralell port drive.
> Now I would like to connect the drive to my Atari Falcon 030.
> Does anybody know where I can get the necessary software, driver and
> tools?
Even though that's a FAQ: It is not possible to use a parallel port Zip
on any Atari, as the Atari's parallel interface lacks some signals
necessary for that. But even if it provided them, I don't think there
would be the software you need for it, as Iomega wouldn't give details on
how it works (not regarding that the speed wouldn't be too useable).

So, if you want to use a Zip on the Falcon, get the SCSI version (internal
or external). Also, if you want to use the special features of the Zip
drive, like password protection, get HDDriver, which currently is the only
harddisk driver that can do this (a demo version is available from
ftp://acp5.chemie.uni-kl.de/pub/atari/).

Note that you need a special adaptor to connect the external SCSI Zip to
Ataris, as it only ships with a Mac SCSI cable. Also note that the
internal version comes with a PC ISA hostadaptor and a tool disk for
Mac/PC, which both are of no use for the Atari. So you might consider
getting the "bulk" version.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5236. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <3381B2BB.6773@ix.netcom.com>
Source record: 6987

Thomas Binder wrote:
>
> Hi!
>
> In article <337F12C0.4F68@ix.netcom.com>,
> Robert Aries <robaries@ix.netcom.com> writes:
> > In my program, there are 4 lists of 12-character names displayed in
> > four
> > boxes on the screen. There are a total of 320 names displayed (I use
> > ST-
> > high rez with 4-pixel-high letters). I "select" these names by
> > left-clicking
> > and dragging the mouse over them. When the left button is down, I need
> > the x and y coordinates so I can figure out which name is clicked on.
> > Using
> > any call other than the GFA MOUSEX and MOUSEY, the mouse flickered
> > badly while it was held down.
> > [...]
> Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
> operation and call wind_update(END_MCTRL) afterwards? This would allow
> you to use mouse rectangle events that only occur if the mouse has really
> been moved. In that case, you can use a faster AES call and still receive
> the coordinates, so you'll still be able to react on mouse movement. But
> when the mouse is still, nothing will happen, so it won't flicker. Of
> course, if you need to draw something even when the mouse is still, this
> is not practicable for you.
>
> But in that case, evnt_multi() with 1ms timer events should be OK, as
> this call also does not make the mouse disappear. It will only disappear
> if you call some AES function like objc_draw(), which have to ensure that
> they don't overwrite the mouse cursor. Also, no VDI drawing primitve
> cares for the mouse pointer (that's why you have to switch it off with
> graf_mouse() yourself before drawing to the screen), so you probably used
> some AES call to draw stuff.

Thomas,

Thanks for these suggestions. Remember, though, I'm a GFA-BASIC person
<g>! A lot of what you said is not clear to me yet. I have the Atari
Compendium, so hopefully I'll have a better understanding after doing
some reading.

Robert

5237. Increase Traffic...Post Free Links

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: Free Links <postmaster@beanstalk.com.au>
Message-ID: <5lsah3$jm3$2669@merki.connect.com.au>
Source record: 6988

I'm hoping you all will be interested in posting your LINKS
in our FREE Link Directory. It will help increase traffic
to your site!!

Free Link Directory
http://www.beanstalk.com.au/beanstalk/linkdirectory/index.html

5238. MUST GO THERE

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: FREEMONEY <J@king.com>
Message-ID: <5lserv$6p6@lal.interserv.com>
Source record: 6989

http://www.freedomstarr.com/?TR7654321

****
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
****

5239. [A] Free MDI Software

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: Rolf Nilsson <roni@mbox317.swipnet.se>
Message-ID: <3381D056.4D17@mbox317.swipnet.se>
Source record: 6990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
Sequencer for Atari computers.

Sweet Sixteen is a comprehensive and powerful MIDI sequencer for
PC/Windows and
Atari ST/STE range of computers.
Sweet Sixteen offers Piano Roll, List and Transform edit pages as well
as a
dedicated Mixer page you can use for your favourite synthesizer.

Three versions are available:
1. A shareware version which is a complete version of Sweet Sixteen
which you may try out for 30 days.
2. A demo version which is a complete version of Sweet Sixteen with all
file saving disabled.
3. A "lite" version which lets the user save files but certain other
functions are disabled.

Check it out at: http://home1.swipnet.se/~w-11396

Sweet Sixteen is $ 29.95 US

--

Rolf Nilsson / Roni Music <roni@mbox317.swipnet.se>
Nybogatan 21, S-212 32 Malmoe, Sweden
Phone: int + 46 - 40494411
URL http://home1.swipnet.se/~w-11396

5240. Re: Iomega ZIP

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HEUQEHBFUP@data.rhein-main.de>
Source record: 6991

In <5lq28deib1@kalle.tninet.se> Tommy Pollak wrote:

>For my PCs I have accquired an Iomgea ZIP paralell port drive.
>Now I would like to connect the drive to my Atari Falcon 030.
>Does anybody know where I can get the necessary software, driver and

Forget it! No tools avaiable.
For atari machines only scsi zip devices.
No paralell drivers avaiable..

(HDDriver 6.2x for scsi versions)

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5241. menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-20 00:00:00 UTC
From: nowak@imaginet.fr
Message-ID: <5lt8ps$2jc@belzebul.imaginet.fr>
Source record: 6992

Hi,

I need to know how to simulate the menu_attach function
on an atari ste.

Someone know how to do that??

5242. Re: TOP JOBS IN GAMES DEVELOPMENT

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <3382B066.6A4C@elec.iuta.u-bordeaux.fr>
Source record: 6796

Paul J Rose wrote:

> Playstation Programmers - UK and US
> Windows 95 Programmers with C and C++ - USA

a) why are you posting this in ... .atari. ... so?

> This represents only a small selection of positions on offer, and
> there are many more which we would like to discuss. Salaries range
> from £15,000 Sterling to $200,000 US.

b) conversion: 1£ = 1/2 $ (or almost)... so why using the 2 currencies?

sorry ;-P

5243. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <3382E8ED.5B2D@elec.iuta.u-bordeaux.fr>
Source record: 6797

Sam Ellis wrote:
> 1) A temporary copy is made of the SR.
> 2) The processor enters supervisor mode (changing the bit in the SR).
> 3) The PC is saved on the supervisor stack.
> 4) The copy of the previous SR is saved on the supervisor stack.
> 5) The vector is fetched from the appropriate place in memory.
> 6) The Program Counter is set to the contents of the vector.
> 7) Execution continues from the address in the PC.
>
more than I've expected! thanks!

> All other registers remain unchanged (including the CCR), so it is up to the
> trap handler to save and restore them as necessary.
good thing too...

> Also, if I remember correctly, the trace flag in the SR is cleared during
> the transition to supervisor mode.

You remember well:don't even try to use MONST to trace a TRAP routine!

Thank you for all those informations.

BTW, when the interrupt reaches the RTI, no register (except SR) is
modified,I guess?

Yag Alone...

5244. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lum8l$fit@balaena.bio.vu.nl>
Source record: 6798

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
: Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
: operation and call wind_update(END_MCTRL) afterwards? This would allow
: you to use mouse rectangle events that only occur if the mouse has really
: been moved.

And how does one do that?

: they don't overwrite the mouse cursor. Also, no VDI drawing primitve
: cares for the mouse pointer (that's why you have to switch it off with
: graf_mouse() yourself before drawing to the screen), so you probably used
: some AES call to draw stuff.

If I remember correctly, the GFA drawing commands also turn off the mouse.
He probably used them.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?
From news Wed May 21 13:28:22 1997
To: wezel
Subject: Local Post
Content-Length: 1482

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GRAF_MKSTATE peculiarities...
Date: 21 May 1997 11:28:21 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 28
Message-ID: <5lum8l$fit@balaena.bio.vu.nl>
References: <337F12C0.4F68@ix.netcom.com> <5ls46iplk1@news.th-darmstadt.de>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
: Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag

: operation and call wind_update(END_MCTRL) afterwards? This would allow
: you to use mouse rectangle events that only occur if the mouse has really
: been moved.

And how does one do that?

: they don't overwrite the mouse cursor. Also, no VDI drawing primitve
: cares for the mouse pointer (that's why you have to switch it off with
: graf_mouse() yourself before drawing to the screen), so you probably used
: some AES call to draw stuff.

If I remember correctly, the GFA drawing commands also turn off the mouse.
He probably used them.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?

5245. VDI plotting

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lungp$fit@balaena.bio.vu.nl>
Source record: 6799

Hi everyone,
I've got another one of those silly VDI questions...

I need to write a routine that will plot pixels (or an entire row of pixels
at once) using the VDI in any video mode. As I see it, I have two options:

1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
2 - Build a bitmap in standard format and then use the VDI transform
function. At first this sounds a bit more advanced then the method
described above, but... What is the format of a standard bitmap
for, say, 24 bit pixels? If it is what I fear it is (24 seperate lines,
one for each bit) then that would mean that, in order to write 16 pixels
in a row, I would have to read 16*3 = 48 bytes (to get the color values
in RGB) and write 24 words (again 48 bytes) which
a) need lots of shifting, ANDing and ORing, which uses up a lot of
CPU cycles
b) don't fit into the registers, so would have to be constructed in
memory (which is awfully slow when using ST-RAM)
All this would make it even slower than a single-pixel plot routine
for an 8-bit interleaved screen :-) (Yes, I've got a Falcon, which uses
this silly mode that only Atari (or Amiga) could have invented...)
(Well, not exactly invented, but thought handy enough to put into their
video hardware anyway...)

Well, anyone else got any better ideas on how to use the VDI for fast
flexible plotting? Or is it just not possible... (I suspect the latter ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?
From news Wed May 21 13:49:52 1997
To: wezel
Subject: Local Post
Content-Length: 2188

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)

Newsgroups: comp.sys.atari.programmer
Subject: VDI plotting
Date: 21 May 1997 11:49:45 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 39
Message-ID: <5lungp$fit@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Hi everyone,
I've got another one of those silly VDI questions...

I need to write a routine that will plot pixels (or an entire row of pixels
at once) using the VDI in any video mode. As I see it, I have two options:

1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
2 - Build a bitmap in standard format and then use the VDI transform
function. At first this sounds a bit more advanced then the method
described above, but... What is the format of a standard bitmap
for, say, 24 bit pixels? If it is what I fear it is (24 seperate lines,
one for each bit) then that would mean that, in order to write 16 pixels
in a row, I would have to read 16*3 = 48 bytes (to get the color values
in RGB) and write 24 words (again 48 bytes) which
a) need lots of shifting, ANDing and ORing, which uses up a lot of
CPU cycles
b) don't fit into the registers, so would have to be constructed in
memory (which is awfully slow when using ST-RAM)
All this would make it even slower than a single-pixel plot routine
for an 8-bit interleaved screen :-) (Yes, I've got a Falcon, which uses
this silly mode that only Atari (or Amiga) could have invented...)
(Well, not exactly invented, but thought handy enough to put into their
video hardware anyway...)

Well, anyone else got any better ideas on how to use the VDI for fast
flexible plotting? Or is it just not possible... (I suspect the latter ;)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?

5246. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5lunmg$fit@balaena.bio.vu.nl>
Source record: 6800

Erik Hall (epkerha@epk.ericsson.se) wrote:

: > I need to know how to simulate the menu_attach function
: Simulate ?
: Use MultiTOS or N.AES, this is the easy way.
: or write your own functions, this is the hard way.

Forgive me for being stupid, but is the menu_attach function anyway?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?
From news Wed May 21 13:52:55 1997
To: wezel
Subject: Local Post
Content-Length: 1092

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: menu_attach on ste
Date: 21 May 1997 11:52:48 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 21
Message-ID: <5lunmg$fit@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Erik Hall (epkerha@epk.ericsson.se) wrote:

: > I need to know how to simulate the menu_attach function
: Simulate ?
: Use MultiTOS or N.AES, this is the easy way.
: or write your own functions, this is the hard way.

Forgive me for being stupid, but is the menu_attach function anyway?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

OMNIVERSAL AWARENESS?? Oh, YEH!! First you need four GALLONS of
JELL-O and a BIG WRENCH!! ... I think you drop th' WRENCH in the JELL-O
as if it was a FLAVOR, or an INGREDIENT ... or ... I ... um ...
WHERE'S the WASHING MACHINES?

5247. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5lv1a1$bs2$1@news.th-darmstadt.de>
Source record: 6801

Hi!

In article <Pine.LNX.3.91.970521105021.11034A-100000@juliet>,
Sam Ellis <sce196@ecs.soton.ac.uk> writes:
> 1) A temporary copy is made of the SR.
> 2) The processor enters supervisor mode (changing the bit in the SR).
> 3) The PC is saved on the supervisor stack.
> 4) The copy of the previous SR is saved on the supervisor stack.
> 5) The vector is fetched from the appropriate place in memory.
> 6) The Program Counter is set to the contents of the vector.
> 7) Execution continues from the address in the PC.
Don't forget that this is only true for the 68000. On > 68000, the vector
number is also stored on the stack (IIRC in step 4b, but I may be wrong).
That's why old trap handling programs didn't work on the TT, if they
expected parameters on the stack.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5248. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5luvn8$b2l$1@news.th-darmstadt.de>
Source record: 6802

Hi!

In article <5lum8l$fit@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
>: Mhmm, why not use wind_update(BEG_MCTRL) before starting the drag
>: operation and call wind_update(END_MCTRL) afterwards? This would allow
>: you to use mouse rectangle events that only occur if the mouse has really
>: been moved.
> And how does one do that?
Mhmm, I can't promise everything I tell you will work flawlessly with
Gfa-Basic as well, but at least it should be possible to achieve it.

First, call wind_update(BEG_MCTRL) to grab the complete mouse control.
Then get the current mouse position by a call to evnt_multi() with a 1 ms
timer-event (MU_TIMER), which will also give you the mouse coordinates.
After that, use evnt_multi() and wait for the release of the mouse button
the drag operation has been started with (MU_BUTTON), and for a
rectangle event (MU_M1) that occurs when the mouse cursor leaves a
rectangle with x = last mouse x-pos, y = last mouse y-pos, and w/h = 1.
If you get a button event, the loop is finished (don't forget to call
wind_update(END_MCTRL) afterwards). Otherwise, draw your stuff and use
the current x and y position of the mouse for the rectangle in the next
call to evnt_multi().

If you want some sample code (either C or Gfa), tell me, as I don't have
the evnt_multi()-docs here (respect to those who are able to remember all
the parameters) ...

> If I remember correctly, the GFA drawing commands also turn off the mouse.
> He probably used them.
Maybe. I only use Gfa to quickly test some algorithms, but not for real
programs. So I hardly ever use the graphic commands.

Ciao

Thomas

P.S.: You should check your newsreader or the server, as your posting
contained the complete article twice ... (It really seems to be a
problem of the server, as the second arcticle contains a mail
header with the subject "Local Post".)

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5249. Iomega ZIP

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <806_RCain@nest.demon.co.uk>
Source record: 6803

Hi tpollak@aristotle.algonet.se, on 19 May 97 you wrote:

t> For my PCs I have accquired an Iomgea ZIP paralell port drive.
t> Now I would like to connect the drive to my Atari Falcon 030.
t> Does anybody know where I can get the necessary software, driver and
t> tools?

Sorry, the ST/Falcon will not support ZIP on the parallel port. The SCSI
connection is fine, though :)

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

5250. helpful new florida website

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: htreetrunk@hotmail.com
Message-ID: <5lvvs7$mpa@tesla.netline.net>
Source record: 6804

organizations or business trips, meetings plans, family vacations, etc. in Florida are well handled by the people at www.floridatime.com check out and bookmark this site for future reference.

5251. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5lu8n1$cbr@newstoo.ericsson.se>
Source record: 6805

In article <5lt8ps$2jc@belzebul.imaginet.fr>, nowak@imaginet.fr (Pascal Nowak) writes:
> Hi,
>
> I need to know how to simulate the menu_attach function
> on an atari ste.
Simulate ?

>
> Someone know how to do that??
>
Use MultiTOS or N.AES, this is the easy way.
or
write your own functions, this is the hard way.

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

5252. Re: [A] Free MDI Software

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <5lucgn$k08$1@news.stortek.com>
Source record: 6993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <3381D056.4D17@mbox317.swipnet.se>, roni@mbox317.swipnet.se wrote:
>Hello,
>
>Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
>Sequencer for Atari computers.
>

>
>Three versions are available:
>1. A shareware version which is a complete version of Sweet Sixteen
>which you may try out for 30 days.
>2. A demo version which is a complete version of Sweet Sixteen with all
>file saving disabled.
>3. A "lite" version which lets the user save files but certain other
>functions are disabled.

I did download the lite version, but it looked to me like it was crippled
with annoying shareware messages, which makes it as much a shareware version
as the
other one.

Nice program though..

>
>Check it out at: http://home1.swipnet.se/~w-11396
>
>Sweet Sixteen is $ 29.95 US
>

Nick

--
Nicholas Bales / Atari STE 2Mb - TOS2.05
Toulouse / Compiler of the Atari ST Quick FAQ
France / http://www.geocities.com/MotorCity/2090/quickfaq.htm

5253. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970521105021.11034A-100000@juliet>
Source record: 6994

On Wed, 21 May 1997, Yag Alone wrote:
> what's EXACTLY happens when a TRAP is called (supervisor mode, changed
> registers, CCR and SR flags, etc...)

1) A temporary copy is made of the SR.
2) The processor enters supervisor mode (changing the bit in the SR).
3) The PC is saved on the supervisor stack.
4) The copy of the previous SR is saved on the supervisor stack.
5) The vector is fetched from the appropriate place in memory.
6) The Program Counter is set to the contents of the vector.
7) Execution continues from the address in the PC.

All other registers remain unchanged (including the CCR), so it is up to the
trap handler to save and restore them as necessary.
Also, if I remember correctly, the trace flag in the SR is cleared during
the transition to supervisor mode.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

5254. [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-21 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <3382AE5A.3CB3@elec.iuta.u-bordeaux.fr>
Source record: 6995

Hello folks!
I'm trying to code basic I/O routs via // Ports (Byte and memory bloc
transmit/receive) and I thought they should be more easily callable
installed as a TRAP #something...
And what about a Linux PPP ST to ST transmission at 20 Kb/s???

So,the question (tres importante):
what's EXACTLY happens when a TRAP is called (supervisor mode, changed
registers, CCR and SR flags, etc...)

5255. // Zip Drive.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: Wilfrid <lefebvre@la3i.univ-rouen.fr>
Message-ID: <3383769E.3D8A@la3i.univ-rouen.fr>
Source record: 6806

Tommy said :
> For my PCs I have accquired an Iomgea ZIP paralell port drive.
> Now I would like to connect the drive to my Atari Falcon 030.
> Does anybody know where I can get the necessary software, driver and
> tools?
> I am using the original TOS GEM delivered with the falcon.

As a matter of fact I just have the same problem. I wanted to use my //
Zip drive (initialy for my Pc) to save all my Atari files. I asked the
same questions two days ago, and I get the same answers everywhere.
So i transfered all files via null modem cable (with ZModem protocol) on
my Pc and then saved them on my Zip drive.

But perhaps there is a better solution i still didn't try :
- connect the Pc and the Falcon with a null modem cable,
- use Ghostlink to use Pc as a slave.
- consider all the Pc peripheral devices as Falcon peripherals.
Actually, I will try this idea this week-end, so if you do it before
tell me so.
If you have questions or suggestions about this procedure just tell me.

Wilfrid, FRANCE !

PS. If my English is quite incorrect, please forgive me and help me ...

5256. Technical info...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: mgoo003@cs.auckland.ac.nz
Message-ID: <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>
Source record: 6807
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello, I am interested in getting into assembler programming on the ST. I need to know where I can get information on programming the operating system and the hardware (not that I intend to program the hardware directly, it is more for interest).

I already have 68K programming experience with my Amiga so do not need any information on programming the machine code itself.

Thank you for your time.

Statements made and/or opinions expressed in this message
are those of the author(s) and do not necessarily represent
the views held by the Department of Computer Science or of
The University of Auckland.

5257. Re: Technical info...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5m19m8$8hr@newstoo.ericsson.se>
Source record: 6808
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <mgoo003-22059719015500001@uglg2.cs.auckland.ac.nz>, mgoo003@cs.auckland.ac.nz (Matthew Goode) writes:
> Hello, I am interested in getting into assembler programming on the ST. I
> need to know where I can get information on programming the operating
> system and the hardware (not that I intend to program the hardware
> directly, it is more for interest).
>
> I already have 68K programming experience with my Amiga so do not need any
> information on programming the machine code itself.
>

Get "The Atari Compendium" it covers operating system and the hardware.

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---------------
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

5258. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970522131527.2648A-100000@vila>
Source record: 6809

On Wed, 21 May 1997, Yag Alone wrote:
> BTW, when the interrupt reaches the RTI, no register (except SR) is
> modified,I guess?
Do you mean RTE?
If so, when this instruction is reached, the old SR and PC will be
restored from the stack. No other registers are modified.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

5259. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <33844B8A.69F0@elec.iuta.u-bordeaux.fr>
Source record: 6810

Sam Ellis wrote:
>
> On Wed, 21 May 1997, Yag Alone wrote:
> > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > modified,I guess?
> Do you mean RTE?

Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
(RETI)

> If so, when this instruction is reached, the old SR and PC will be
> restored from the stack. No other registers are modified.
>
> Sam Ellis.

Perfect!
I think I should buy a good book about the 68000!!!

5260. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <33844C67.556C@elec.iuta.u-bordeaux.fr>
Source record: 6811

Thomas Binder wrote:

> Don't forget that this is only true for the 68000. On > 68000, the vector
> number is also stored on the stack (IIRC in step 4b, but I may be wrong).
> That's why old trap handling programs didn't work on the TT, if they
> expected parameters on the stack.
>

This is a BAD thing for compatibility!
Thank you very much! I'll left the stack then and ask parameters by
registers! It will be compatible from the good old 68000 to the great
68060!

5261. Re: Technical info...

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <864294168_OASIS_@pcc-uky.campus.mci.net>
Source record: 6812

In article <mgoo003-2205971901550001@uglg2.cs.auckland.ac.nz>
mgoo003@cs.auckland.ac.nz (Matthew Goode) said:-

>Hello, I am interested in getting into assembler programming on the ST. I
>need to know where I can get information on programming the operating
>system and the hardware (not that I intend to program the hardware
>directly, it is more for interest).
>
>I already have 68K programming experience with my Amiga so do not need any
>information on programming the machine code itself.
>
>Thank you for your time.

Start with the Atari Compendium...it covers all versions of TOS and is
available in book or CD-ROM (HTML format) form... Good luck, and have
fun! :)

--

```
_/_/_/
```

5262. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5m1so2$6s8$1@news.th-darmstadt.de>
Source record: 6813

Hi!

In article <33844C67.556C@elec.iuta.u-bordeaux.fr>,
Yag Alone <b2b3@elec.iuta.u-bordeaux.fr> writes:
> This is a BAD thing for compatibility!
> Thank you very much! I'll left the stack then and ask parameters by
> registers!
Well, with TOS and compatible systems, there's no real need to do so, as you
can rely on the OS variable _longframe. If it's non-zero, than the
running CPU uses the long stack frame (i.e. with the vector number).

But don't forget to check if the trap was made from user or supervisor
mode, as the parameters have to be accessed via the USP, then.

Of course, if your trap handler is not intended to run under
TOS-compatible systems, you can't use _longframe. Btw, I don't have the
address of _longframe handy, but I can look it up. Or maybe someone else
can supply it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5263. [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f3e_9705221318@conchbbs.com>
Source record: 6814

```
b > what's EXACTLY happens when a TRAP is called

An exception stack frame is pushed onto the supervisor stack. For
the 68000, this consists of the status register and return address
(6 bytes). For the 68030, it also includes the exception vector
number (8 bytes total).

The CPU switches to supervisor mode (interrupt mode on the 68030)
and jumps to the address in the corresponding exception vector
(first 256 longs in RAM).

Remember that A7 now refers to the supervisor stack. You might also
have to worry about MMU effects to be compatible with MiNT and
possibly OUTSIDE (for 68030).

The RTE pops the exception stack frame, restoring the original
status and PC register values. Note: if you were already in
supervisor mode before the exception, you will still be in
supervisor mode after the RTE.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5264. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <UCTMCTE@tos.pl.net>
Source record: 6815

Levien van Zon (lvzon@bio.vu.nl) wrote:
: Forgive me for being stupid, but is the menu_attach function anyway?

menu_attach() allows a submenu to be attached to a menu entry, so that
when the mouse pointer moves over that entry, the submenu appears. For
further information you may like to consult an up to date reference on the
Atari AES, such as the Atari Compendium.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5265. Re: // Zip Drive.

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-22 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5m1an3$gfb@due.unit.no>
Source record: 6816

Wilfrid <lefebvre@la3i.univ-rouen.fr> wrote:
> > For my PCs I have accquired an Iomgea ZIP paralell port drive.
> > Now I would like to connect the drive to my Atari Falcon 030.

> As a matter of fact I just have the same problem. I wanted to use my //
> Zip drive (initialy for my Pc) to save all my Atari files. I asked the
> same questions two days ago, and I get the same answers everywhere.
> So i transfered all files via null modem cable (with ZModem protocol) on
> my Pc and then saved them on my Zip drive.

> But perhaps there is a better solution i still didn't try :
> - connect the Pc and the Falcon with a null modem cable,
> - use Ghostlink to use Pc as a slave.
> - consider all the Pc peripheral devices as Falcon peripherals.
> Actually, I will try this idea this week-end, so if you do it before
> tell me so.
> If you have questions or suggestions about this procedure just tell me.

Instead of ghostlink you should try Parcp, which is a similar tool but
uses the parallel-port instead. It also multitasks with Win95 and I
believe it's available for Linux as well. The downside here is that unless
you have two paralellports (Many PC's have.) you need some way to switch
between the Zip and Parcp's cable.

If you have more than one paralellport you can save directly to the Zip.

Jo Even Skarstein

5266. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-23 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5m3l2t$d2h@balaena.bio.vu.nl>
Source record: 6817

Mario Becroft (mb@tos.pl.net) wrote:
: : Forgive me for being stupid, but is the menu_attach function anyway?

: menu_attach() allows a submenu to be attached to a menu entry, so that
: when the mouse pointer moves over that entry, the submenu appears. For
: further information you may like to consult an up to date reference on the
: Atari AES, such as the Atari Compendium.

Neat.
It's about time someone wrote some online docs for these "new" AES calls...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Quidquid latine dictum sit, altum viditur.

(Whatever is said in Latin sounds profound.)
From news Fri May 23 10:38:54 1997
To: wezel
Subject: Local Post
Content-Length: 1174

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: menu_attach on ste
Date: 23 May 1997 08:38:53 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 22
Message-ID: <5m3l2t$d2h@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Mario Becroft (mb@tos.pl.net) wrote:
: : Forgive me for being stupid, but is the menu_attach function anyway?

: menu_attach() allows a submenu to be attached to a menu entry, so that
: when the mouse pointer moves over that entry, the submenu appears. For
: further information you may like to consult an up to date reference on the
: Atari AES, such as the Atari Compendium.

Neat.
It's about time someone wrote some online docs for these "new" AES calls...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Quidquid latine dictum sit, altum viditur.

(Whatever is said in Latin sounds profound.)

5267. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5m40dooul1@news.th-darmstadt.de>
Source record: 6818

Hi!

In article <f3e_9705221318@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> For the 68030, it also includes the exception vector
> number (8 bytes total).
AFAIK, that's already true for >= 68020.

> and jumps to the address in the corresponding exception vector
> (first 256 longs in RAM).
Not necessarily. On 68030 (maybe already 68020), there's the vector base
register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
vector_no.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5268. Composants Electroniques

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-23 00:00:00 UTC
From: diptronic@planete.net
Message-ID: <5m4fltiqk6@unix39.pressicom.fr>
Source record: 6819
Cross-posted to: comp.sw.components,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.hp.misc,comp.sys.hp48,comp.sys.ibm.as400.misc,comp.sys.ibm.hardware,comp.sys.ibm.pc.hardware,comp.sys.ibm.pc.hardware.cd-rom,comp.sys.ibm.pc.hardware.chips,comp.sys.ibm.pc.hardware.comm,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.hardware.networking,comp.sys.ibm.pc.hardware.storage,comp.sys.ibm.pc.hardware.systems,comp.sys.ibm.pc.hardware.video,comp.sys.ibm.pc.misc,comp.sys.ibm.ps2.hardware,comp.sys.intel

www.diptronic.fr

5269. Graphics In GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-23 00:00:00 UTC
From: "S.harris" <"<e63sah"@morgan.ucs.mun.ca>
Message-ID: <5m4ml2$jrh@coranto.ucs.mun.ca>
Source record: 6820

I've made a title screen in DEGAS and want to load it into memory. Once in memory I want to display the picture on the screen very small(Like its far away) and then zoom in on it(Getting bigger until it fills the screen). As the picture is being zoomed in on I want to rotate it, spin it e.t.c. How is this done? Can I use the GET/PUT commands and how about using the screen flipping thing draw to logic and then copy to the physical screen. How is that done?

Any help would be greatly appreciated.

As well anyone know where I can download some good examples(source code) for GFA BASIC.

E-Mail: e63sah@morgan.ucs.mun.ca.

Thank's..... Scott

5270. LOOKING for CUBASE on ST (works without dd) pleaaase

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-23 00:00:00 UTC
From: jean.andre@hol.fr
Message-ID: <5m51pt$ig4$3@news3.isdnet.net>
Source record: 6821

```
Lots to trade

Reply to pierre.lessieur@hol.fr
```

5271. looking for SCSI lib

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-24 00:00:00 UTC
From: Szymon Stasik <ss158962@students.mimuw.edu.pl>
Message-ID: <Pine.LNX.3.95.970524182913.25224A-100000@zodiac2.mimuw.edu.pl>
Source record: 6822
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hello,

I wonder if there is any scsi library which allows to read/write to
generic scsi device (as under linux) or at least to write aANY commands to
scsi cdroms/cdr's.

regards,

szymon.

5272. We have another WINNER

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <3387042a.0@ispc-news.cableinet.net>
Source record: 6823

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

5273. We have another WINNER

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <33870fea.0@ispc-news.cableinet.net>
Source record: 6824

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

5274. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-24 00:00:00 UTC
From: Vegard Hofsoy <veg@a.sol.no>
Message-ID: <33876DB4.2DBE@a.sol.no>
Source record: 6825

Mario Becroft wrote:
>
> Levien van Zon (lvzon@bio.vu.nl) wrote:
> : Mario Becroft (mb@tos.pl.net) wrote:
> : : menu_attach() allows a submenu to be attached to a menu entry, so that
> : : when the mouse pointer moves over that entry, the submenu appears. For
> : : further information you may like to consult an up to date reference on the
> : : Atari AES, such as the Atari Compendium.
>
> : Neat.
> : It's about time someone wrote some online docs for these "new" AES calls...
>
> Actually, the Atari Compendium is not an online document but a book, also
> available in CD-ROM form. Let me tell you, you want the book not the
> CD-ROM, though - the CD-ROM version is very poorly done and extremely
> difficult to use (IMHO).

Agreed, I have both & I _always_ use the book. It now has many loose &
lost
pages - so I would be interested in buying a new one. Anybody know where
I can
get it - I understand it is out of print...?

Bye,
Vegard Hofsoy
http://home.sn.no/~veg/

5275. Graphics In GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-24 00:00:00 UTC
From: Jeff.Thomas@823.to.org
Message-ID: <54b_9705251056@to.org>
Source record: 6826

```
" > I've made a title screen in DEGAS and want to load it into memory.
" > Once in memory I want to display the picture on the screen very small
" > (Like its far away) and then zoom in on it(Getting bigger until it fills
" > the screen). As the picture is being zoomed in on I want to rotate it,
" > spin it e.t.c. How is this done? Can I use the GET/PUT commands and
" > how about using the screen flipping thing draw to logic and then copy to
" > the physical screen. How is that done?
" >
" > Any help would be greatly appreciated.
" >
" > As well anyone know where I can download some good examples(source
" > code) for GFA BASIC.

In order to achieve what you want to do, you'll need to write a Degas loader
routine, this has been documented many times, and really isn't a difficult
concept when you have the info on how the file is structured, and how
the ST handles colour. To get a blow by blow of the Degas formats get
a hold of the text file called PIXFMT.TXT it's one of the best descriptions
of Atari graphics formats.

If you use the GET/PUT commands you risk your program not working on other
machines because the GET/PUT make Line-A calls (or at least this is what
I've read). Better to use the VDI blit routines vro_cpyfm(). If you don't
care about Line-A calls then GET/PUT, or BITBLT which is faster than
PUT/GET, are fine. There's also something called RC_COPY, but that seems to
be related to window handling.

Finally you'll need some sorts of image processing algorithms. One for
rotation and one for resizing an image. I suggest the library for finding
this information. Back issues of Byte had lots of interesting technical
info on image processing. Of course using a screen buffer (screen flipping)
is a good idea to fool the viewer's eye into seeing a seamless animation.

Animation brings up another good point. If you have a program like Cyber
Paint, you could do the whole intro as a SEQuence animation, and simply load
that file and play it. GFA would simply do the load and play back, and
you wouldn't have had to muck about with raster image transforms.

Later...

... OFFLINE 1.52
--
| Via 1:250/714@fidonet.org: The Official Net 250 Gateway in Toronto, CANADA
| Check out the Net 250 Web Site at http://www.to.org/
|
| Standard disclaimer: The views of this user are strictly his own.
```

5276. cable T.V & EQUIPMENT

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-25 00:00:00 UTC
From: lavy@gate.net
Message-ID: <5m96rn$1m70$9132@news.gate.net>
Source record: 6827

```
you need cable T.V call us.
we can help you wite CONVERTERS & EQUIPMENT.
30 - days MONEY BACK** 1 YEAR WARRANTY.
e-mail me to: lavy@gate.net
```

5277. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-25 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <11WMCTC@tos.pl.net>
Source record: 6828

```
Levien van Zon (lvzon@bio.vu.nl) wrote:
: Mario Becroft (mb@tos.pl.net) wrote:
: : menu_attach() allows a submenu to be attached to a menu entry, so that
: : when the mouse pointer moves over that entry, the submenu appears. For
: : further information you may like to consult an up to date reference on the
: : Atari AES, such as the Atari Compendium.

: Neat.
: It's about time someone wrote some online docs for these "new" AES calls...

Actually, the Atari Compendium is not an online document but a book, also
available in CD-ROM form. Let me tell you, you want the book not the
CD-ROM, though - the CD-ROM version is very poorly done and extremely
difficult to use (IMHO).

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |\__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_ ) )
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------
```

5278. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-25 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EAqyu8.nq1@suse.modem.stud.uni-hannover.de>
Source record: 6829

```
In article <5m40do$oul$1@news.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
> Hi!
>
> In article <f3e_9705221318@conchbbs.com>,
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
>> For the 68030, it also includes the exception vector
>> number (8 bytes total).
> AFAIK, that's already true for >= 68020.
>
>> and jumps to the address in the corresponding exception vector
>> (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The vector base register in fact exists in a 68010 already !!

Cheers Peter

-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------------
```

5279. Re: menu_attach on ste

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5mbmhf$eae@balaena.bio.vu.nl>
Source record: 6830

Mario Becroft (mb@tos.pl.net) wrote:

: : It's about time someone wrote some online docs for these "new" AES calls...

: Actually, the Atari Compendium is not an online document but a book, also

I know, that's why I wrote that someone should write some _online_ docs for
new AES calls. (There are some docs on the "old" ones (mostly AES < 3)
around)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Anyone who goes to a psychiatrist ought to have his head examined.
-- Samuel Goldwyn
From news Mon May 26 11:52:50 1997
To: wezel
Subject: Local Post
Content-Length: 1116

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: menu_attach on ste
Date: 26 May 1997 09:52:47 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 20
Message-ID: <5mbmhf$eae@balaena.bio.vu.nl>
References: <5lt8ps$2jc@belzebul.imaginet.fr> <5lu8n1$cbr@newstoo.ericsson.se>
<5lunmg$fit@balaena.bio.vu.nl> <UCTMCTE@tos.pl.net> <5m3l2t$d2h@balaena.bio.vu.nl>
<11WMCTC@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Mario Becroft (mb@tos.pl.net) wrote:

: : It's about time someone wrote some online docs for these "new" AES calls...

: Actually, the Atari Compendium is not an online document but a book, also

I know, that's why I wrote that someone should write some _online_ docs for
new AES calls. (There are some docs on the "old" ones (mostly AES < 3)
around)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Anyone who goes to a psychiatrist ought to have his head examined.
-- Samuel Goldwyn

5280. looking for SCSI lib

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <820_RCain@nest.demon.co.uk>
Source record: 6831

Hi ss158962@students.mimuw.edu.pl, on 24 May 97 you wrote:

s> I wonder if there is any scsi library which allows to read/write to
s> generic scsi device (as under linux) or at least to write aANY
s> commands to scsi cdroms/cdr's.

Why not take a look at the CBHD archive?

As well as the driver, configurer etc. this contains a s/w SCSI interface
which can be loaded at run time together with a description of how to write
code for this i/f.

Roger
rcain@nest.demon.co.uk

--

~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~

5281. Re: VDI plotting

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970526134142.13914E-100000@tiny.lysator.liu.se>
Source record: 6832

On 21 May 1997, Levien van Zon wrote:

> Hi everyone,
> I've got another one of those silly VDI questions...
>
> I need to write a routine that will plot pixels (or an entire row of pixels
> at once) using the VDI in any video mode. As I see it, I have two options:
>
> 1 - Use v_pline to draw each pixel seperately. Sounds a bit slow...
> 2 - Build a bitmap in standard format and then use the VDI transform

<snip>

> Well, anyone else got any better ideas on how to use the VDI for fast
> flexible plotting? Or is it just not possible... (I suspect the latter ;)

Fast? No! flexible? well...
There is another VDI call, v_pmarker, which can be set to plot single
pixels. As with v_pline you give it an array of coordinates and it will
plot pixels at each coordinate.

The method of building a bitmap and use VDI calls to put it on screen
might be faster if you have a lot of pixels to set.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5282. GNU and shell problem?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: Vince <ihavenomail@hoi.nl>
Message-ID: <338A0BDC.AB7@hoi.nl>
Source record: 6833

Hello everyone,

I tried to install the newest GNU binaries (is that 2.5.8?) on my Falcon
and suddenly I had all sorts of problems with files that could not be
found. It appears to be a communication problem between Gulam and GNU,
i.e. somehow the new GNU works with unix style '/' instead of dos style
'\'.

Anyone to confirm this??
Anyone know a unix-like shell or other sollution to this problem?
Couldn't set myself to install Linux yet.

greetz,
Vince

5283. Where to store settings files?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <8UXMCYI@tos.pl.net>
Source record: 6834

With the apparent progress towards GEM being more multi-user friendly, much software stores its settings in the user's home directory. This is, of course, an excellent thing, but there are still some irregularities.

For example, some software stores the settings files in a directory called "defaults" in the users home directory, while other software stores the settings file directly in the home directory.

Also, since the concept of storing the settings in a home directory seems to be derived from UNIX, should be also derive the file naming convention from UNIX; i.e. the settings for an app called "test" would be stored in a file called ".testrc"? Or should we name the files more like "test.rc" or "test.set"? The trouble with the latter approach is that a user's home directory soon gets very cluttered with settings files, whereas under the UNIX convention, these files would be hidden (since the name begins with a '.' character). However, the UNIX naming is not very useful under a MS-DOS style filesystem, where a filename such as ".testrc" would be truncated to ".TES".

Also, since many GEM users do not have a multiuser system, it is quite likely that the user may not have any home directory. Where should the settings files be put in this case?

I posted about this some time ago but received no responses. I believe it is important, however, that a standard system for placing and naming settings files must be constructed in order to avoid the difficult problem of a variety of systems being used.

I would be interested to hear any comments anyone may have on the above.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5284. Re: GNU and shell problem?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5md23n$a6e@balaena.bio.vu.nl>
Source record: 6835

Vince (ihavenomail@hoi.nl) wrote:

: found. It appears to be a communication problem between Gulam and GNU,
: i.e. somehow the new GNU works with unix style '/' instead of dos style
: '\'.

: Anyone to confirm this??
: Anyone know a unix-like shell or other sollution to this problem?

Try using BASH (and MiNT if you don't already use it...). It should
be on ftp.fu-berlin.de in /pub/atari/mint or something like that...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

MORE SPORTS RESULTS:
The Beverly Hills Freudians tied the Chicago Rogerians 0-0 last
Saturday night. The match started with a long period of silence while
the Freudians waited for the Rogerians to free associate and the
Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.
From news Tue May 27 00:16:23 1997
To: wezel
Subject: Local Post
Content-Length: 1571

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: GNU and shell problem?
Date: 26 May 1997 22:16:23 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 30
Message-ID: <5md23n$a6e@balaena.bio.vu.nl>
References: <338A0BDC.AB7@hoi.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Vince (ihavenomail@hoi.nl) wrote:

: found. It appears to be a communication problem between Gulam and GNU,
: i.e. somehow the new GNU works with unix style '/' instead of dos style
: '\'.

: Anyone to confirm this??
: Anyone know a unix-like shell or other sollution to this problem?

Try using BASH (and MiNT if you don't already use it...). It should
be on ftp.fu-berlin.de in /pub/atari/mint or something like that...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

MORE SPORTS RESULTS:
The Beverly Hills Freudians tied the Chicago Rogerians 0-0 last
Saturday night. The match started with a long period of silence while
the Freudians waited for the Rogerians to free associate and the
Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.

5285. Re: VDI plotting

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-26 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5md1sh$a6e@balaena.bio.vu.nl>
Source record: 6836

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: Fast? No!

Yeah, I noticed... :(

: The method of building a bitmap and use VDI calls to put it on screen
: might be faster if you have a lot of pixels to set.

I have, in some cases.. But anyway, I'm using v_pmarker for the time
being. I don't feel like fiddeling around with lots of (a variable
amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

MORE SPORTS RESULTS:
The Beverly Hills Freudians tied the Chicago Rogerians 0-0 last
Saturday night. The match started with a long period of silence while
the Freudians waited for the Rogerians to free associate and the
Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.
From news Tue May 27 00:12:34 1997
To: wezel
Subject: Local Post
Content-Length: 1631

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDI plotting
Date: 26 May 1997 22:12:33 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 31
Message-ID: <5md1sh$a6e@balaena.bio.vu.nl>
References: <5lungp$fit@balaena.bio.vu.nl>
<Pine.GSO.3.95Lrindlow.970526134142.13914E-100000@tiny.lysator.liu.se>
NNTP-Posting-Host: ursus.bio.vu.nl

X-Newsreader: TIN [version 1.2 PL2]

Tomas Berndtsson (tobe@lysator.liu.se) wrote:

: Fast? No!

Yeah, I noticed... :(

: The method of building a bitmap and use VDI calls to put it on screen
: might be faster if you have a lot of pixels to set.

I have, in some cases.. But anyway, I'm using v_pmarker for the time
being. I don't feel like fiddeling around with lots of (a variable
amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

MORE SPORTS RESULTS:
The Beverly Hills Freudians tied the Chicago Rogerians 0-0 last
Saturday night. The match started with a long period of silence while
the Freudians waited for the Rogerians to free associate and the
Rogerians waited for the Freudians to say something they could
paraphrase. The stalemate was broken when the Freudians' best player
took the offensive and interpreted the Rogerians' silence as reflecting
their anal-retentive personalities. At this the Rogerians' star player
said "I hear you saying you think we're full of ka-ka." This started a
fight and the match was called by officials.

5286. Re: GNU and shell problem?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <EXYMCON@tos.pl.net>
Source record: 6837

Vince (ihavenomail@hoi.nl) wrote:
: Anyone know a unix-like shell or other sollution to this problem?

All the usual UNIX shells are available for MiNT, i.e. sh, bash, csh,
tcsh, zsh...

I have a fairly complete UNIX style setup of MiNT, and never observe
problems like those you mentioned.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5287. Re: looking for SCSI lib

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: Claus Brod <claus_brod@bbn.hp.com>
Message-ID: <338A7278.1070@bbn.hp.com>
Source record: 6838
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik wrote:
>
> hello,
>
> I wonder if there is any scsi library which allows to read/write to
> generic scsi device (as under linux) or at least to write aANY commands to
> scsi cdroms/cdr's.

Check out Steffen Engel's SCSI library which comes as part of the CBHD
driver package. You can download it from any good Atari ftp site; here
are just two links:

http://www.funet.fi/pub/atari/diskutil/cbhd502.tos
ftp://ftp.uni-paderborn.de/pub/atari/tools/hd/cbhd502.tos

--claus_brod@hp.com--
Claus Brod, CoCreate Software Have you hugged your manager today?
CoCreate Software GmbH
A Hewlett-Packard Company Phone: +49 7031 951 152
--http://www.geocities.com/SiliconValley/3366 ---#include <disclaimer>--

5288. Atari 800

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: Adam Misener <b1wutg19@sympatico.ca>
Message-ID: <338A6BD0.49D2@sympatico.ca>
Source record: 6839

I recently purchased a used Atari 800 with very little programming
documentation. I need to know any programming commands (is it the same
as C64 basic) and the pin configurations for both the joystick ports and
the periferal ports, I also need the commands to access the ports.
Thanks in advance Adam.
You can e-mail me at amisenm@sympatico.ca

5289. VDI plotting

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d0f_9705271238@conchbbs.com>
Source record: 6840

```
l > I don't feel like fiddeling around with lots of (a variable
l > amount of) planes, MFDB's, Malloc's and other scary stuff.. :)

If you are working with only one color (at a time), you can use
vrt_cpyfm() and only have to deal with one simple (mono) raster
image.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5290. Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5mfjjh$rgb@alexander.INS.CWRU.Edu>
Source record: 6841

Is there anyone out there to advise me how one makes
double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
to be able to scale fonts to be
1) double width
2) double height,
and if possible
3) top and/or bottom halves of double size fonts.

Can anyone help?

Boris
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

5291. Re: Where to store settings files?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5mfnn1$o9u@infa.central.susx.ac.uk>
Source record: 6842

Mario Becroft (mb@tos.pl.net) wrote:
: Also, since the concept of storing the settings in a home directory seems
: to be derived from UNIX, should be also derive the file naming convention
: from UNIX; i.e. the settings for an app called "test" would be stored in a
: file called ".testrc"? Or should we name the files more like "test.rc" or
: "test.set"? The trouble with the latter approach is that a user's home
: directory soon gets very cluttered with settings files, whereas under the
: UNIX convention, these files would be hidden (since the name begins with a
: '.' character). However, the UNIX naming is not very useful under a MS-DOS
: style filesystem, where a filename such as ".testrc" would be truncated to
: ".TES".

Tell me about it... Under MiNTOS, the version of 'tcsh' I use insists on
having 'tcsh.rc' files and refuses to recognise '.tcshrc' files (I'm abviously
using the Minix filesystem).

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

I'm not sure that this is really a problem: if there are no users on the
system then you may only use the system with 'root' permissions. In these
cases the configuration files usually reside in an 'etc' directory (either
/etc or in /local/etc). Config files found here are generally read first by
most UNIX apps (others provise facilities to include standard config files
in the user's own).

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I have been giving issues such as these some thought. Basically, I believe
that UNIX has got config files right: stick standard ones in '/etc' and
'/local/etc' and the user has their own in their $HOME directory.

This works even if their is only one user on the system (you only have the
config files in /etc and /local/etc) and can be made to work with M$-DOS
filesystems by making the apps looking for config files look for '.testrc'
first, then 'test.rc'.

Well, you asked for comments!

Cheers,

James Cox.
--

<jamesco@cogs.susx.ac.uk>

5292. Re: Where to store settings files?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-27 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199705272031.a9302@ka2.maus.de>
Source record: 6843

MB>The trouble with the latter approach is that a user's home directory
MB>soon gets very cluttered with settings files, whereas under the UNIX
MB>convention, these files would be hidden (since the name begins with
MB>a '.' character)

This is why there was the proposal to use the folder $HOME\defaults.

MB>Where should the settings files be put in this case?

In the application's directory.

bye, Thomas

5293. TT030 and Proscreen TT

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: Axel Schlueter <axel@moving-bytes.de>
Message-ID: <338B5A0F.349C08FE@moving-bytes.de>
Source record: 6844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi all,

Recently I bought a TT030 together with a 19" B/W-Monitor
called "Proscreen TT", manufactured from a company called
Protar, but I don't have a cable to connect both.

Anybody out there using these two devices ? Could you please
mail me the wiring scheme for the monitor cable ?

Thnx,
Axel

Zu faul fuer ne' Sig...

5294. Re: looking for SCSI lib

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: Szymon Stasik <szymon@ericsson.pl>
Message-ID: <Pine.LNX.3.95.970528095240.28821A-100000@bzyk>
Source record: 6845
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 27 May 1997, Claus Brod wrote:

> Szymon Stasik wrote:
> >
> > hello,
> >
> > I wonder if there is any scsi library which allows to read/write to
> > generic scsi device (as under linux) or at least to write aANY commands to
> > scsi cdroms/cdr's.
>
> Check out Steffen Engel's SCSI library which comes as part of the CBHD
> driver package. You can download it from any good Atari ftp site; here

Yup, I have remind about that just after writng a message. Anyway thanks
for help. I am still looking for any description of SCSI2 group 7
commands.

regards,

Szymon.

5295. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5mhhml$2sq@alexander.INS.CWRU.Edu>
Source record: 6896

In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:

>
> Is there anyone out there to advise me how one makes
>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>to be able to scale fonts to be
>1) double width
>2) double height,
>and if possible
>3) top and/or bottom halves of double size fonts.
I guess I ought to clarify this. I don't mean create a new font,
I mean to display a font on the screen in double size.

> Can anyone help?
>
> Boris
>--
>Prof. Boris D. Cahan
>bdc2@po.cwru.edu
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

5296. Where to store settings

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f7f_9705281108@conchbbs.com>
Source record: 6897

```
m > Also, since the concept of storing the settings in a home
m > directory seems to be derived from UNIX, should be also derive
m > the file naming convention from UNIX; i.e. the settings for an
m > app called "test" would be stored in a file called ".testrc"?
m > Or should we name the files more like "test.rc" or "test.set"?

Usually test.inf or test.dat (but almost any extension will do). Nor is the
practice peculiar to or derived from UNIX.

m > Also, since many GEM users do not have a multiuser system, it
m > is quite likely that the user may not have any home directory.
m > Where should the settings files be put in this case?

Same directory as the application.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5297. FreeNetAccessWorldwid+

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b1173.6921318@hiroken.hiroken.or.jp>
Source record: 6898

```
Free Adult Internet Connection Worldwid+ Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

5298. Technical Recruiters

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: George Lurker <georgel@bayarea.net>
Message-ID: <338CDE9E.478A@bayarea.net>
Source record: 6899

To anyone living in the San Francisco Bayarea:

Complimate Technical Staffing (Sunnyvale, CA) is seeking people with programming and other Software backgrounds who wish to work as Technical recruiters.

If you are interested please call 408-733-8994
Or e-mail: CareerDesk@complimate.com
Or fax: 408-733-0968

5299. Cum visit our free BBS

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-28 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <336b1173.6921318@hiroken.hiroken.or.jp>
Source record: 6900

```
Free Adult Internet Connection Worldwid- Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

5300. Re: looking for SCSI lib

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-29 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <338D31EF.3FB0@elec.iuta.u-bordeaux.fr>
Source record: 6901
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Szymon Stasik wrote:
> for help. I am still looking for any description of SCSI2 group 7
> commands.

well, I've got something like this...
there is only 2 minor trouble:

-It is a .TAR file (You can manage to read it with a good text
editor,even if it doesn't look very pretty)

-It's over 1.5 Mbyte! Even packed with ZIP, it is not far from 300 Kb...

If you're interested, Email me!

5301. Re: Where to store settings files?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <C31MCAE@tos.pl.net>
Source record: 6902

So, having read the article by James Cox, which seems quite sensible to me, reading the configuration file would go something like this:

Try ~/.appnamerc
Try ~/appname.rc
Try /etc/.appnamerc
Try /etc/appname.rc
Lastly, try appname.rc in the current directory (where the app was started from). This is necessary for people who don't have a UNIX style directory tree.

But, where should the settings be saved to? Perhaps they could be saved to the same place they were loaded from, but what about when there were none to load?

Also, what happens to the ~/defaults directory, where some apps store the settings?

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5302. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <E31MCBG@tos.pl.net>
Source record: 6903

Boris D. Cahan (bdc2@po.CWRU.Edu) wrote:

: In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:

: > Is there anyone out there to advise me how one makes
: >double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
: >to be able to scale fonts to be
: >1) double width
: >2) double height,
: >and if possible
: >3) top and/or bottom halves of double size fonts.
: I guess I ought to clarify this. I don't mean create a new font,
: I mean to display a font on the screen in double size.

I suppose you could simply change the size with vst_point() or
vst_height(). To get the halves, you could use vs_clip() to clip the
drawing to one half of the font, perhaps.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5303. FREE HOT PICTURES HOT!

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-29 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <998b1173.6921318@hiroken.hiroken.or.jp>
Source record: 6904

```
Free Adult Internet Connection Worldwide Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

5304. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-29 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EAxKLr.n08@suse.modem.stud.uni-hannover.de>
Source record: 6905

In article <5mhhml$2sq@alexander.ins.cwru.edu>,
bdc2@po.CWRU.Edu (Boris D. Cahan) writes:
>
> In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:
>
>>
>> Is there anyone out there to advise me how one makes
>>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>>to be able to scale fonts to be
>>1) double width
>>2) double height,
>>and if possible
>>3) top and/or bottom halves of double size fonts.
> I guess I ought to clarify this. I don't mean create a new font,
> I mean to display a font on the screen in double size.

Why not use the VDI call for setting a font's height, i.e. vst_height() ?
Better still, use vst_point() !

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5305. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <864960870_OASIS_@swampdog.demon.co.uk>
Source record: 6906

In article <5mhhml$2sq@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>
>In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:
>
>>
>> Is there anyone out there to advise me how one makes
>>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>>to be able to scale fonts to be
>>1) double width

erm, offhand, I don't recall a command for this - you'll need to have
a double width font.

>>2) double height,

vst_point or vst_height.

>>and if possible
>>3) top and/or bottom halves of double size fonts.
> I guess I ought to clarify this. I don't mean create a new font,
>I mean to display a font on the screen in double size.

btw, bitmapped fonts can only be scaled to a maximum of twice their
original height.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5306. Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: !ynoT
Message-ID: <33b4e796.25485126@news.airtime.co.uk>
Source record: 6907

My current project is to use as much memory as I can on a bare bones 4meg STe or Falcon,

The only thing not to be turned off (trying to insist on a clean boot) is the hard drive control fing,

Currently the game is taking 2.7 meg.. but more animation to come,

QUESTION, How much memory do I need to leave free for the HD controller?, is it minimal as in a few K, or is it like quarter to half a meg or something ?

I do not have a HD so testing for the result is impossible :)

The game has been succesfully tested and breezes through everything up to and including a Falcon with Nemesis, but a clean system is prefered, I presume the HD controller is the minimum, nothing else desperatly needed to boot the old Falc is there...sorry I havent got one of them either :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

5307. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <865029772_OASIS_@swampdog.demon.co.uk>
Source record: 6908

In article <33b4e796.25485126@news.airtime.co.uk>
!ynoT said:-

>
> My current project is to use as much memory as I can on a bare bones
>4meg STe or Falcon,
>
> The only thing not to be turned off (trying to insist on a clean
>boot) is the hard drive control fing,
>
> Currently the game is taking 2.7 meg.. but more animation to come,

That's fine.

> QUESTION, How much memory do I need to leave free for the HD
>controller?, is it minimal as in a few K, or is it like quarter to
>half a meg or something ?

Difficult to say specifically. It depends on how the driver is set up.
If memory serves, I can get round about 3.5 meg although I can't
remember if that's with or withoot Zcontrol, probably without. As a
rough guess, I'd assume 3.2Mb.

> I do not have a HD so testing for the result is impossible :)

Mine refused to boot today - got me rather worried until I spotted the
hd end of the dma cable had unplugged itself and was lying on the
floor. Must have forgot to screw it up when I moved the computer! ;-)

> The game has been succesfully tested and breezes through everything
>up to and including a Falcon with Nemesis, but a clean system is
>prefered, I presume the HD controller is the minimum, nothing else
>desperatly needed to boot the old Falc is there...sorry I havent got
>one of them either :)

Well, nobody would want to mess with their driver settings so I guess
the best thing to do is just see what the highest setting is for a 4mb
machine - who cares if a driver takes 1Mb on a 14Mb Falcon eh? <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5308. $99.00 GIFT FOR VISITING OUR SITE

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: pressrelease@usa.net
Message-ID: <5mnarb$7ip$3@its.hooked.net>
Source record: 6909

```
------------------>>>>> FREE GIFTS!!

--------------------->>>>>>>> FREE GIFTS!!!

Come visit our WEB SITE & Receive $99.00 worth of FREE GIFTS!

http://www.cyberbundle.com
```

5309. Object file formats?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5mm6tr$ird@balaena.bio.vu.nl>
Source record: 6910

Does anyone know where I can find some info on the object file format
the atari version of GCC uses? What format does it use anyway?
And why do all my messages keep appearing twice in one msg? :-)
Questions, questions, questions...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Although the moon is smaller than the earth, it is farther away.
From news Fri May 30 11:33:47 1997
To: wezel
Subject: Local Post
Content-Length: 791

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Object file formats?
Date: 30 May 1997 09:33:47 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 14
Message-ID: <5mm6tr$ird@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Does anyone know where I can find some info on the object file format
the atari version of GCC uses? What format does it use anyway?
And why do all my messages keep appearing twice in one msg? :-)
Questions, questions, questions...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Although the moon is smaller than the earth, it is farther away.

5310. Re: Where to store settings files?

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-30 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5mm61i$ird@balaena.bio.vu.nl>
Source record: 6911

Mario Becroft (mb@tos.pl.net) wrote:

: With the apparent progress towards GEM being more multi-user friendly,
: much software stores its settings in the user's home directory. This is,
: of course, an excellent thing, but there are still some irregularities.

Yeah, I've been thinking about this kind of multi-user problems too
lateley... There are more. What about, for instance, the RSC files?
It wouldn't be very appropriate to store them along with the binaries
in /bin, /usr/bin or /usr/local/bin, would it?

: For example, some software stores the settings files in a directory called
: "defaults" in the users home directory,

Hmm, that's a nice idea...

: However, the UNIX naming is not very useful under a MS-DOS
: style filesystem, where a filename such as ".testrc" would be truncated to
: ".TES".

Actually, MinixFS will convert ".testrc" to ",testrc"
But it would be nice if MinixFS were to convert every file starting with a
dot to a hidden DOS type file (with the dot removed)...

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

A program should probably check for a homedir (environment var. HOME)
and if none exists (ie. no multiusersystem!) use the current (app) dir.
Every multiusersystem should have homedirs...
In a Unix type FS one should use /etc for general preferences, as far as I
know.. (You could check the Linux Filesystem Standard, it'll shed some light
on Unix type filesystem trees.)

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I agree...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"When in doubt, tell the truth."
-- Mark Twain
From news Fri May 30 11:18:42 1997
To: wezel
Subject: Local Post
Content-Length: 2418

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Where to store settings files?
Date: 30 May 1997 09:18:42 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 51
Message-ID: <5mm61i$ird@balaena.bio.vu.nl>
References: <8UXMCYI@tos.pl.net>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Mario Becroft (mb@tos.pl.net) wrote:

: With the apparent progress towards GEM being more multi-user friendly,
: much software stores its settings in the user's home directory. This is,
: of course, an excellent thing, but there are still some irregularities.

Yeah, I've been thinking about this kind of multi-user problems too
lateley... There are more. What about, for instance, the RSC files?
It wouldn't be very appropriate to store them along with the binaries
in /bin, /usr/bin or /usr/local/bin, would it?

: For example, some software stores the settings files in a directory called
: "defaults" in the users home directory,

Hmm, that's a nice idea...

: However, the UNIX naming is not very useful under a MS-DOS
: style filesystem, where a filename such as ".testrc" would be truncated to
: ".TES".

Actually, MinixFS will convert ".testrc" to ",testrc"
But it would be nice if MinixFS were to convert every file starting with a
dot to a hidden DOS type file (with the dot removed)...

: Also, since many GEM users do not have a multiuser system, it is quite
: likely that the user may not have any home directory. Where should the
: settings files be put in this case?

A program should probably check for a homedir (environment var. HOME)
and if none exists (ie. no multiusersystem!) use the current (app) dir.
Every multiusersystem should have homedirs...
In a Unix type FS one should use /etc for general preferences, as far as I
know.. (You could check the Linux Filesystem Standard, it'll shed some light
on Unix type filesystem trees.)

: I posted about this some time ago but received no responses. I believe it
: is important, however, that a standard system for placing and naming
: settings files must be constructed in order to avoid the difficult problem
: of a variety of systems being used.

I agree...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"When in doubt, tell the truth."
-- Mark Twain

5311. atari 800 looking for good home

Newsgroup: comp.sys.atari.programmer
Date: 1997-05-31 00:00:00 UTC
From: "Scott C. Parker" <scp@techie.com>
Message-ID: <33906972.9A2FA2CF@techie.com>
Source record: 6912

I have an atari 800. It's been in a milk crate for several years and I need the closet space. I'd hate to leave it on the curb. So, if anyone can give it a good home. Please let me know. I live in Greenwich Village, New York City. I don't want to have to pack and ship it, so if you're interested, you would have to pick it up.

--
Scott C. Parker scp@techie.com
Scott Parker Associates Designers of Light & Shadow
New York City

5312. help SOZOBON X

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-02 00:00:00 UTC
From: Gilles OLIVE <gilles@srepir1.univ-mrs.fr>
Message-ID: <33931230.64EC@srepir1.univ-mrs.fr>
Source record: 6913

I had decompacted the last version of Sozobon X but I don't know how to
configure it ....
Where can I find C-DESK ?

Thanks to answer me in my email too.

Gilles

Gilles@srepir1.univ-mrs.fr

5313. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-02 00:00:00 UTC
From: !ynoT
Message-ID: <33a094c9.10130077@news.airtime.co.uk>
Source record: 6914

On Fri, 30 May 97 22:02:52 GMT, guy@swampdog.demon.co.uk (Guy
Harrison) wrote:

Swampy..hiya mate... long time ...Been suspiciously quiet of late ?
must be up to no good.....hehehe

>> Currently the game is taking 2.7 meg.. but more animation to come,
>
>That's fine.

Fingers crossed :)

>> QUESTION, How much memory do I need to leave free for the HD

>Difficult to say specifically. It depends on how the driver is set up.
>If memory serves, I can get round about 3.5 meg although I can't
>remember if that's with or withoot Zcontrol, probably without. As a
>rough guess, I'd assume 3.2Mb.

hmmmm not as much as I thought.. I presumed just a few thousand
bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
damm.... big drop .

>> I do not have a HD so testing for the result is impossible :)

>Mine refused to boot today - got me rather worried until I spotted the
>hd end of the dma cable had unplugged itself and was lying on the

hehehe.... ho dear:)

>Well, nobody would want to mess with their driver settings so I guess
>the best thing to do is just see what the highest setting is for a 4mb
>machine - who cares if a driver takes 1Mb on a 14Mb Falcon eh? <G>

well thats what I am trying to find out... I thought people would be
interested in a game that takes up all that memory with lots of good
sampled sound and well drawn animations... but the response to my plea
is ONE, hmmmmm
When I got my 4meg..the FIRST thing I did was look for software that
took advantage of the 4meg, I thought hey! theres a gap in the
market.. it would seem not :(

ha well cheers for the info.. someone on irc said simmilar
...different cache setting etc, looks like 3.2 meg, I have to
hardwire, I have to use the exact amount of memory no matter what
configuration the user has.. so it was a need to know.. cheers mate :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

5314. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-02 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5muup9$mkr@alexander.INS.CWRU.Edu>
Source record: 6915

In a previous article, guy@swampdog.demon.co.uk (Guy Harrison) says:

> In article <5mhhml$2sq@alexander.INS.CWRU.Edu>
> bdc2@po.CWRU.Edu (Boris D. Cahan) said:-
>
>>
>>In a previous article, bdc2@po.CWRU.Edu (Boris D. Cahan) says:
>>
>>>
>>> Is there anyone out there to advise me how one makes
>>>double size fonts from GDOS fonts (bitmapped). For my TelVYT102 I need
>>>to be able to scale fonts to be
>>>1) double width
>
>erm, offhand, I don't recall a command for this - you'll need to have
>a double width font.
>
>>>2) double height,
>
>vst_point or vst_height.
>
>>>and if possible
>>>3) top and/or bottom halves of double size fonts.
>> I guess I ought to clarify this. I don't mean create a new font,
>>I mean to display a font on the screen in double size.
>
>btw, bitmapped fonts can only be scaled to a maximum of twice their
>original height.

Somehow, Connect seems to do it! Is there no command in 'C' that will do
this??

Boris
>
>Guy Harrison
>
>Email guy@swampdog.demon.co.uk
> swampdog@dial.pipex.com
>Web http://www.swampdog.demon.co.uk/index.html
>
>
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

5315. Re: Scaling GDOS fonts?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <865290694_OASIS_@swampdog.demon.co.uk>
Source record: 6916

In article <5muup9$mkr@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>Somehow, Connect seems to do it! Is there no command in 'C' that will
>do this??

Not to my knowledge. Their might be some NVDI call or something but if
there is I've never come across it.

Assuming there is no call, perhaps Connect is getting round the
problem by generating double widths on the fly. I'm guessing here but
it might print offscreen, call some code to double the width, then
blit the result back to the screen. Alternatively, it might fiddle
with the font header and/or table and fool gdos. Perhaps it prints to
a virtual screen half the width then blits it back somehow? - I really
dont know.

If somebody has a solution please enlighten us!!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5316. SAM SAA files, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <ZV7MCTE@tos.pl.net>
Source record: 6917

I have recently obtained KP SACK (SAA Construction Kit) in order to add SAM support to my applications.

It appears that for the application to make use of SAM, the _user_ must install the SAA file.

It would be better if the installation program could do this. In fact, ideally the user should not have to do anything at all to install a program, except run the installation program.

How can this be accomplished, with regard to SAM and SAA files? Is there some method of installing these files in a manner such that user interaction is not required? Naturally the user will have to assign the actual sounds, but the user should not have to worry about installing the SAA file.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5317. desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <LW7MCWG@tos.pl.net>
Source record: 6918

If you read my previous post regarding SAM SAA files, you will notice that I was looking for a way to let an installation program automatically install the SAA files.

The same applies to various other items: an installation program should be able to automatically install desktop icons, automatically assign those icons to a file and also automatically associate document types with the application(s) being installed. Also, sometimes automatic installation of fonts would be desirable.

According to the style guide in the Atari Compendium, this should be done by directly changing the relevant files: newdesk.inf, desk[c]icon.rsc, assign.sys, extend.sys etc.

As you can see, however, the above method is far from satisfactory. In particular, I can see the following problems with the above system:

* The method for locating these files is undefined.

* Letting any application change these files could be dangerous.

* Some of the files, for example the desktop icon resource files, are rather difficult to modify from a programmer's point of view.

* But most importantly:
The TOS platform suffers from not having enough standards, and this is apparent here - when people use alternative desktops (e.g. Thing, Gemini, Neodesk, Ease...) and GDOSs (e.g. NVDI) that use different setup files to the standard ones, the above method will fail.

So, what is the correct method for installing items such as those listed above? It seems that there is no proper way, and if this is true, it is important that a standard method be put in place. Support for this method could then be added to desktops, GDOSs and other relevant software, and maybe we would finally be able to have user friendly installation software.

Briefly, I would suggest that such a method would include at least the following facilities:

* Facility for an application to add fonts to the system.

* Facility for an application to add icons images to the system.

* Facility for an application to assign icons to files.

* Facility for an application to assign certain file masks to an application, so that when the user double clicks on files that fit the

mask, that application is started.

* The above facilities would have to be flexible enough that they could be supported by a wide variety of desktops, GDOSs or other system software.

* They should operate automatically, without the user having to carry out any of the tasks. Some user interaction may be advisable in places.

I would be interested to hear other peoples' views on the above matters.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5318. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: gryf@sub2.hrz.th-darmstadt.de
Message-ID: <5n0nbd$r7j$1@news.th-darmstadt.de>
Source record: 6919

Hi!

In article <LW7MCWG@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) writes:
> [...]
> Briefly, I would suggest that such a method would include at least the
> following facilities:
>
> * Facility for an application to add fonts to the system.
>
> * Facility for an application to add icons images to the system.
>
> * Facility for an application to assign icons to files.
>
> * Facility for an application to assign certain file masks to an
> application, so that when the user double clicks on files that fit the
> mask, that application is started.
>
> * The above facilities would have to be flexible enough that they could be
> supported by a wide variety of desktops, GDOSs or other system software.
>
> * They should operate automatically, without the user having to carry out
> any of the tasks. Some user interaction may be advisable in places.
>
> I would be interested to hear other peoples' views on the above matters.
This sounds quite interesting, though personally, I dislike having too many
things done automatically - there's always some risk with it, especially if
you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
always gets corrupted by programs which try to install themselves in it, as
I'm using a multi-setup-autoexec).

Dispite my personal opinion, the above things could maybe be done with
either an accessory, providing support for the user's setup (desktop, GDOS,
etc.), or a system tool, which does the same. The system tool would have
the advantage that it could be made modular, so the user just has to choose
the module(s) neccessary for his setup. An environment variable could point
to the full path of the tool, and another to the module directory (if
desired).

The tool would be called with special command line parameters, telling it
what's to be done (an accessory would receive AES messages for this). The
exit code would signal success or failure of the procedure.

Is that what you are thinking of?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5319. gfa mailto processor

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: willard@headwaters.com
Message-ID: <5n1jmb$9rg$1@news>
Source record: 6920

Greetings all!

I've put a mailto form in my webpage that generates an email to me.

I've done it this way because my server doesn't want to expend processor time on me processing the usual formto file.

He says I have to write a small program to strip out the garbage characters and put in carriage returns.

Is there such a little program out there? Anyone willing to write one for me in, say GFA Basic and provide me with source? I can email a sample message generated by the form if anyone is interested.

Thanks for the help!

Willard VanderPloeg
Owen Sound, Ontario Canada

5320. LOOKING for CUBASE for ST (without DD), pleaaaaaase...

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: nterrien@hotmail.com
Message-ID: <5n2ak3$5rj$3@news2.isdnet.net>
Source record: 6921

Reply to nterrien@hotmail.com

5321. Re: Graphics In GFA BASIC

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-03 00:00:00 UTC
From: Mika Poikonen <mpoikone@keskiviikko.hit.fi>
Message-ID: <Pine.SGI.3.95.970603182202.14740C-100000@keskiviikko.hit.fi>
Source record: 6922

```
> " > I've made a title screen in DEGAS and want to load it into memory.
> " > Once in memory I want to display the picture on the screen very small
> " > (Like its far away) and then zoom in on it(Getting bigger until it fills
> " > the screen). As the picture is being zoomed in on I want to rotate it,
> " > spin it e.t.c. How is this done? Can I use the GET/PUT commands and
> " > how about using the screen flipping thing draw to logic and then copy to
> " > the physical screen. How is that done?
> " >
> " > Any help would be greatly appreciated.
> " >
> " > As well anyone know where I can download some good examples(source
> " > code) for GFA BASIC.
```

Here is the short and SLOW source code for GFA-basic how to do that zoom and rotate effect with code.. I hope someone has help with it..

It does not have double screen buffer, because I can't remember the registers etc. it needs and I don't guarantee that it works correctly straight from this code.. But there it is anyway..

```
-------
'
CLS
'
DIM a|(32034),place(320,200)
'
BLOAD "path\picture.pi1",V:a|(0)
'
FOR c%=0 TO 15
'
SETCOLOR c%,0
'
NEXT c%
'
BMOVE V:a|(34),XBIOS(2),32000
'
FOR y%=0 TO 199
FOR x%=0 TO 319
'
place(x%,y%)=POINT(x%,y%)
'
NEXT x%
NEXT y%
'
CLS
```

```
'
FOR c%=0 TO 15
'
VSETCOLOR c%,a|((2+c%)*2)
'
NEXT c%
'
FOR zoom%=20 TO 1 STEP -2
'
VSYNC
'
startx%=ROUND(160-(320/zoom%)/2)
starty%=ROUND(100-(200/zoom%)/2)
'
yptr%=starty%
'
FOR y%=0 TO 199 STEP zoom%
xptr%=startx%
FOR x%=0 TO 319 STEP zoom%
'
PSET xptr%,yptr%,place(x%,y%)
INC xptr%
'
NEXT x%
INC yptr%
NEXT y%
'
NEXT zoom%
'
an%=-6
'
DO
'
VSYNC
'
ADD an%,6
IF an%=>360
an%=0
ENDIF
'
FOR y%=-100 TO 99
'
js=y%*SINQ(an%)
jc=y%*COSQ(an%)
'
FOR x%=-160 TO 159
'
i%=160+ROUND(x%*COSQ(an%)-js)
j%=100+ROUND(x%*SINQ(an%)+jc)
'
```

```
PSET x%+160,y%+100,place(i% mod 320,j% mod 200)
'
NEXT x%
'
NEXT y%
'
LOOP UNTIL INKEY$<>""

-------
```

----------8<----------8<----------8<----------8<----------8<----------8<-------

Mika Poikonen Kurkimaentie 19 G 55/1 00940 HELSINKI
FINLAND
No tel number Cellular number: 0400-749469 (Usually 17-24 CET+2)

Emphii - Xtream Machine: Atari Falcon 030, 4Mb, 85Mb, RGB
mpoikone@hit.fi Octek P120, 32Mb, 2.1Gb, 10x, SVGA
----------8<----------8<----------8<----------8<----------8<----------8<-------

5322. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-04 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <K68MCTC@tos.pl.net>
Source record: 6923

Thomas Binder (gryf@sub2.hrz.th-darmstadt.de) wrote:
: In article <LW7MCWG@tos.pl.net>,
: mb@tos.pl.net (Mario Becroft) writes:
: > [...]
: > Briefly, I would suggest that such a method would include at least the
: > following facilities:
: >
: > * Facility for an application to add fonts to the system.
: > * Facility for an application to add icons images to the system.
: > * Facility for an application to assign icons to files.
: > * Facility for an application to assign certain file masks to an
: > application, so that when the user double clicks on files that fit the
: > mask, that application is started.
: > * The above facilities would have to be flexible enough that they could be
: > supported by a wide variety of desktops, GDOSs or other system software.
: > * They should operate automatically, without the user having to carry out
: > any of the tasks. Some user interaction may be advisable in places.
: >
: > I would be interested to hear other peoples' views on the above matters.

: This sounds quite interesting, though personally, I dislike having too many
: things done automatically - there's always some risk with it, especially if
: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
: always gets corrupted by programs which try to install themselves in it, as
: I'm using a multi-setup-autoexec).

I agree entirely, but for more novice users this would be a good feature.
Of course the installation program would always make things like this
optional so that people like you and me would not be inconvenienced.

: Dispite my personal opinion, the above things could maybe be done with
: either an accessory, providing support for the user's setup (desktop, GDOS,
: etc.), or a system tool, which does the same. The system tool would have
: the advantage that it could be made modular, so the user just has to choose
: the module(s) neccessary for his setup. An environment variable could point
: to the full path of the tool, and another to the module directory (if
: desired).

: The tool would be called with special command line parameters, telling it
: what's to be done (an accessory would receive AES messages for this). The
: exit code would signal success or failure of the procedure.

: Is that what you are thinking of?

Exactly. I wasn't sure exactly how it would be implemented, but that is
the idea.

I would suggest that the desk accessory would be less desirable since it would just use up RAM, while most of the time it would lie unused. An option where the program would be loaded only when used would be preferable.

A possibility might be that the "installer" (I can't think of a better name just now) would be programmable with some sort of script language. The script would describe how to install various elements, and scripts would be supplied with software such as desktops, AESs, GDOSs, SAM and compatibles, etc.

The script might support features such as:

* modify a file in some way

* send an AES message to a running application

* permanently set an environment variable

* possibly some other similar methods

* ways of checking information before performing the above methods, such as the ability to act on the contents of a file, environment variable or other data would be provided

* possibly other relevant features

Such scripts could be installed to handle installation of any item, and all scripts capable of installing a similar item would have the same interface. This would mean that installation software supplied with applications would not have to worry about what method is in use, it could just use one standard method, and the script(s) would convert the request to system specific operations.

Naturally, the "installer" itself would come with installation software that is as universal as possible, so that installation of the "installer" itself would be easy to install. Also, software that needs to supply new scripts would be able to automatically install such scripts using a standard "install script" feature of the "installer."

So, the functions provided to installation software by the installer might include:

* "Install item"
Parameters would include:
+ type of item to install (possibly a cookie?)
+ path to item(s) being installed OR the actual data to be installed
+ how to install them (can't quite think how this would be used at present)
+ some type specific parameters

* "Uninstall item"
Parameters could be similar to "install item". It could be argued that this function would be best left out, but provided uninstallation software that uses it properly (i.e. the choice of what to do is ALWAYS up to the

user, although a sensible default is provided) it should not be a problem.

* "Add or modify script"
This would allow a new script to be installed. Problems could occur if two scripts became available for installing the same type of item. I guess the new script would take precedence over the old script, but the old script would not be deleted. This way, if the user later un-installs the software that installed the new script, the old script could be reverted to.

Data types supported would be expandible, but in order to maintain compatibility and consistency, not just anyone could add a new data type.

Possible data types could include:

* fonts
* desktop icons
* icon-file associations
* file-application associations
* dlls, once they are supported (several such extensions to support dlls are in developmend)
* sounds, SAM SAA files, and SAM event-sound associations
* probably others.

Standard scripts could be made to support common programs, and hopefully programmers would catch on and start supplying the necessary scripts with their software.

It is important that an open, expandable standard for all of the above be developed, otherwise we will only be creating more non-standardness.

If enough people are interested, maybe we should set up a mailing list for discussion of the idea.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5323. Updated include files

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-04 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <EB9B55.AJx@freenet.victoria.bc.ca>
Source record: 6924

Is there anyplace to obtain include files with all the up to date #define's for the Falcon, MultiTos/MiNT and the AES? The Developer's Resource I have from Atari is April '93 and it mentions all the new window messages etc but doesn't provide the #defines. Thanks.

Nicholas Steele

--

5324. FS: Atari Compendium Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-04 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <5n4van$b88$1@news.pacifier.com>
Source record: 6925

FOR SALE:

$20.00 - The Atari Compendium Book
Book is in like new condition and is a great reference
book for the Atari user/programmer.

Price includes COD shipping.

If you are interested in this book, please contact:

Anthony Watson at awatson@pacifier.com or call
(360) 694-1880 between 9:00am and 4:00pm Monday-Friday.

Thanks,

Anthony Watson
6911 NE Livingston Road
Camas, Washington 98607 USA

Mountain Software
http://www.pacifier.com/~awatson

5325. help i need graphics on net!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-05 00:00:00 UTC
From: sela@ccnet.com
Message-ID: <5n5oem$1vm$1@ccnet3.ccnet.com>
Source record: 6926

[Article crossposted from comp.sys.atari.advocacy]
[Author was selah]
[Posted on 5 Jun 1997 00:02:58 -0700]

can anyone please direct me to a tried and true graphics prg to view the

internet in graphics mode other than with my weak unix based Stalker prg?

shareware?

please tell me where it is exactly in a web site or if there is no such
ability for the atari falcon to do this tell me so...

thank you

right now I have a shell account and would desire to have a slipp account

with my internet provider.

--

\\\\\\\\\\ //////////
\\\\\\\\\\ \=====/ //////////

sela @ccnet.com
--

\\\\\\\\\\ //////////
\\\\\\\\\\ \=====/ //////////

sela @ccnet.com

5326. Mailloop: Mass Mailer and Newsgroup Poster

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-05 00:00:00 UTC
From: adosfjdslk@ao
Message-ID: <5n74cs$v@newsfep3.sprintmail.com>
Source record: 6927

Mailloop v3.0 is an industrial strength bulk mailer.

Mailloop v3.0 is a bulk mailing program for the internet. It can take a single message and broadcast it to either a listing of e-mail addresses or to a listing of newsgroups. Creates custom newsgroup lists by filtering NNTP servers. Creates custom e-mail lists by extracting them from newsgroups. Can also extract e-mail addresses or newsgroup names from other protocols. Built-in NNTP, SMTP, POP, FTP, HTTP, EXEC, CGI, WHOIS and FINGER clients. Anti-cancelbot feature. Automatically processes remove requests. Includes extensive on-line help.
The most powerful bulk mailer available. Requires Windows 95 or NT 3.51+ and internet access.

The "Program" Mailloop is only available in English.

For more info goto: http://205.199.4.219

http://205.199.4.219

Using it is easy:

1) Create a message (http://205.199.4.219/editor.htm)
...by using the pull down menus or
...by using any editor

2) Create a newsgroups list (http://205.199.4.219/news3.htm)
...by filtering an NNTP server or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from any FTP file or
...by extracting from any HTTP file

3) Create an e-mail list (http://205.199.4.219/em3.htm)
...by extracting from newsgroups or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from a WHOIS response or
...by extracting from a fingering response or
...by extracting from a UNIX response or
...by extracting from any FTP file or
...by extracting from any HTTP file or

4) Broadcast the message
...to the e-mail list or (http://205.199.4.219/embc.htm)
...to the newsgroup list (http://205.199.4.219/ngbc.htm)

5) Then process the remove requests
...by using the mailbox processor (http://205.199.4.219/pop.htm)

6) If you want you can use the Newsletter Sever
...The Newsletter Sever will allow you to have an topic-specific newsletter that other can subscribe
and unsubscribe to.
...Customizing this server response files (http://205.199.4.219/response.htm)
...Creating a new newsletter (http://205.199.4.219/create.htm)
...Creating and Updating a newsletter the actual newsletter (http://205.199.4.219/update.htm)

For more info visit http://205.199.4.219

http://205.199.4.219

5327. Is there a Java virtual Machine for Atari in progress?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-06 00:00:00 UTC
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Message-ID: <5n8hjecdp1@miranda.gmrc.gecm.com>
Source record: 6928

Hi All,

I do not want to succumb to the hype generated by Java, but is there anybody trying to port the Java Virtual Machine on Atari Computers?

I believe the specification for network computer are high, in terms of memory, display and CPU, but the Falcon, and TT could be capable enough (Hades and Medusa for sure). It could be well worth it as such project could prolonge the life of our favourite machines.

What do you think?

Bruno

5328. Re: Is there a Java virtual Machine for Atari in progress?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-06 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <3397D2E4.2781@in.tu-clausthal.de>
Source record: 6929

Bruno Hemeury wrote:
>
> Hi All,
>
> I do not want to succumb to the hype generated by Java, but is there
> anybody trying to port the Java Virtual Machine on Atari Computers?
>
> I believe the specification for network computer are high, in terms of memory,
> display and CPU, but the Falcon, and TT could be capable enough (Hades and
> Medusa for sure). It could be well worth it as such project could prolonge the
> life of our favourite machines.
>
> What do you think?

Start it, if you have the time. May be you could do a JIT Compiler...

Information about the virtual machine should be found at

http://www.javasoft.com/

For the interpreting the Java Bytecode bison should be the right tool.
just go ahead.

Christof

5329. Re: Mailloop: Mass Mailer and Newsgroup Poster

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-06 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970606130658.8762B-100000@juliet>
Source record: 6930

On 5 Jun 1997 adosfjdslk@ao wrote:
> Mailloop v3.0 is a bulk mailing program for the internet. It can take a
> single message and broadcast it to either a listing of e-mail addresses or
> to a listing of newsgroups.

Oh, well that's just what we need! More junk mail!!!!

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

5330. checking for either left or right mouse button

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <73361181_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6931

I thought I'd put BubbleGem support into some of my programs and have hit
the following problem:

How do I check for either the left or right mouse button.
I have a main loop which uses evnt_multi (so I can process other events
too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
to be a bit flawed. It seems there is no way to get it to return if *either*
button is pressed. Just both (which is no use at all).

One way is to check on an evnt_timer using graf_mkstate but this seems very
wasteful of processor time.

Is there a better way of doing this?

TIA, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5331. Re: checking for either left or right mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <3399a469.0@d2o61.telia.com>
Source record: 6932

On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
>I thought I'd put BubbleGem support into some of my programs and have hit
>the following problem:
>
>How do I check for either the left or right mouse button.
>I have a main loop which uses evnt_multi (so I can process other events
>too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
>to be a bit flawed. It seems there is no way to get it to return if *either*
>button is pressed. Just both (which is no use at all).

Hi, Gary
I checked my Lattice C manual.
You should pass a variable with the following bits set:

check for right mouse button: 1
check for right mouse button: 2
check for 'ALT' button: 4
check for 'CONTROL' button: 8

'OR' the values together that correspond to the event you're interesed of.

I've scanned mouse events with luck.
It should work.

Good luck!

Claes Olsson
savarez@connectum.skurup.se

E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97

5332. Best Cigars

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: sales@gclounge.com
Message-ID: <5nbssb$2q5@inout.beachnet.com>
Source record: 6933

Lounge, relax and enjoy with us at http://www.gclounge.com
If you are interested in fine cigars then you can't refuse
our enticing offer.
Phone 310-412-6799
Web http://www.gclounge.com
Email mailto:sales@gclounge.com

5333. Win95 OSR 2.1 CD $35 W/Fat32, Fat converter, Full install

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: jasonben@aol.com
Message-ID: <5nc8u4$d7n$907@usenet85.supernews.com>
Source record: 6934

Win '95 OSR-2.1 on CD with Fat32 Boot Floppy, FAT to FAT32
converter; $35 + 4.50 for Postage/COD, or offer.

Full install version. USB Support. This CD also contains
the Microsoft FAT to Fat32 converter.

Are you tired of losing up to 40% of your disk capacity
to the huge cluster size of FAT16, P-n-Pray that does
not work, poor pcmcia support, misidentified motherboard
resources, CPUs, ect?

Well, moving to the OSR 2.1 version of Windows '95 is the
answer.

Win '95 OSR2 also contains important patches, an expanded
(and debuged) drver library, PnP that works, GUI improvements
and bug fixes.

Yes - Some, not all, of these are available for as downloads.
Yet - The most important parts: *FAT 32*, the Kernel and GUI
enhancements, PnP improvements and proper CPU identifier codes
are NOT available for download and currently can only be
obtained with the purchase of a new computer or "memphis"
(Win'97), whenever that will be available.

The CD is the full install version. Included is a OEM cd-key,
an OSR2 boot floppy for creating a new FAT32 partition, MS CVT.EXE
for converting a FAT partition to FAT 32 detailed installation
instructions. In addition to these instructions, there is full
documentation on the CD. There is no "paper manual." Except
detailed installation information. Your current Win '95 manuals
will still apply, with a few *highly documented* exceptions.

The primary reason for migrating to OSR2 is, of course, FAT32,
which increases the storage capacity of your drive simply
by keeping the cluster size at 4K, despite the size of your
hard drive. It also recognizes partitions larger than 2.1g,
the current Win '95 limit.

I was hoping to get $ 35 for the CD, Boot Disk and instructions,
+ 4.95 for USPS COD. I am, however, open to reasonable offers.
I will pay shipping on pre-paid orders.
E-mail for more information.
Jason

5334. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <865717136_OASIS_@swampdog.demon.co.uk>
Source record: 6935

In article <33a094c9.10130077@news.airtime.co.uk>
!ynoT said:-

>On Fri, 30 May 97 22:02:52 GMT, guy@swampdog.demon.co.uk (Guy
>Harrison) wrote:
>
> Swampy..hiya mate... long time ...Been suspiciously quiet of late ?
>must be up to no good.....hehehe

How can you tell? ;-)

> hmmmm not as much as I thought.. I presumed just a few thousand
>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>damm.... big drop .

disabled everything but the driver the other day and got close to
3.8Mb so 'up' my estimate to 3.5

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5335. Re: checking for either left or right mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>
Source record: 6936

On 7 Jun 1997, Claes Olsson wrote:

> On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
> >I thought I'd put BubbleGem support into some of my programs and have hit
> >the following problem:
> >
> >How do I check for either the left or right mouse button.
> >I have a main loop which uses evnt_multi (so I can process other events
> >too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
> >to be a bit flawed. It seems there is no way to get it to return if *either*
> >button is pressed. Just both (which is no use at all).
>
> Hi, Gary
> I checked my Lattice C manual.
> You should pass a variable with the following bits set:
>
> check for right mouse button: 1
> check for right mouse button: 2
> check for 'ALT' button: 4
> check for 'CONTROL' button: 8
>
> 'OR' the values together that correspond to the event you're interesed of.
>
> I've scanned mouse events with luck.
> It should work.

This isn't what Gary was thinking of, as I understand it.

To check for either button is unfortunetely an undocumented feature, but
what you need to do is OR the mouse wait value with 0x100, that's
hexadecimal. To check if either is pressed, use the value 0x103.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5336. Re: checking for either left or right m

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-07 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ncsdu$o8d@nntp02.primenet.com>
Source record: 6937

```
On 7 Jun 97 18:11:53 GM, Claes Olsson wrote:
>On 7 Jun 97 00:27:34 GM, Gary Priest wrote:
>>I thought I'd put BubbleGem support into some of my programs and have hit
>>the following problem:
>>
>>How do I check for either the left or right mouse button.
>>I have a main loop which uses evnt_multi (so I can process other events
>>too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
>>to be a bit flawed. It seems there is no way to get it to return if *either*
>>button is pressed. Just both (which is no use at all).
>
>Hi, Gary
>I checked my Lattice C manual.
>You should pass a variable with the following bits set:
>
>check for right mouse button: 1
>check for right mouse button: 2
>check for 'ALT' button: 4
>check for 'CONTROL' button: 8
>
>'OR' the values together that correspond to the event you're interesed of.
>
>I've scanned mouse events with luck.
>It should work.
>
res = evnt_multi( flags, 0x0102, 3, 0, /* left or right mouse */
0x102 = double-click, or 0x0101 for single click
the 3 is (left and right mouse buttons)

John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

5337. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <339b41a3.0@comnet.co.nz>
Source record: 6846

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> In article <f3e_9705221318@conchbbs.com>,
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> > For the 68030, it also includes the exception vector
> > number (8 bytes total).
> AFAIK, that's already true for >= 68020.

The "Format Word" debuted with the 68010.

So, at the start of the trap handler, the supervisor stack looks like this:

ssp+0: SR (2 byte word)
ssp+2: Return address (4 byte longword)
ssp+6: Format word (2 byte word)

If you are running on a 68000 or 68008, then the format word does not exist.

However, if you are using a 68010+, _DO_NOT_ alter the format word. You
will get a "Foarmat error" with 14 bombs.

> > and jumps to the address in the corresponding exception vector
> > (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The VBR also arrived with the 68010. This allows the exception table to
appear anywhere in memory - not just the first 256 bytes

> Ciao

> Thomas

> --
> Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
> PGP-key available on request! gryf@hrzpub.th-darmstadt.de

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be
talking about me"

5338. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <339b4396.0@comnet.co.nz>
Source record: 6847

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote: > Hi!
> Yag Alone <b2b3@elec.iuta.u-bordeaux.fr> writes:
> > This is a BAD thing for compatibility!
> > Thank you very much! I'll left the stack then and ask parameters by
> > registers!
> Well, with TOS and compatible systems, there's no real need to do so, as you
> can rely on the OS variable _longframe. If it's non-zero, than the
> running CPU uses the long stack frame (i.e. with the vector number).

> But don't forget to check if the trap was made from user or supervisor
> mode, as the parameters have to be accessed via the USP, then.

> Of course, if your trap handler is not intended to run under
> TOS-compatible systems, you can't use _longframe. Btw, I don't have the
> address of _longframe handy, but I can look it up. Or maybe someone else
> can supply it.

_longframe = $59e. (1438 decimal)

This is a word (16-bit) value.

If it is zero, then the stack frame is 6 bytes long, otherwise eight bytes.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be
talking about me"

5339. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <339b44a6.0@comnet.co.nz>
Source record: 6848

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> > For the 68030, it also includes the exception vector
> > number (8 bytes total).
> AFAIK, that's already true for >= 68020.

The "Format Word" debuted with the 68010, lengthning the 68000/68008
stack frame from six bytes to eight.

DO NOT alter this word, as you will get a "Format Error" exception (14
bombs under TOS) at the next RTE

> > and jumps to the address in the corresponding exception vector
> > (first 256 longs in RAM).
> Not necessarily. On 68030 (maybe already 68020), there's the vector base
> register (VBR). So, in fact, the address the CPU jumps to is VBR + 4 *
> vector_no.

The VBR also debuted on the 68010 - allowing the exception table to
appear anywhere in physical memory, not just the first 1024 bytes.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be
talking about me"

5340. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <339b4576.0@comnet.co.nz>
Source record: 6849

Yag Alone (b2b3@elec.iuta.u-bordeaux.fr) wrote:
> Sam Ellis wrote:
> >
> > On Wed, 21 May 1997, Yag Alone wrote:
> > > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > > modified,I guess?
> > Do you mean RTE?

> Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
> (RETI)

Good answer. At least you didn't mean RTI (Return from Interrupt) used by Intel Insane computers.

> Perfect!
> I think I should buy a good book about the 68000!!!

I use "68030 Assembly Language Reference" by Steve Williams. Published by Addisson Wesley.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

5341. Component Manager -- good place to upload?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5nfc0m$a0b@infa.central.susx.ac.uk>
Source record: 6850

Well, after three years and a fair few promises of an early release, my component manager is finally ready (funny how this coincides with my end of my degree :).

I have the package sitting on my hard-drive at the moment in the form of a tar-ed, gzip-ed archive but I don't know which FTP site to upload to! I want to get this out and available as soon as possible since I don't have all that much time left at University (I have until the 27th of June).

There are a few people who I am going to email about putting it on their FTP sites, but I would welcome any suggestions for where to distribute it from.

I suppose I should tell you what is so good about the component manager then...

The thing was born out of the fact that MiNT has no support for shared libraries, and I didn't like the fact that quite a few programs share the same basic source code for certain functions (at a mundane level, string handling for example). So I started work on building a program that would load and unload standards bits of program code that provided system wide libraries of functions.

This turned into something which, in my opinion, should be a part of the operating system. At this point I should mention Sven Karlson's (sp?) project to create an entirely new operating system for the Atari: Fenix. The kernel is very small with Fenix, and all of the device drivers, filesystem drivers, etc.. are implemented as 'servers'. These servers are loaded as needed and help make the overall size of the kernel _very_ small.

The component manager that I have constructed is built with this in mind: most components are 'non-resident', that is, thay may be unloded from memory if no client wishes to use it (some components would have to be 'resident' since they might patch into an interupt vector, for example).

The component manager provides a simple interface between clients and the components that is very 'open'. Components can have whatever protocol they wish for providing their function(s). It is upto the documentation about how to use that 'class' of component to detail how to interpret the protocol.

Anyways, enough of the boring details... The component manager is a tiny archive: the actual program is only 5700 bytes of so on disc, although uses about 40K of memory (with memory protection turned on). My next concern is finding someone who will distribute the system around. If anyone would like to volenteer some FTP space for it, it would be most appreciated.

Sven: if you read this, get in touch with me if you want more technical info on how my component system works: I'm not releaseing source codes for my first

version of this (whilst it is stable, it is not really complete yet).

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

5342. Re: help SOZOBON X

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc7434$b1e927e0$LocalHost@computer-name>
Source record: 6851

Gilles OLIVE <gilles@srepir1.univ-mrs.fr> wrote in article
<33931230.64EC@srepir1.univ-mrs.fr>...
> I had decompacted the last version of Sozobon X but I don't know how to
> configure it ....
> Where can I find C-DESK ?
>
> Thanks to answer me in my email too.
>
> Gilles
>
> Gilles@srepir1.univ-mrs.fr
>

I don't remember reading anything in Sozobon about C-desk. What is the
latest version of Sozobon? X?

--

mhop@snip.net

5343. Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: Jeff.Thomas@823.to.org
Message-ID: <4b7_9706071928@to.org>
Source record: 6938

```
b > I do not want to succumb to the hype generated by Java, but is there
b > anybody trying to port the Java Virtual Machine on Atari Computers?
b >
b > I believe the specification for network computer are high, in terms of
b > memory,
b > display and CPU, but the Falcon, and TT could be capable enough (Hades
b > and
b > Medusa for sure). It could be well worth it as such project could
b > prolonge
b > the
b > life of our favourite machines.
b >
b > What do you think?
b >
```

Depends whether there are enough Atarians out there who want to take advantage of network applications using JAVA.

My opinion on NC's is mixed, right now there's a lot of talk, promised product, demo machines, and assurances of actual consumer demand, which sounds a hec of a lot like Atari's ol' tricks. :-) I think a lot of people who could afford personal computers went out and bought those, and aren't likely to fork over more cash to buy a consumer electronic product that allows them to only link to the internet.

Also Bill Gates is putting pressure on the industry to stay away from NC's, and is also pushing VB Script and ActiveX. I guess this just encourages the split between C++ and Visual BASIC developers (only now on the network).

The Falcon and TT could likely handle it, but how many people who own Atari computers own these particular ones? I doubt most Atarians will rush out to buy a Hades just to use JAVA.

Still it does sound like an interesting development project. Maybe you should contact Sun Microsystems with a proposal to deliver a JVM for the Atari line. The fact that Sun has a distaste for Microsoft might get them interested. Anything to spread the popularity of JAVA vs. ActiveX could be seen as a positive.

Later...

```
... OFFLINE 1.52
--
| Via polaris.sce.net, the Official Net 250 Gateway in Toronto, CANADA
| For more information, visit the Net 250 Web Site at http://www.to.org/
|
```

| Standard disclaimer: The views of this user are strictly his own.

5344. Sell YourPhotosNYC.Agency

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: Photorep45@ibm.net
Message-ID: <5ndpo6nm1018@news.internetmci.com>
Source record: 6939

PHOTO PHOENIX INTERNATIONAL

We are an international New York based agency representing
amateur and professional photographers in the following areas: Galleries,
Business and Organizations, Book Publishers, Paper Products, Consumer
Publication, Newspapers & Newsletters Publication, Special Interest Publication,
and Trade Publication.
We are seeking photographers who strive for excellence in the aesthetic/
creative and technological world of images, who have the talent to capture
the setting and to convey the mood. Your work should reflect a genuine,
pervasive interest in photography as a fine art.
Whether your work portrays conservative, experimental, stylish, or innovative
themes, your project proposal should be well thought out before submitting to
us.
For first contact, please submit a query letter, direct mail flier/brochure,
tearsheets, slides, photographs & SASE.
For amateur photographers, send sample photos and/or slides.
TO ALL: Do not send entire portfolio unless we ask for it. If we are not interested,
you might not hear from us, so please submit material that does not need to be
returned.

Send to:
Photo Phoenix International
33-29 58 Street
Woodside, New York 11377
Tele: Florida Branch-(941) 642-660

5345. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: !ynoT
Message-ID: <339a60bc.189397@news.airtime.co.uk>
Source record: 6940

On Sat, 7 Jun 97 20:58:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
wrote:

>>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>>damm.... big drop .
>
>disabled everything but the driver the other day and got close to
>3.8Mb so 'up' my estimate to 3.5

Its a big suprise, quite a bit of rethinking to do :), I seriously
thought just a few thousand bytes for some sort of HD driver... well I
have to keep on the safe side so will make it a maximum 3.5meg,
And thanks there mate... suprisingly none responsive audience for
this one.. perhaps the question was far too difficult ;--))

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

5346. Re: checking for either left or right mouse button

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <DCCNCNF@tos.pl.net>
Source record: 6941

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: I thought I'd put BubbleGem support into some of my programs and have hit
: the following problem:

: How do I check for either the left or right mouse button.
: I have a main loop which uses evnt_multi (so I can process other events
: too). Part of the event_multi uses evnt_button stuff, but evnt_button seems
: to be a bit flawed. It seems there is no way to get it to return if *either*
: button is pressed. Just both (which is no use at all).

: One way is to check on an evnt_timer using graf_mkstate but this seems very
: wasteful of processor time.

: Is there a better way of doing this?

Certainly there is. Unfortunately, the method for doing so is frequently
mis-documented or not documented at all. Nevertheless, I believe the
following is correct:

The first two parameters of evnt_button (and the corresponding ones of
evnt_multi) I will call clicks and mask respectively, as they are called
in the Atari Compendium.

mask should be set to 0x03 (both left and right buttons) and to specify
waiting for one OR the other you must OR 0x100 with clicks.

So, to wait for a single or double click of the left or right mouse
button for example, clicks would equal 0x102 (0x02 | 0x100) and mask would
be 0x03.

Note that this method only works as of TOS 1.02.
--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5347. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <ICCNCOH@tos.pl.net>
Source record: 6942

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: In article <33b4e796.25485126@news.airtime.co.uk>
: !ynoT said:-

: > QUESTION, How much memory do I need to leave free for the HD
: >controller?, is it minimal as in a few K, or is it like quarter to
: >half a meg or something ?

: Difficult to say specifically. It depends on how the driver is set up.
: If memory serves, I can get round about 3.5 meg although I can't
: remember if that's with or withoot Zcontrol, probably without. As a
: rough guess, I'd assume 3.2Mb.

Actually, you should have substantially more than that unless the user has
large caches. I would have suggested 3.5MB or more.

The best way to do it would be to load more sounds, animations or other
data if memory permits, otherwise just load data when it is required.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5348. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: !ynoT
Message-ID: <339fae36.20026168@news.airtime.co.uk>
Source record: 6943

On Sun, 8 Jun 1997 14:05:16 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Actually, you should have substantially more than that unless the user has
>large caches. I would have suggested 3.5MB or more.
>
>The best way to do it would be to load more sounds, animations or other
>data if memory permits, otherwise just load data when it is required.

Yeagh but one way of looking at that is the HD user gets a more
crippled copy than a floppy user.. of course you could say HD game...
but Floppy users get extra :)

One of the targets is to make a game that works exactly the same on
all machine, from a 4megSte floppy system to a 14meg Falcon with HD,

Making it work differently for different versions means I dont get to
see whats happening, when someone writes to me about the software, I
like to be able to see exactly what they can see,IYKWIM :)

I think dropping my original 4meg target to 3.5meg wills ee me
through <Smile>

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

5349. Re: checking for either left or right mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <16116195_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6944

In article <Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>
Tomas Berndtsson <tobe@lysator.liu.se> wrote:-

>On 7 Jun 1997, Claes Olsson wrote:
>
>> Hi, Gary
>> I checked my Lattice C manual.
>> You should pass a variable with the following bits set:
>>
>> check for right mouse button: 1
>> check for right mouse button: 2
>> check for 'ALT' button: 4
>> check for 'CONTROL' button: 8
>>
>> 'OR' the values together that correspond to the event you're interesed of.
>>
>> I've scanned mouse events with luck.
>> It should work.
>
>This isn't what Gary was thinking of, as I understand it.
>
>To check for either button is unfortunetely an undocumented feature, but
>what you need to do is OR the mouse wait value with 0x100, that's
>hexadecimal. To check if either is pressed, use the value 0x103.

Thanks for the help. This is exactly what I wanted. I wanted to check for
either button. I didn't know about the 0x100 thing, but now I've tried it
it works great!! :)

Cheers, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5350. Re: checking for either left or right m

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <27346092_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6945

In article <5ncsdu$o8d@nntp02.primenet.com>
rojewski@primenet.com (John M Rojewski) wrote:-

> res = evnt_multi(flags, 0x0102, 3, 0, /* left or right mouse */
>0x102 = double-click, or 0x0101 for single click
>the 3 is (left and right mouse buttons)

Cheers John. This works great :)

Thanks, Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5351. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <865858006_OASIS_@swampdog.demon.co.uk>
Source record: 6852

In article <339a60bc.189397@news.airtime.co.uk>
!ynoT said:-

>On Sat, 7 Jun 97 20:58:56 GMT, guy@swampdog.demon.co.uk (Guy Harrison)
>wrote:
>
>
>>>bytes.. tsk so the 4meg game now has to be 3.2 or thereabouts :(...
>>>damm.... big drop .
>>
>>disabled everything but the driver the other day and got close to
>>3.8Mb so 'up' my estimate to 3.5
>
> Its a big suprise, quite a bit of rethinking to do :), I seriously
>thought just a few thousand bytes for some sort of HD driver...

This is probably true. Here, it's the user definable stuff like the
various types of cache and their sizes which is the unknown quantity.

>well I
>have to keep on the safe side so will make it a maximum 3.5meg,

I'll assume most of this space is for graphics - what about having
some of the disk files compressed and expanding them immediately
after loading, or does STOS do this anyway?

> And thanks there mate... suprisingly none responsive audience for
>this one.. perhaps the question was far too difficult ;--))

hehe! methinks it's more a case of too much trouble to disable
everything! ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5352. Hot Teen caught Undressing

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-10 00:00:00 UTC
From: a
Message-ID: <5njl9s$6u7$2@news9.gte.net>
Source record: 6853

Check out this site, it has tons of Nude Teenagers Fucking
and Sucking Cock.

Are you ready to cum all over a teenagers face? Then Check out:

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

5353. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-10 00:00:00 UTC
From: Yag Alone <b2b3@elec.iuta.u-bordeaux.fr>
Message-ID: <339D6EDF.5627@elec.iuta.u-bordeaux.fr>
Source record: 6854

Gaven Miller wrote:

> Good answer. At least you didn't mean RTI (Return from Interrupt) used by
> Intel Insane computers.

Beurk!

> I use "68030 Assembly Language Reference" by Steve Williams. Published by
> Addisson Wesley.

I asked Motorola to send me the user's manuals and the programmer's
manuals of the whole 680X0 familly!

I received the UM of the 68000, The 68020, the 68030 and the 68881/2,
as well as for the 56001 !!!

5354. Re: Is there a Java virtual Machine for Atari in progress?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-10 00:00:00 UTC
From: cure@ftp.ibp.fr
Message-ID: <5njiuqoqf4@ys.ifremer.fr>
Source record: 6855

In article <3397D2E4.2781@in.tu-clausthal.de>, Christof Donat <cdonat@in.tu-clausthal.de>
writes:
>
>Start it, if you have the time. May be you could do a JIT Compiler...
>
>Information about the virtual machine should be found at
>
>http://www.javasoft.com/
>
>For the interpreting the Java Bytecode bison should be the right tool.
>just go ahead.

You can start with the GNU Java VM named kaffe : http://www.kaffe.org
(It works on Linux/68k with a little patch ;-))

David.
--
Atari-Web Admin : http://www.cnam.fr/Comp/Atari/
FTP Atari : ftp://ftp.ibp.fr/pub/atari
Finix (Finistere *nix) : http://finix.home.ml.org/
"Le temps n'est pas important, seule la vie est importante" L5E

5355. using atari ST trackball on PC ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-10 00:00:00 UTC
From: krypton@suncity.com
Message-ID: <5nk4uv$v6$1@newsserver.dircon.co.uk>
Source record: 6856

Is there any way of converting my Marcus Marconi trackball
for use on a windows pc ??

Please email: wisdoma@logica.com

5356. CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-11 00:00:00 UTC
From: Free Cable <larry@aol.com>
Message-ID: <5nkpsa$e72@chronicle.concentric.net>
Source record: 6857

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK

S&G Enterprise
12145 Augusta Woods Cir
Suite 3
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

5357. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-11 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5nmid2$7n5$1@news.th-darmstadt.de>
Source record: 6858

Hi!

In article <K68MCTC@tos.pl.net>,
mb@tos.pl.net (Mario Becroft) writes:
>: This sounds quite interesting, though personally, I dislike having too many
>: things done automatically - there's always some risk with it, especially if
>: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
>: always gets corrupted by programs which try to install themselves in it, as
>: I'm using a multi-setup-autoexec).
>
> I agree entirely, but for more novice users this would be a good feature.
> Of course the installation program would always make things like this
> optional so that people like you and me would not be inconvenienced.
Well, an installation program that makes installation optional? ;)

> [Special accessory or system tool]
>: Is that what you are thinking of?
>
> Exactly. I wasn't sure exactly how it would be implemented, but that is
> the idea.
>
> I would suggest that the desk accessory would be less desirable since it
> would just use up RAM, while most of the time it would lie unused. An
> option where the program would be loaded only when used would be
> preferable.
Yes, that's why I didn't propagate the accessory too much ;)

> A possibility might be that the "installer" (I can't think of a better
> name just now) would be programmable with some sort of script language.
> The script would describe how to install various elements, and scripts
> would be supplied with software such as desktops, AESs, GDOSs, SAM and
> compatibles, etc.
>
> The script might support features such as:
> [...]
OK, then let's use sh, sed & Co. for that :)

> [...]
> So, the functions provided to installation software by the installer might
> include:
>
> * "Install item"
> * "Uninstall item"
> * "Add or modify script"
Sounds sensible, though a "Check for item" function would be nice, too.

> Possible data types could include:
>
> * fonts
> * desktop icons
> * icon-file associations
> * file-application associations
> * dlls, once they are supported (several such extensions to support dlls
> are in developmend)
> * sounds, SAM SAA files, and SAM event-sound associations
> * probably others.
* pictures
* files (generic)
* hypertexts/instructions
* Auto-Folder programs (maybe with placement information)
* Accessories
* Environment variables
* ...

> Standard scripts could be made to support common programs, and hopefully
> programmers would catch on and start supplying the necessary scripts with
> their software.
Hehe, do you know how many people tried to establish certain standards
and failed miserably ...

> If enough people are interested, maybe we should set up a mailing list
> for discussion of the idea.
Hey, that's what I wanted to suggest ;)

Any other opinions? Or are the two of us the only ones interested in the
subject?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5358. checking for either l

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <33d_9706111232@conchbbs.com>
Source record: 6859

```
t > To check for either button is unfortunetely an undocumented
t > feature, but what you need to do is OR the mouse wait value
t > with 0x100, that's hexadecimal. To check if either is pressed,
t > use the value 0x103.

There is another solution (albeit less elegant): set the mask and
state both to 0, in which case it will return on ANY button event.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5359. Nude Cheerleaders over there?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-12 00:00:00 UTC
From: brianb@fl-bay.net
Message-ID: <5no6ss$r44$67@nw001.infi.net>
Source record: 6860

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com/cheer.htm

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also have a few thounsand celebrities but im not into that.

5360. Re: LOOKING for CUBASE for ST (without DD),

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-12 00:00:00 UTC
From: tos@algonet.se
Message-ID: <5noced$qc0$2@zingo.tninet.se>
Source record: 6861

On 3 Jun 1997 23:53:54 , ???????? ??????? wrote:
>Reply to nterrien@hotmail.com
>
I have Whayt you Need..
contact me by E-mail:tos@algonet.se
Best Regards:
Peter Wallin
E-mail:
tos@algonet.se

5361. Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-12 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5nphi4$493$1@zingo.tninet.se>
Source record: 6862

Hi,

Can someone give me an advice how to handle long file names like the ones used by MagiC and MiNT. Right now I'm reading the path and filename from the basepage (the parameter/command line) but it doesn't work very well when long file names are used.

Thanks,
Daniel Hedberg

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5362. Re: checking for either left or right mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5nr83eqfe1@news.th-darmstadt.de>
Source record: 6863

Hi!

In article <Pine.GSO.3.95Lrindlow.970607234721.17105S-100000@tingeling.lysator.liu.se>,
Tomas Berndtsson <tobe@lysator.liu.se> writes:
> To check for either button is unfortunetely an undocumented feature, but
> what you need to do is OR the mouse wait value with 0x100, that's
> hexadecimal. To check if either is pressed, use the value 0x103.
It isn't undocumented. It has been for a long time, but Atari decided to
document it and AFAIK it's also mentioned in the Compendium.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5363. Re: checking for either left or right mouse button

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5nr8kaqfe2@news.th-darmstadt.de>
Source record: 6864

Hi!

In article <33d_9706111232@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> There is another solution (albeit less elegant): set the mask and
> state both to 0, in which case it will return on ANY button event.
No, it will always return from the evnt_multi()-loop immediately, with 0
as the pressed button mask if no button has really been pressed. This
will awfully slow the application down (and even worse, it will slow down
all other applications in a multitasking environment as well), so I really
recommend not to use this method.

Ciao

Thomas

P.S.: The above holds true for TOS 1.02, but I wouldn't bet all AES
react the same with this (now really undocumented feature), so
it might be that for example N.AES returns no button events at all,
MagiC behaves like TOS 1.02 (i.e. "endless" events), and MTOS only
reacts on real button events.

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5364. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <2BINCEC@tos.pl.net>
Source record: 6865

Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:
: Can someone give me an advice how to handle long file names like the
: ones used by MagiC and MiNT. Right now I'm reading the path and filename
: from the basepage (the parameter/command line) but it doesn't work very
: well when long file names are used.

It sounds like you want to extract a long filename which has been passed
as arguments to your app.

The method for doing so is no different to usual - the method for
obtaining the commandline is not affected by what data is in the
commandline.

However, to make proper use of long filenames, you will need to ensure
that you are running in the MiNT domain with Pdomain(DOMAIN_MINT). This
tells the OS that your app understands things like long filenames.

You will also find that you cannot use the Fsfirst() and Fsnext()
functions for getting a directory list, since these only support MS-DOS
style 8+3 filenames. Instead, you need to use Dreaddir() and related
functions.

Apart from this, I don't think there should not be much that needs to be
handled differently. Just remember that everything is case sensitive and
that you need to allow room for the long names.

There is one other thing to think of, though, and that is quoted
filenames. With filesystems like the Minix filesystem, which allow spaces
in filenames, quoting of filenames must be used where filenames contain
spaces. Otherwise, there would be no way of distinguishing one filename
from the next in a space separated list. Therefore it would be advisable
to support filename quoting in your app. This may be useful when receiving
filenames on the commandline or perhaps from a fileselector, AV protocol
message or other source.

The quoting is quite simple, and works as follows:

* Filenames are surrounded by the apostrophe character `''.

* Where there is an apostrophe character `'' in the filename, two such
characters are inserted in its place.

So for example, the filename:

This isn't a good example of a sensible filename

when quoted would read:

'This isn''t a good example of a sensible filename'

I hope that was of some help.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5365. GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: "S.harris" <"<e63sah"@morgan.ucs.mun.ca>
Message-ID: <5nrrtb$ev4$1@coranto.ucs.mun.ca>
Source record: 6866

I recently installed AMCGDOS on my MEGA STE. I can't seem to print pictures from CAB 1.5v only text. I believe I need something called a META.SYS driver (meta file driver). What is this and does anyone know where I can obtain one?

I wasn't sure where to put this message so if this was the wrong place sorry :)

Scott

5366. Help with long file name

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <a68_9706142108@conchbbs.com>
Source record: 6867

```
d > Right now I'm reading the path and filename from the basepage
d > (the parameter/command line) but it doesn't work very well
d > when long file names are used.

The first question is, what is writing the command line?

If the desktop is doing it (e.g., dropping a file on the application
icon), then you don't have much control.

If you are writing TTP programs, stop doing that! Think of command
lines as a bad programming practice, maintained for backward
compatiblity. Call fsel_input() to get any file names.

If you are writing parent/child programs, there are many ways to
pass info between processes. My favorite is to replace the
environment string pointer in the basepage with a structure pointer.
My least favorite is to pass the info with an environment variable.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5367. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5nscd9lkm1@zingo.tninet.se>
Source record: 6868

Mario Becroft (mb@tos.pl.net) wrote:
: Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:

: : Can someone give me an advice how to handle long file names like the
: : ones used by MagiC and MiNT. Right now I'm reading the path and filename
: : from the basepage (the parameter/command line) but it doesn't work very
: : well when long file names are used.

: It sounds like you want to extract a long filename which has been passed
: as arguments to your app.

Correct.

: The method for doing so is no different to usual - the method for
: obtaining the commandline is not affected by what data is in the
: commandline.

No, I've figured that out! 8-)

: However, to make proper use of long filenames, you will need to ensure
: that you are running in the MiNT domain with Pdomain(DOMAIN_MINT). This
: tells the OS that your app understands things like long filenames.

Hm, I'm not very familiar with the MiNT calls, but I do have the Atari
Compendium and if I remember correctly they are all covered by it.

: You will also find that you cannot use the Fsfirst() and Fsnext()
: functions for getting a directory list, since these only support MS-DOS
: style 8+3 filenames. Instead, you need to use Dreaddir() and related
: functions.

Okay, I'll check up on the Dreaddir() call. Right now I'm using the
Fsfirst() call to find out the size of the file. I guess I'll have to
figure out some other way to do it with long file names.

: There is one other thing to think of, though, and that is quoted
: filenames. With filesystems like the Minix filesystem, which allow spaces
: in filenames, quoting of filenames must be used where filenames contain
: spaces. Otherwise, there would be no way of distinguishing one filename
: from the next in a space separated list. Therefore it would be advisable
: to support filename quoting in your app. This may be useful when receiving
: filenames on the commandline or perhaps from a fileselector, AV protocol
: message or other source.
:
: I hope that was of some help.

Many thanks Mario! Your help is much appreciated!

Thanks,
Daniel

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5368. Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5nrcmv$o4u@balaena.bio.vu.nl>
Source record: 6869

OK, I know it's not very wise to use it, but how does a (X)IMG file
look like for screens which use packed pixels (ie. >256 colors)?
Come to think of it... How does a standard bitmap look for such a mode?
Is a 16 bit color mode bitmap line, for instance, seperated into 16
lines of one plane each? (That would be logical...and horrible!)
And what about overlay bits?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'm fed up to the ears with old men dreaming up wars for young men to
die in."
-- George McGovern
From news Fri Jun 13 13:59:28 1997
To: wezel
Subject: Local Post
Content-Length: 964

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Packed Pixel XIMG file?
Date: 13 Jun 1997 11:59:27 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 18
Message-ID: <5nrcmv$o4u@balaena.bio.vu.nl>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

OK, I know it's not very wise to use it, but how does a (X)IMG file
look like for screens which use packed pixels (ie. >256 colors)?
Come to think of it... How does a standard bitmap look for such a mode?
Is a 16 bit color mode bitmap line, for instance, seperated into 16
lines of one plane each? (That would be logical...and horrible!)
And what about overlay bits?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/

(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I'm fed up to the ears with old men dreaming up wars for young men to
die in."
-- George McGovern

5369. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <866280220@p24.f101.n323.z205.mbh.org>
Source record: 6870

Mario Becroft wrote:
> Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> : In article <33b4e796.25485126@news.airtime.co.uk>
> : !ynoT said:-
>
: >> QUESTION, How much memory do I need to leave free for the HD
: >> controller?, is it minimal as in a few K, or is it like quarter to
: >> half a meg or something ?
>
> : Difficult to say specifically. It depends on how the driver is set
> up. : If memory serves, I can get round about 3.5 meg although I
> can't : remember if that's with or withoot Zcontrol, probably without.
> As a : rough guess, I'd assume 3.2Mb.

I have got 3293524 bytes at a 'normal' boot and 3785514 bytes at an everything free boot. I you want to have maximum free memory with harddisk drivers enabled use a RAM bootsector and take over full control after the harddisk is booted. (The RAM bootsector is executed after the harddisk has booted but before the autofolder is executed.) I am still wondering why Falcon demo crews don't use this trick to get maximum free and clean (no NVDI and so on) memory on the Falcon.

I think 3.5 Mb is a workable amount, still leaves some place for things that make life on a harddisk system easier.

Bye, Hans Wessels

5370. Distributors Wanted NOW!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-14 00:00:00 UTC
From: Tony Scott <summer@laoffices.com>
Message-ID: <5nubtk$84p$7524@cadmium.aware.nl>
Source record: 6871

Hi,

This is a Solicitation Email, we are looking for new TUFF'97 DISTRIBUTORS.
TUFF'97 is a promotional concept for a prospect follow-up system called
"Simple Track". Software designed for Windows 95, 3.11 and NT
machines. (Macintosh users read the NOTE below(*))

Concept:

The TUFF'97 software includes a copy of Simple Track, so you can use this
for your own personal administration (free). However, the TUFF'97 software
is designed to give you BIG TIME credits for just taking the efforts to
PROMOTE it.

How do I get those credits?. Easy, just distribute/promote it. How?
(Give away the software for free, put it on your website/homepage
and let everyone download it. Give it to your friends, attach it by
email etc). With a one time $40.00 (USD) validation code purchase,
YOUR name becomes part of all sofware you sent out to your customers.
When your TUFF'97 software gets validated, all your personal information is
automatically integrated in the software, so everyone knows how to reach
you by phone/fax or email and where to sent the check/money or cash orders.

Basically this is the concept. Offcourse you need the software to grasp
the whole thing. Believe it, there is absolutely no marketing knowledge
required, just ask for the software package, join and start promoting your
own TUFF'97 line. The only thing you DO need is a PC or Mac(*) and Internet.

(*) TUFF'97 is only available for MacOS users running Connectix VirtualPC
or Insignia's Sofwindows 95/3.11. A true MacOS version is not available.

When you're interested in becoming a TUFF'97 distributor and create your own
distribution line, sent a mailto:FiReStArTeR@frodo.com and ask for your
copy of the TUFF software (We'll sent you a download location and install
instructions). This is a serious opportunity, so only serious responses
are processed. If you're not interested, have a nice day.
Best Regards,
Tony Scott
Worldwide Pants Promotions
24H Support/Download requests,
mailto:FiReStArTeR@frodo.com
voice:(+01)779 698 4655
Fax :(+01)779 698 4555

5371. Re: Hard Drive controller?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-14 00:00:00 UTC
From: !ynoT
Message-ID: <33a6e5c4.36807546@news.airtime.co.uk>
Source record: 6872

On Sat, 14 Jun 97 09:10:50 +0200, Hans Wessels <mr_ni@mbh.org> wrote:

Snip... some interesting snippets to take on board :)

>I think 3.5 Mb is a workable amount, still leaves some place for things that
>make life on a harddisk system easier.

I think this seems to be the target to go for on 4 meg machines ..
Many thanks for the input :) 3,5meg is the targhet I have set ,

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser

5372. Cheerleaders have long legs...!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-15 00:00:00 UTC
From: pacoo@icnt.net
Message-ID: <5o0aiq$go1$50@nw001.infi.net>
Source record: 6873

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also a have spanish / latina women archive

5373. HP600 bottom margins

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-15 00:00:00 UTC
From: jtt3@lodz.pdi.net
Message-ID: <5o0s03$el6@info.nask.pl>
Source record: 6874

As I know, NVDI4.11R7 have driver for HP660C. It works also with HP600
Minimal bottom margin is 12 mm now!

Mcix, where are you? what's your email?

Andy

! <A HREF="mailto:jtt3@lodz.pdi.net">Andrzej Michalski</A> !
/|\^^^^^^^^^^\Falcon030/FPU/12MB/FX3in1/TOS4.04/^^^^^^^^^^/|\
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5374. Need information how to get access to MROS from own GFA PRG

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-15 00:00:00 UTC
From: epseidel@aol.com
Message-ID: <19970615171900.NAA05142@ladder02.news.aol.com>
Source record: 6875

Does anyboy can support me with some information how to receive / Transmit
MIDI-DATA from/into MROS (Seinberg CUBASE AUDIO FALCON) ?
I am a GFA BASIC PROGRAMMER FOR MIDI SOFTWARE AND WOULD LIKE TO SEND MIDI
DATA VIA THE EXTRA MIDI INTERFACES (i.e. MM1 or PC3) Midi out expander.

5375. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-16 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>
Source record: 6876

Daniel Hedberg <dhedberg@aristotle.algonet.se> writes:

|> Okay, I'll check up on the Dreaddir() call. Right now I'm using the
|> Fsfirst() call to find out the size of the file.

Use Fxstat().
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5376. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-16 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5o3m16bkl1@news.th-darmstadt.de>
Source record: 6877

Hi!

In article <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
> Use Fxstat().
That's Fxattr() :)

The best way for all this (in C) would be to use the MiNT-lib (the
version with most MiNT-cookie-checks removed) and its
UNIX/POSIX-conforming calls. For example, To check for a file's length,
one would use stat() or lstat(), which will always use the best function
call available (i.e. Fsfirst() with plain TOS, Fxattr() with MiNT/MagiC
and alikes).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5377. checking for either l

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-16 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <e18_9706161311@conchbbs.com>
Source record: 6878

> There is another solution (albeit less elegant): set the mask
> and state both to 0, in which case it will return on ANY
> button event.

g > No, it will always return from the evnt_multi()-loop
g > immediately, with 0 as the pressed button mask if no button
g > has really been pressed. This will awfully slow the
g > application down (and even worse, it will slow down all other
g > applications in a multitasking environment as well), so I
g > really recommend not to use this method.

Ah yes, so it does! OTOH, I couldn't get the bmask = 0x103 to work
at all (other than to press both buttons), using either TOS 3.06 or
Geneva (AES replacement).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

5378. Gem files to PC format

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-16 00:00:00 UTC
From: slides@abodia.com
Message-ID: <33a5a83a.31046049@news.wvinter.net>
Source record: 6879

Looking for a graphic converter that will convert Atari gem files to a format recognizable on PCs.....

ted slides@abodia.com

5379. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-16 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5o4c4ebtf1@zingo.tninet.se>
Source record: 6880

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
: Daniel Hedberg <dhedberg@aristotle.algonet.se> writes:

: |> Okay, I'll check up on the Dreaddir() call. Right now I'm using the
: |> Fsfirst() call to find out the size of the file.

: Use Fxstat().

Fxstat()? MagiC specific? I would love to have some information (in
english) about the MagiC calls, if anyone know where to obtain such
information, please let me know! Thanks!

Take care,
Daniel

--
@ @
--oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
----
oOo oOo
U U

5380. VDISYS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-17 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>
Source record: 6881

Can anyone give me some code on how to use vro_cpyfm() VDISYS 109, vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what each means and how they work?

5381. Re: checking for either left or right mouse button

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-17 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5o5tfm$7ae$1@news.th-darmstadt.de>
Source record: 6882

Hi!

In article <e18_9706161311@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> OTOH, I couldn't get the bmask = 0x103 to work
> at all (other than to press both buttons), using either TOS 3.06 or
> Geneva (AES replacement).
It's not bmask you have to add 0x100 to, but the number of clicks. Also,
you have to wait for the release of mouse buttons, the 0x100 "inverts"
the meaing of bstate, i.e. "wait for left or right mouse button NOT being
released -> pressed". E.g., to wait for clicks and double clicks of
either the left or right mouse button, use 0x102, 3, 0 as parameters for
evnt_button() or evnt_multi().

That's the trick.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5382. Re: VDISYS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-17 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5o5uv9$8vg$1@news.th-darmstadt.de>
Source record: 6883

Hi!

In article <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>,
Scott Harris <harris@cs.mun.ca> writes:
> Can anyone give me some code on how to use vro_cpyfm() VDISYS 109,
> vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
> each means and how they work?
You could take a look at the sources of my color icon routines, which
make extensive use of all the three. Though I haven't uploaded the
archive of the latest version yet ...

Some short information about the calls:

vro_cpyfm(): VDI raster copy, opaque
Allows you to copy rasters (rectangular areas described by MFDBs, memory
form definition blocks) in device-dependent format from screen to screen,
screen to memory, memory to screen or memory to memory. There are quite a
lot of copy modes possible (invert, or, and, etc.)

vrt_cpyfm(): VDI raster copy, transparent
Allows you to copy one-plane rasters from memory to screen or memory,
selecting between four modes (replace, transparent, reverse, and reverse
transparent) and two colours for those pixels which are set and those
which are cleared in the source raster. Again, both rasters have to be in
device dependent format.

vrt_trnfm(): VDI transform form
This call allows you to transform rasters from device independent (i.e.
standard) into device dependent format, and vice versa.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5383. checking for either l

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-17 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2c2_9706180700@conchbbs.com>
Source record: 6884

```
g > It's not bmask you have to add 0x100 to, but the number of
g > clicks. Also, you have to wait for the release of mouse
g > buttons, the 0x100 "inverts" the meaing of bstate,

Got it; (button & bmask != bstate) when (bclicks & 0x100).

Add this to the Compendium errata list.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5384. Atari show on July 26

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-17 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970617042733.23827G-100000@shell.one.net>
Source record: 6885

Word has been received that this year's MIST Atari show will be held on Saturday, July 26, in Indianapolis, Indiana. The organizers say this show, the ninth annual, will be the final one.

This year MIST is moving to the Post Road Community Center, 1313 South Post Road, on the east side of the Indianpolis area. The new location is between I-70 and I-74, outside the I-465 circle freeway.

Show hours are 10 am to 3 pm, Indiana time. Admission is one dollar. In past years this show has had displays by vendors, hardware and software developers, magazine publishers, and users groups. All kinds of Atari computers and related products can be found at these shows.

Organizers of the show are: Charlie Sears (317-535-4829), csears at doe dot state dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state dot in dot us.

5385. Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <9c0_9706212000@conchbbs.com>
Source record: 6746

```
d > Would the best way to load them be into 1 large memory block
d > or load each module into its own block of memory taking into
d > account memory fragmentation?

If you plan to keep them in RAM until the program is done, there
will be no (or very little) fragmentation. Fragmentation occurs
when the blocks released are isolated and too small to be reused.

Pagestream uses Pexec() to load its modules (import/export and
printer drivers).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5386. Re: Help with long file name

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5o8l1q$5a7@balaena.bio.vu.nl>
Source record: 6747

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: If you are writing TTP programs, stop doing that! Think of command
: lines as a bad programming practice, maintained for backward
: compatiblity.

I think that many Unix-environment users will disagree...
(But MS-DOS users won't ;-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin
From news Wed Jun 18 14:41:31 1997
To: wezel
Subject: Local Post
Content-Length: 965

Path: bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Help with long file name
Date: 18 Jun 1997 12:41:30 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 20
Message-ID: <5o8l1q$5a7@balaena.bio.vu.nl>
References: <a68_9706142108@conchbbs.com>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:

: If you are writing TTP programs, stop doing that! Think of command
: lines as a bad programming practice, maintained for backward
: compatiblity.

I think that many Unix-environment users will disagree...
(But MS-DOS users won't ;-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

5387. Re: Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5o8lr6$5a7@balaena.bio.vu.nl>
Source record: 6748

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: Picture file format dont' depend on the structure of the screen. In

I know... It's a standard format. What I want to know is if this format is still one line per plane for each scanline with _any_ packed pixel (ie. usually >8 planes and no palette) bitmap.

: fact, an IMG/XIMG file has teh stucture for an ATARI screen.

Ehhh... If you're saying that an (X)IMG file has the same bitmap format as the screen bitmap: no way! (Except for a 1 bitplane screen ofcourse)

: Si if your
: screen is a 256c Falcon screen, that's good. If your screen is a 256c
: packeb byte screen, you have to transfom the piscture before displaying
: it.
: The problem is the same in TC mode: a Falcon in TC16 is RRRRRVVVVVVBBBBB
: as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
: to translate your picture.

A multi plane screen bitmap has to be transformed for XIMG in any case. I just want to know if the standard bitmap (VDI) and (X)IMG formats for RGB packed pixels are what I think they are (ie. each line split into planes)

: We've made such routines for loading, dithering and so on.
: Take a look a our web site for that.

I know. I'm already a registered developer with PARX. I just haven't had time to decypher the docs yet...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin
From news Wed Jun 18 14:55:04 1997
To: wezel
Subject: Local Post
Content-Length: 1997

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Packed Pixel XIMG file?
Date: 18 Jun 1997 12:55:02 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 43
Message-ID: <5o8lr6$5a7@balaena.bio.vu.nl>
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: Picture file format dont' depend on the structure of the screen. In

I know... It's a standard format. What I want to know is if this format is still one line per plane for each scanline with _any_ packed pixel (ie. usually >8 planes and no palette) bitmap.

: fact, an IMG/XIMG file has teh stucture for an ATARI screen.

Ehhh... If you're saying that an (X)IMG file has the same bitmap format as the screen bitmap: no way! (Except for a 1 bitplane screen ofcourse)

: Si if your
: screen is a 256c Falcon screen, that's good. If your screen is a 256c
: packeb byte screen, you have to transfom the piscture before displaying
: it.
: The problem is the same in TC mode: a Falcon in TC16 is RRRRRVVVVVVBBBBB
: as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
: to translate your picture.

A multi plane screen bitmap has to be transformed for XIMG in any case. I just want to know if the standard bitmap (VDI) and (X)IMG formats for RGB packed pixels are what I think they are (ie. each line split into planes)

: We've made such routines for loading, dithering and so on.
: Take a look a our web site for that.

I know. I'm already a registered developer with PARX. I just haven't had time to decypher the docs yet...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

5388. Re: VDISYS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5o8m6s$5a7@balaena.bio.vu.nl>
Source record: 6749

Scott Harris (harris@cs.mun.ca) wrote:

: Can anyone give me some code on how to use vro_cpyfm() VDISYS 109,
: vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
: each means and how they work?

Get the English version of the NVDI docs. These document nearly all old VDI
and all new (N)VDI calls.

URL: http://www.uni-karlsruhe.de/~Thomas.Much/archive/nvdiguie.zip

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin
From news Wed Jun 18 15:01:18 1997
To: wezel
Subject: Local Post
Content-Length: 1077

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: VDISYS
Date: 18 Jun 1997 13:01:16 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 22
Message-ID: <5o8m6s$5a7@balaena.bio.vu.nl>
References: <Pine.SUN.3.95q.970617000731.23568A-100000@ganymede.cs.mun.ca>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Scott Harris (harris@cs.mun.ca) wrote:

: Can anyone give me some code on how to use vro_cpyfm() VDISYS 109,
: vrt_cpyfm(): VDISYS 121, and the vr_trnfm(): VDISYS 110. Or tell me what
: each means and how they work?

Get the English version of the NVDI docs. These document nearly all old VDI
and all new (N)VDI calls.

URL: http://www.uni-karlsruhe.de/~Thomas.Much/archive/nvdiguie.zip

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Valerie: Aww, Tom, you're going maudlin on me ...
Tom: I reserve the right to wax maudlin as I wane eloquent ...
-- Tom Chapin

5389. Re: Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33A78CF2.210@parx.fr>
Source record: 6886

Levien van Zon wrote:
>
> OK, I know it's not very wise to use it, but how does a (X)IMG file
> look like for screens which use packed pixels (ie. >256 colors)?
> Come to think of it... How does a standard bitmap look for such a mode?
> Is a 16 bit color mode bitmap line, for instance, seperated into 16
> lines of one plane each? (That would be logical...and horrible!)
> And what about overlay bits?
Picture file format dont' depend on the structure of the screen. In
fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
screen is a 256c Falcon screen, that's good. If your screen is a 256c
packeb byte screen, you have to transfom the piscture before displaying
it.
The problem is the same in TC mode: a Falcon in TC16 is RRRRRVVVVVVBBBBB
as a Macintosh (running with Magic eg) is xRRRRRVVVVVBBBBB so you have
to translate your picture.
We've made such routines for loading, dithering and so on.
Take a look a our web site for that.

Regards
--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047
http://www.parx.fr
+--------------------------------------+

5390. Re: GDOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33A78D44.1A8B@parx.fr>
Source record: 6887

S.harris wrote:
>
> I recently installed AMCGDOS on my MEGA STE. I can't seem to print
> pictures from CAB 1.5v only text. I believe I need something called a
> META.SYS driver (meta file driver). What is this and does anyone know
> where I can obtain one?
Oh at first, I think that' AMCGDOS is not a free-bug software. Just
prefer NVDI or SPEEDO, that's better.
--
+--+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047
http://www.parx.fr
+--+

5391. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz7mfsmd84.fsf@issan.informatik.uni-dortmund.de>
Source record: 6888

Thomas Binder <gryf@hrzpub.th-darmstadt.de> writes:

|> Hi!
|> In article <vyzn2oq22v2.fsf@issan.informatik.uni-dortmund.de>,
|> schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
|>> Use Fxstat().
|> That's Fxattr() :)

Err, yes, you're right.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5392. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: Ken Macdonald <macdonal@cfcsc.dnd.ca>
Message-ID: <33A7DB15.67A4@cfcsc.dnd.ca>
Source record: 6889

Thomas Binder wrote:
> Hi!
> In article <K68MCTC@tos.pl.net>,
> mb@tos.pl.net (Mario Becroft) writes:
> >: This sounds quite interesting, though personally, I dislike having too many
> >: things done automatically - there's always some risk with it, especially if
> >: you are running your very own setup (e.g., under MS-DOS, my autoexec.bat
> >: always gets corrupted by programs which try to install themselves in it, as
> >: I'm using a multi-setup-autoexec).
> >
> > I agree entirely, but for more novice users this would be a good feature.
> > Of course the installation program would always make things like this
> > optional so that people like you and me would not be inconvenienced.
> Well, an installation program that makes installation optional? ;)
>
> > [Special accessory or system tool]
> >: Is that what you are thinking of?
> >
> > Exactly. I wasn't sure exactly how it would be implemented, but that is
> > the idea.
> >
> > I would suggest that the desk accessory would be less desirable since it
> > would just use up RAM, while most of the time it would lie unused. An
> > option where the program would be loaded only when used would be
> > preferable.
> Yes, that's why I didn't propagate the accessory too much ;)
>
> > A possibility might be that the "installer" (I can't think of a better
> > name just now) would be programmable with some sort of script language.
> > The script would describe how to install various elements, and scripts
> > would be supplied with software such as desktops, AESs, GDOSs, SAM and
> > compatibles, etc.
> >
> > The script might support features such as:
> > [...]
> OK, then let's use sh, sed & Co. for that :)
>
> > [...]
> > So, the functions provided to installation software by the installer might
> > include:
> >
> > * "Install item"
> > * "Uninstall item"
> > * "Add or modify script"

> Sounds sensible, though a "Check for item" function would be nice, too.

An 'instal.inf' file could also be saved on the floppy disk from where
the
installation was made (which at its simplest could be a recording of
every
action/keystroke taken during the installation) as well as in the
directory
of the newly installed 'program' maybe something like ease.ins for Ease?
Redundancy, I love redundancy. :^)

> > Possible data types could include:
> >
> > * fonts
> > * desktop icons
> > * icon-file associations
> > * file-application associations
> > * dlls, once they are supported (several such extensions to support dlls
> > are in developmend)
> > * sounds, SAM SAA files, and SAM event-sound associations
> > * probably others.
> * pictures
> * files (generic)
> * hypertexts/instructions
> * Auto-Folder programs (maybe with placement information)
> * Accessories
> * Environment variables
> * ...
>
> > Standard scripts could be made to support common programs, and hopefully
> > programmers would catch on and start supplying the necessary scripts with
> > their software.
> Hehe, do you know how many people tried to establish certain standards
> and failed miserably ...
>
> > If enough people are interested, maybe we should set up a mailing list
> > for discussion of the idea.
> Hey, that's what I wanted to suggest ;)
> Any other opinions? Or are the two of us the only ones interested in the
> subject?
> Ciao
>Thomas
> Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
> PGP-key available on request! gryf@hrzpub.th-darmstadt.de

Well, I am interested, _but_
1)inexperienced
2)interested in an _offshoot_ of this idea. or rather I had an idea for
a program, and this thread talks about ideas that may impact my idea.

5393. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33A7FA17.1CC47EE6@it.lth.se>
Source record: 6890

Jeff Thomas wrote:

> b > I do not want to succumb to the hype generated by Java, but is
> there
> b > anybody trying to port the Java Virtual Machine on Atari
> Computers?
> b >
> b > I believe the specification for network computer are high, in
> terms of
> b > memory,
> b > display and CPU, but the Falcon, and TT could be capable enough
> (Hades
> b > and
> b > Medusa for sure). It could be well worth it as such project could
>
> b > prolonge
> b > the
> b > life of our favourite machines.
> b >
> b > What do you think?
> b >
>
> Depends whether there are enough Atarians out there who want to take
> advantage of network applications using JAVA.
>
> The Falcon and TT could likely handle it, but how many people who own
> Atari
> computers own these particular ones? I doubt most Atarians will rush
> out to
> buy a Hades just to use JAVA.
>
> Still it does sound like an interesting development project. Maybe
> you
> should contact Sun Microsystems with a proposal to deliver a JVM for
> the
> Atari line. The fact that Sun has a distaste for Microsoft might get
> them
> interested. Anything to spread the popularity of JAVA vs. ActiveX
> could be
> seen as a positive.

There are a JVM under development for Atari. More than this I cannot say
at
present date.

Regards Sven Karlsson - Istari Software

5394. Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6891

In the program I am currenty writing I'm wanting to be able to load seperate modules to the program so new features can be added with the addition of a module. The modules will all be loaded when the program is first executed.

Would the best way to load them be into 1 large memory block or load each module into its own block of memory taking into account memory fragmentation?
The problem I see with using 1 block is that if memory is badly fragmented then the block may not be allocated even if the system has plenty of ram free.
The memory is being allocated using m_alloc()

David

--

5395. DSP programming help

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: duckman@anarchyx.com
Message-ID: <5o9cj2$5vc@thor.ax.com>
Source record: 6892

I cant seem to get a .56 or .lod to run.
I get the unique ability no. then use
ExecProg call and all I get is -1 in d0.
Can ANYONE help me!?

5396. Re: Help with long file names.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5o9na7fau1@pommac.tninet.se>
Source record: 6893

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
: That's Fxattr() :)
:
: The best way for all this (in C) would be to use the MiNT-lib (the
: version with most MiNT-cookie-checks removed) and its
: UNIX/POSIX-conforming calls. For example, To check for a file's length,
: one would use stat() or lstat(), which will always use the best function
: call available (i.e. Fsfirst() with plain TOS, Fxattr() with MiNT/MagiC
: and alikes).

Oh, okay... I'm afraid the MiNT libraries won't help me much as I'm using
assembly only. 8-/ Anyway, thanks for the help!

Take care,
Daniel

--
@ @
--oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
----
oOo oOo
U U

5397. Re: checking for either l

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <93MNCYF@tos.pl.net>
Source record: 6894

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: Ah yes, so it does! OTOH, I couldn't get the bmask = 0x103 to work
: at all (other than to press both buttons), using either TOS 3.06 or
: Geneva (AES replacement).

You were not doing it quite right. Remember that this feature is
frequently misdocumented. When I tried to use it, I got three different
explanations of the feature, none of which were correct! I hope the
following is correct, however, since I have tested it.

The correct method is to OR 0x100 with clicks while setting mask to cover
all the buttons you want to watch. So to wait for the left and right mouse
buttons doing either one or two clicks, clicks = 0x102, mask = 0x3.

I hope this clarifies things.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5398. Re: Help with long file name

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-18 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <33MNCUD@tos.pl.net>
Source record: 6895

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: d > Right now I'm reading the path and filename from the basepage
: d > (the parameter/command line) but it doesn't work very well
: d > when long file names are used.

: The first question is, what is writing the command line?

: If the desktop is doing it (e.g., dropping a file on the application
: icon), then you don't have much control.

But you don't need any more "control" than what you have got. What more
control could you have, or want?

: If you are writing TTP programs, stop doing that! Think of command
: lines as a bad programming practice, maintained for backward
: compatiblity. Call fsel_input() to get any file names.

I can't imagine why you could call commandlines "bad programming practice"
or suggest that people should stop using them!

All software should, where relevant, be able to take parameters and/or
filenames on the commandline.

There is no problem with getting "long" filenames on the commandline, just
the same as there is no problem with short filenames, middle sized
filenames or anything else.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5399. New Service for your "Pager"!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: adfkj@woeiruffsrwwg.com
Message-ID: <5oa7b9$kvq@mtinsc04.worldnet.att.net>
Source record: 6750

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

5400. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5oar9j$sqi@newstoo.ericsson.se>
Source record: 6751

In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>, david@ritter.demon.co.uk
(David Knight) writes:
>In the program I am currenty writing I'm wanting to be able to load
>seperate modules to the program so new features can be added with the
>addition of a module. The modules will all be loaded when the program
>is first executed.
>
>Would the best way to load them be into 1 large memory block or load
>each module into its own block of memory taking into account memory
>fragmentation?
>The problem I see with using 1 block is that if memory is badly
>fragmented then the block may not be allocated even if the system has
>plenty of ram free.
>The memory is being allocated using m_alloc()
>
If your program is intended to run on TOS only
you will run into problems if using Malloc() systemcalls.
There is a limit of ~10 Malloc() calls, after this the system
will crasch or be confused
and if writing to HD crasching the filesystem.

If using MiNT you can start child processes as modules.
Then communicate with the modules by using pipes or GEM messages.
In this way your modules will run whithout pausing your application.

/Erik Hall

Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@mail2.tripnet.se /|\ ---------------
URL : http://www2.tripnet.se/~erikhall/index.html / | \ Hades 060

5401. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ob80rija1@news.th-darmstadt.de>
Source record: 6752

Hi!

In article <5oar9j$sqi@newstoo.ericsson.se>,
epkerha@epk.ericsson.se (Erik Hall) writes:
> If your program is intended to run on TOS only
> you will run into problems if using Malloc() systemcalls.
> There is a limit of ~10 Malloc() calls, after this the system
> will crasch or be confused
> and if writing to HD crasching the filesystem.
GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can safely call Malloc() more than ten times. IIRC, it gets dangerous after 30 calls or so.

If using a C-library, using malloc() is a better idea, as it Mallocs() larger chunks of memory and then handles them internally.

> If using MiNT you can start child processes as modules.
> Then communicate with the modules by using pipes or GEM messages.
> In this way your modules will run whithout pausing your application.
IPC with AES messages without a multitasking AES is only possible between the main application and accessories, but not between two processes. A much better approach for IPC with MiNT (and, with some restrictions, with MagiC 5 as well) are pipes (which have already been mentioned), shared memory and signals.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5402. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5obd1r$e69$2@laas.laas.fr>
Source record: 6753

In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>, david@ritter.demon.co.uk (David Knight) writes:
>The memory is being allocated using m_alloc()
You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK, however the quality of that call depends on the quality of your compiler's library.

>Would the best way to load them be into 1 large memory block or load
>each module into its own block of memory taking into account memory
>fragmentation?
>The problem I see with using 1 block is that if memory is badly
>fragmented then the block may not be allocated even if the system has
>plenty of ram free.
Definitely, use one specific 'malloc()' call for each module you want to load.

Regards.

Roland

5403. Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <60093128_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6754

Going through the Magic 5 Docs I came across a call called Mgrow.
The line in the docs is

#define Mgrow(a,b) Mshrink(a,b)

I presume this is for enlarging an area of reserved memory.
Is this call only available under MagiC or does TOS support?

If TOS does not support this call is there anyway to enlarge a block
of memory that has already been allocated?

David

--

5404. Re: Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EC0K1M.JMw@suse.modem.stud.uni-hannover.de>
Source record: 6755

In article <33A78CF2.210@parx.fr>,
Pierre-Louis Lamballais <plamball@parx.fr> writes:
> Levien van Zon wrote:

>> OK, I know it's not very wise to use it, but how does a (X)IMG file
>> look like for screens which use packed pixels (ie. >256 colors)?
>> Come to think of it... How does a standard bitmap look for such a mode?
>> Is a 16 bit color mode bitmap line, for instance, seperated into 16
>> lines of one plane each? (That would be logical...and horrible!)
>> And what about overlay bits?
> Picture file format dont' depend on the structure of the screen. In
> fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
> screen is a 256c Falcon screen, that's good. If your screen is a 256c
> packeb byte screen, you have to transfom the piscture before displaying
> it.

Naaah, don't do this, go the generic way, and it'll work with all resolutions,
graphics cards and other hardware. This is convert the file to VDI standard
format, then use vr_trnfm() and vro_cpyfm().

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5405. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EC0K69.JnM@suse.modem.stud.uni-hannover.de>
Source record: 6756

In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
> In the program I am currenty writing I'm wanting to be able to load
> seperate modules to the program so new features can be added with the
> addition of a module. The modules will all be loaded when the program
> is first executed.
>
> Would the best way to load them be into 1 large memory block or load
> each module into its own block of memory taking into account memory
> fragmentation?
> The problem I see with using 1 block is that if memory is badly
> fragmented then the block may not be allocated even if the system has
> plenty of ram free.

It's quite ok to do a Malloc() each time you load a module, since the
number of modules will be low, I guess. You run into trouble only (on
old TOS versions) when you do dozens and hundreds of Malloc().

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5406. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-19 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <82222180_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6757

In article <5obd1r$e69$2@laas.laas.fr>
prajoux@laas.fr (Roland Prajoux) wrote:-

>In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>, david@ritter.demon.co.uk
(David Knight) writes:
>>The memory is being allocated using m_alloc()
>You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK, however
>the quality of that call depends on the quality of your compiler's library.

Actually I'm using assembler so my compilers library has nothing to do
with it.
Acording to the Devpac3 manual the call is m_alloc (GEMDOS $48)

Thanks for the help from everyone who has answered, even if they all
assume I'm programming in C :-)

David

--

5407. Re: DSP programming help

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970620014401.9043B-100000@tingeling.lysator.liu.se>
Source record: 6758

On 18 Jun 1997, Duckman wrote:

> I cant seem to get a .56 or .lod to run.
> I get the unique ability no. then use
> ExecProg call and all I get is -1 in d0.
> Can ANYONE help me!?

Hi,

This is what I use for starting DSP binaries. It's taken from a devpac
macro file, but I guess you can see what's what. The ability code is just
taken, since the xbios trap for getting this returns this value if no
other program is using the DSP. It doesn't really matter if you only use
one program in the DSP.

```
Dsp_ExecProg #bincode,#(eobincode-bincode)/3,#$8001
```

Loading .lods is done with Dsp_LoadProg, but I've never used that myself.

Hope it helps,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5408. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <33a9d8f7.0@news.i-way.co.uk>
Source record: 6759

Robert Aries <robaries@ix.netcom.com> mumbled indistinctly:

>gryf@hrzpub.th-darmstadt.de (Thomas Binder) writes:
>> > slow for me--the mouse pointer flickered badly. The GFA MOUSEX and
>> > MOUSEY calls are much, much faster--probably because they directly
>> > access Line-A.

>Actually, it's been so long that I forgot if one of those calls (AES or
>VDI) *did* work OK (no flickering), except that the mouse position could
>not be read when the mouse was in the upper 19 pixels of the
>screen--this is
>normally the area for the menu bar, except my program has NO menu bar--I
>need the *entire* screen to display all 320 names! I think that was the
>problem that forced me to go back to using the GFA (Line-A) calls.

1) Lock the screen & mouse with wind_update()
2) use vq_mouse(handle,&mb,&mx,&my) to get the locations
3) only call v_hide_c()/v_show_c() if you have to update the rectangle

under the mouse.

It will work, honest......

Craig.
[a man in the know]

5409. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33AA3007.33CC@parx.fr>
Source record: 6760

Roland Prajoux wrote:
>
> In article <22941648_000008_OASIS_NEWS@ritter.demon.co.uk>, david@ritter.demon.co.uk (David Knight) writes:
> >The memory is being allocated using m_alloc()
> You mean 'malloc()' I hope? Don't use 'Malloc()'. Using 'malloc()' is OK, however
> the quality of that call depends on the quality of your compiler's library.
>
> >Would the best way to load them be into 1 large memory block or load
> >each module into its own block of memory taking into account memory
> >fragmentation?
> >The problem I see with using 1 block is that if memory is badly
> >fragmented then the block may not be allocated even if the system has
> >plenty of ram free.
> Definitely, use one specific 'malloc()' call for each module you want to load.
>
> Regards.
>
> Roland
To avoid memory fragmentation, the best is to use a Memory-Manager.
Wehave made a package called M&E with module to load picture, save
picture, do FXon pictures; The package also conatin a dithering module
and a Memory-Manager. You have to load it (it's an external file) and
just use it. Actually three memory-Manager which respect our concept are
available. The first just do a big Malloc() then move the block inside,
in order to avoid completly memory fragmentation. The second one use
malloc() re-alloc() and the third one use swap disk thecnik for virtaul
memory. For your programmer point of vue they are exactly the same so
the user can use the MEM he wants to, and your software will conitnue
ruuning as before.
Take a look at our web site, the licence for M&E is free.
--
+---------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047
http://www.parx.fr
+---------------------------------------+

5410. Re: Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33AA3177.786B@parx.fr>
Source record: 6761

```
Peter Rottengatter wrote:
>
> In article <33A78CF2.210@parx.fr>,
> Pierre-Louis Lamballais <plamball@parx.fr> writes:
> > Levien van Zon wrote:
>
> >> OK, I know it's not very wise to use it, but how does a (X)IMG file
> >> look like for screens which use packed pixels (ie. >256 colors)?
> >> Come to think of it... How does a standard bitmap look for such a mode?
> >> Is a 16 bit color mode bitmap line, for instance, seperated into 16
> >> lines of one plane each? (That would be logical...and horrible!)
> >> And what about overlay bits?
> > Picture file format dont' depend on the structure of the screen. In
> > fact, an IMG/XIMG file has teh stucture for an ATARI screen. Si if your
> > screen is a 256c Falcon screen, that's good. If your screen is a 256c
> > packeb byte screen, you have to transfom the piscture before displaying
> > it.
>
> Naaah, don't do this, go the generic way, and it'll work with all resolutions,
> graphics cards and other hardware. This is convert the file to VDI standard
> format, then use vr_trnfm() and vro_cpyfm().
>
> Cheers Peter

Unfortunatly that's not enought for two reasons:
1) Transform-form don't work in TC mode. So if you try to do a Transform
form on a TC file on an ET 4000 GFX Card you get very bad things on the
screen.
2) The data format is not the inly problem: the palette order is not the
same on a GFX Card that on an ATARI machine.
```

For these two reasons, our TRM/Dithering module change the palette order
according to the card you are running on. For the data format, if you
give the TRM an ATARI picture and want to diplay it on a NOVA card, if
its a plane based picture, the TRM will give it to you in VDI Format and
after you 'll have to use Transfomr-Form but if it's a TC picture, the
TRM do the Transform_Form itself, according the the bit order of the
card.

--

+-----------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047

http://www.parx.fr
+--------------------------------------+

5411. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>
Source record: 6762

David Knight <david@ritter.demon.co.uk> writes:

|> Going through the Magic 5 Docs I came across a call called Mgrow.
|> The line in the docs is

|> #define Mgrow(a,b) Mshrink(a,b)

|> I presume this is for enlarging an area of reserved memory.
|> Is this call only available under MagiC or does TOS support?

TOS (GEMDOS) does not support enlarging a memory block.

|> If TOS does not support this call is there anyway to enlarge a block
|> of memory that has already been allocated?

Allocate a new block of the desired size, copy the old contents and free
the old block. This is called realloc() in C.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5412. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <5ods4e$ld6$1@laas.laas.fr>
Source record: 6763

In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
David Knight <david@ritter.demon.co.uk> writes:

|> Going through the Magic 5 Docs I came across a call called Mgrow.
|> The line in the docs is

|> I presume this is for enlarging an area of reserved memory.
|> Is this call only available under MagiC or does TOS support?

>TOS (GEMDOS) does not support enlarging a memory block.
>|> If TOS does not support this call is there anyway to enlarge a block
>|> of memory that has already been allocated?
>Allocate a new block of the desired size, copy the old contents and free
>the old block. This is called realloc() in C.
This is absolutely correct.

>|> #define Mgrow(a,b) Mshrink(a,b)
I have never read any Magic doc, but redefining as 'Mgrow()' a system call
which actually shrinks an allocated block sounds weird to me...

Roland

5413. Re: GRAF_MKSTATE peculiarities...

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5odr9dltr1@news.th-darmstadt.de>
Source record: 6764

Hi!

In article <33a9d8f7.0@news.i-way.co.uk>,
c_graham@patrol.i-way.co.uk (Craig Graham) writes:
> 1) Lock the screen & mouse with wind_update()
> 2) use vq_mouse(handle,&mb,&mx,&my) to get the locations
> 3) only call v_hide_c()/v_show_c() if you have to update the rectangle
> under the mouse.
>
> It will work, honest......
It's not a good idea to use the v_xxx-calls for the mouse, especially
v_hide_c() and v_show_c(). AES and VDI keep separate countes for
graf_mouse() and v_xxxx_c(), so it may lead to strange effects (mouse
pointer disappearing) if a program that used v_hide_c() either crashes or
forgets to unhide the pointer on exit.

There are two AES-calls to determine the current pointer coordinates and
one to hide/show the mouse, and I don't see any reason not to use them.
It's even better to use mouse rectangle events which actually wait for a
movement instead of a busy-waiting loop with vq_mouse().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5414. H:Conversion of old GFA-BASIC float format

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: Stefan Krumm <krumm@geol.uni-erlangen.de>
Message-ID: <33AA9CDD.E300ACFE@geol.uni-erlangen.de>
Source record: 6765

Hi,
I have a lot of measurement data files that were produced under
GFA-Basic 2.0. The files contain a binary array of float variables (6
bytes). As I do not longer have an Atari at hand, I would like to
convert these files to be input into Windows Programs (sorry).

Can anybody help with information on the bit-wise encoding of the 6
byte IEEE float format used in GFA-Basic or does somebody have a C
routine that performs the conversion to 4byte float or 8byte double?

thanks
Stefan

!!!!! Please note the new telephone number ++49 9131 856063 !!!!!
Dr. Stefan Krumm Institut fuer Geologie
Schlossgarten 5 Tel.: ++49 9131 856063
91054 Erlangen, Germany Fax.: ++49 9131 859295
e-mail: krumm@geol.uni-erlangen.de

WorldWideWeb:
http://www.geol.uni-erlangen.de/
or have a look at the
WWW-Server about very-low-grade metamorphism:
http://www.geol.uni-erlangen.de/vlgm/

5415. All New Service for your "Pager"...

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: ulkjhlk@poikj.com
Message-ID: <5oee57$s3@mtinsc02.worldnet.att.net>
Source record: 6766

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

5416. Re: [VITAL]TRAP #something

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33aa1cd1.0@comnet.co.nz>
Source record: 6767

Gaven Miller (gmiller@inca.co.nz) wrote:
> Yag Alone (b2b3@elec.iuta.u-bordeaux.fr) wrote:
> > Sam Ellis wrote:
> > >
> > > On Wed, 21 May 1997, Yag Alone wrote:
> > > > BTW, when the interrupt reaches the RTI, no register (except SR) is
> > > > modified,I guess?
> > > Do you mean RTE?

> > Yes, sorry, I'm being traumatized by TMS 320 C 30 assembly language!
> > (RETI)

> Good answer. At least you didn't mean RTI (Return from Interrupt) used by
> Intel Insane computers.

Oops. I believe that I've made a booboo. I was thumbing through an old
issue of a programmers mag (DDJ) and I mistakenly linked RTI to Untel,
whereas the x86 instruction is actually "IRET"

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be
talking about me"

5417. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6768

In article <5ods4e$ld6$1@laas.laas.fr>
prajoux@laas.fr (Roland Prajoux) wrote:-

>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:

>>Allocate a new block of the desired size, copy the old contents and free
>>the old block. This is called realloc() in C.
>This is absolutely correct.
>

Correct but not viable for me as there may not be enough memory to hold both
the new block and the original block in memory at the same time as I'm
dealing with sound samples which can be extremely large.

David

--

..the day ATARI users cried in one voice
"We will not go quietly into the night,
We will not vanish without a fight.
We're gonna live on, we're gonna survive
Today we celebrate our Independance from Micro$oft Day."

5418. FILE: ATARI!.EXE

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: Kai.Dubro@t-online.de
Message-ID: <5oeq2c$4ml$1@news01.btx.dtag.de>
Source record: 6769

Hello to all Atari-Users,
come to the following link and download the ultimativ file ...
http://members.aol.com/KaiDubro/welcome.htm#Software
THX to me, CU, Kai from Hamburg in Germany
--
>http://home.t-online.de/home/kai.dubro/dubro.htm (akt.:06/97)
>http://members.aol.com/KaiDubro/welcome.htm (akt.:06/97)
>http://www.geocities.com/Heartland/4783/index.html (akt.:06/97)

5419. Re: Packed Pixel XIMG file?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5oe2dm$9h0@balaena.bio.vu.nl>
Source record: 6770

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: according to the card you are running on. For the data format, if you
: give the TRM an ATARI picture and want to diplay it on a NOVA card, if
: its a plane based picture, the TRM will give it to you in VDI Format and
: after you 'll have to use Transfomr-Form but if it's a TC picture, the
: TRM do the Transform_Form itself, according the the bit order of the
: card.

That's nice, but what does the resulting standard VDI bitmap look like?
(See original question :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Love is a snowmobile racing across the tundra and then suddenly it
flips over, pinning you underneath. At night, the ice weasels come."
-- Matt Groening
From news Fri Jun 20 16:00:23 1997
To: wezel
Subject: Local Post
Content-Length: 1313

Path: sun4nl!bio.vu.nl!lvzon
From: lvzon@bio.vu.nl (Levien van Zon)
Newsgroups: comp.sys.atari.programmer
Subject: Re: Packed Pixel XIMG file?
Date: 20 Jun 1997 14:00:22 GMT
Organization: VU Biology, Amsterdam, The Netherlands
Lines: 23
Message-ID: <5oe2dm$9h0@balaena.bio.vu.nl>
References: <5nrcmv$o4u@balaena.bio.vu.nl> <33A78CF2.210@parx.fr>
<EC0K1M.JMw@suse.modem.stud.uni-hannover.de> <33AA3177.786B@parx.fr>
NNTP-Posting-Host: ursus.bio.vu.nl
X-Newsreader: TIN [version 1.2 PL2]

Pierre-Louis Lamballais (plamball@parx.fr) wrote:

: according to the card you are running on. For the data format, if you
: give the TRM an ATARI picture and want to diplay it on a NOVA card, if
: its a plane based picture, the TRM will give it to you in VDI Format and
: after you 'll have to use Transfomr-Form but if it's a TC picture, the

: TRM do the Transform_Form itself, according the the bit order of the
: card.

That's nice, but what does the resulting standard VDI bitmap look like?
(See original question :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Love is a snowmobile racing across the tundra and then suddenly it
flips over, pinning you underneath. At night, the ice weasels come."
-- Matt Groening

5420. Filthy Teenage Girls teenfil.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-22 00:00:00 UTC
From: as
Message-ID: <5ohqag$9gu@usenet84.supernews.com>
Source record: 6771

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

5421. *Young Cheerleaders fucking and sucking cock

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-22 00:00:00 UTC
From: sd
Message-ID: <5oi05v$d7c@usenet84.supernews.com>
Source record: 6772

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

5422. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-22 00:00:00 UTC
From: hyc@frisky.la.platsol.com
Message-ID: <5oimr9$sje@frisky.la.platsol.com>
Source record: 6773

In article <5ob80rija1@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
>In article <5oar9j$sqi@newstoo.ericsson.se>,
> epkerha@epk.ericsson.se (Erik Hall) writes:
>> If your program is intended to run on TOS only
>> you will run into problems if using Malloc() systemcalls.
>> There is a limit of ~10 Malloc() calls, after this the system
>> will crasch or be confused
>> and if writing to HD crasching the filesystem.

>GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can
>safely call Malloc() more than ten times. IIRC, it gets dangerous after
>30 calls or so.

They don't call it the "40-folder bug" for nothing. You'd think the
TOS programmers were Arabic or something. ("40" == "Infinity" in
mid-east traditions... thus - "Ali-Baba & the 40 thieves", the
Great Flood lasting 40 days & 40 nights, etc...)

>If using a C-library, using malloc() is a better idea, as it Mallocs()
>larger chunks of memory and then handles them internally.

>> If using MiNT you can start child processes as modules.
>> Then communicate with the modules by using pipes or GEM messages.
>> In this way your modules will run whithout pausing your application.

>IPC with AES messages without a multitasking AES is only possible between
>the main application and accessories, but not between two processes. A
>much better approach for IPC with MiNT (and, with some restrictions, with
>MagiC 5 as well) are pipes (which have already been mentioned), shared
>memory and signals.

Well, using MiNT, you ought to get hold of a multitasking AES. Like
XaAes or something...
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab
Advertisements proof-read for US$100 per word. Submission of your ad to my
email address constitutes your acceptance of these terms.

5423. Help with long file n

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-22 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <3f7_9706221253@conchbbs.com>
Source record: 6774

```
m > I can't imagine why you could call commandlines "bad
m > programming practice" or suggest that people should stop using
m > them!

Making your programs difficult to use (requiring users to memorize
command line parameters) is a bad programming practice, period.

You've got a GUI on ROM, for goodness sakes! Learn how to use it!

m > There is no problem with getting "long" filenames on the
m > commandline, just the same as there is no problem with short
m > filenames, middle sized filenames or anything else.

There is a 128 byte limit on the command line in the program header,
so if you have a REALLY long filename, or more than one filename...

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5424. old question;set env with PureC

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-22 00:00:00 UTC
From: booklage_p@parx.frmug.fr.net
Message-ID: <1533booklage_p@alpes-net.fr>
Source record: 6775

Hi all,

I think is an old question, which way for set an enviromental variable
with PureC.Under Sozobonx, the very good 'putenv()' function for example
before a Pexec run cleaver.

Thank for your help
Olivier

--- JetMail 0.99beta22

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--

5425. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Jens M Andreasen <jens-and@NO.dsv.su.se.SPAM>
Message-ID: <Pine.OSF.3.95.970623062441.1926C-100000@tellus.dsv.su.se>
Source record: 6776

On Wed, 18 Jun 1997, Sven Karlsson wrote:

:There are a JVM under development for Atari. More than this I cannot say
:at present date.
:
:Regards Sven Karlsson - Istari Software

Oh, please say something more. I am just about to fork out the money for a
Linux/Intel platform just to get at the javac and appletviewer. I would
feel terribly stupid if you released a port of java the week after :-)

(
)
c[] // Jens M Andreasen

5426. Web-ROM

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Aaron <ddpo@intergate.bc.ca>
Message-ID: <5ol49u$1d6$1453@carrera.intergate.bc.ca>
Source record: 6777

Digital Data Promotions Online is pleased to present a new yellow pages style listing of businesses on CD-ROM. This listing will include links to your businesses web site, text, graphics, picture, as well as audio and video clips; to bring your business into the world of multimedia advertising. In addition, any ads promoted on the CD will also be listed on our web site, in the same cataloged method, and updates to your information will be possible. We are currently promoting this CD across the US and the world, and space is filling up quickly. For further information you can visit our web site at

http://www.intergate.bc.ca/business/ddpo

Or download a quick demo of the program, and pricing list, with attached order form at

http://www.intergate.bc.ca/business/advert.exe

We hope to see you online soon.

Thank you for your interest.

Any questions or comments can be directed to
ddpo@intergate.bc.ca

5427. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5olc12$549$1@news.th-darmstadt.de>
Source record: 6778

Hi!

In article <5oimr9$sje@frisky.la.platsol.com>,
hyc@frisky.la.platsol.com (Howard Chu) writes:
>>GEMDOS has a lot of bugs and limitations, but it's not /that/ bad. You can
>>safely call Malloc() more than ten times. IIRC, it gets dangerous after
>>30 calls or so.
> They don't call it the "40-folder bug" for nothing. You'd think the
> TOS programmers were Arabic or something. ("40" == "Infinity" in
> mid-east traditions... thus - "Ali-Baba & the 40 thieves", the
> Great Flood lasting 40 days & 40 nights, etc...)
grin But what do you want to say? The 40-folder-problem has been fixed
in TOS 1.04 (i.e. the info about folders which are no longer in use get
cleared), so it's very unlikely to overflow the GEMDOS-pool with folders.
You can do so by calling Malloc() too often (or by playing around with
output redirection, which has never fully worked in plain TOS), but you
can call Malloc() more than 10 times (which was denied in the posting I
have replied to).

>>IPC with AES messages without a multitasking AES is only possible between
>>the main application and accessories, but not between two processes. A
>>much better approach for IPC with MiNT (and, with some restrictions, with
>>MagiC 5 as well) are pipes (which have already been mentioned), shared
>>memory and signals.
> Well, using MiNT, you ought to get hold of a multitasking AES. Like
> XaAes or something...
But pipes, shared memory and signals have the advantage that they work
without a multitasking AES and can be used by non-GEM-applications as
well. What's really missing is an Fselect()-mode for evnt_multi() ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5428. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5olcpr$5tr$1@news.th-darmstadt.de>
Source record: 6779

Hi!

In article <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>,
david@ritter.demon.co.uk (David Knight) writes:
>>>Allocate a new block of the desired size, copy the old contents and free
>>>the old block. This is called realloc() in C.
>>This is absolutely correct.
> Correct but not viable for me as there may not be enough memory to hold both
> the new block and the original block in memory at the same time as I'm
> dealing with sound samples which can be extremely large.
If you need the samples to be in one contigous block of memory, than
there's no better way. If it's possible to use a linked list of smaller
blocks for your purpose, this would be a solution. I had the same problem
when I wrote the Ramdisk-XFS for MagiC, and after switching to a linked
list of 1K blocks, the problem was gone. The only problem with this
approach is that writing to the ramdisk is quite slow (compared to
reading and to writing to a "conventional" ramdisk) because of the many
Mxalloc()s ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5429. Re: Help with long file names

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5olk02$e3j$1@news.th-darmstadt.de>
Source record: 6780

Hi!

In article <3f7_9706221253@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> m > I can't imagine why you could call commandlines "bad
> m > programming practice" or suggest that people should stop using
> m > them!
> Making your programs difficult to use (requiring users to memorize
> command line parameters) is a bad programming practice, period.
Not allowing people to pass filenames to a program when they run it is
even worse. Period. And no one was talking about a command-line-driven
user interface, anyway.

> You've got a GUI on ROM, for goodness sakes! Learn how to use it!
So, if you want to edit three files at the same time, you prefer to run
the editor, use "File: open" three times instead of just dragging the
three files onto the editor's icon in the desktop? Even if so, I don't think
this is what mose people expect from a good GUI.

> There is a 128 byte limit on the command line in the program header,
> so if you have a REALLY long filename, or more than one filename...
Never heard of the ARGV-parameter-passing-scheme? It was created by Atari
many years ago, to allow commandlines of unlimited length (and to have
argv[0]). And the limit you mean is not in the program header, but in the
basepage.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5430. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AE60C3.C8373B10@it.lth.se>
Source record: 6781

Jens M Andreasen wrote:

> On Wed, 18 Jun 1997, Sven Karlsson wrote:
>
> :There are a JVM under development for Atari. More than this I cannot
> say
> :at present date.
>
> Oh, please say something more. I am just about to fork out the money
> for a
> Linux/Intel platform just to get at the javac and appletviewer. I
> would
> feel terribly stupid if you released a port of java the week after :-)

I might as well say this here and now:

There will be a JVM with JIT for Fenix. I'm currently working with a
group of Amiga programmers porting Sun's JVM to Amiga (and Atari).

We are using Sun's JVM sources but are rewriting a lot of the
interpreter
and are adding a JIT. My responsibilities in this project are the JIT,
rewriting of the interpreter and the porting to Fenix.

Fenix's kernel has been designed with Java (and Limbo) in mind and there

is a OO dynamic linking scheme being designed so that native code can
be used simply in "Java" programs. This makes it possible to use Java
as a simple glue and script language for GUIs and other non performance
critical applications.

We have worked from time to time for over a year on this project and
have had working Amiga prototype versions for nearly a year. The JVM is
capable of running javac compiling javac ie itself.

I cannot say who the Amiga programmers are and why we are doing this at
the
moment but it will be clear in a couple of months.

Regards Sven Karlsson - Istari software

5431. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AE60E5.A5BB0B63@it.lth.se>
Source record: 6782

Jens M Andreasen wrote:

> On Wed, 18 Jun 1997, Sven Karlsson wrote:
>
> :There are a JVM under development for Atari. More than this I cannot
> say
> :at present date.
>
> Oh, please say something more. I am just about to fork out the money
> for a
> Linux/Intel platform just to get at the javac and appletviewer. I
> would
> feel terribly stupid if you released a port of java the week after :-)

I might as well say this here and now:

There will be a JVM with JIT for Fenix. I'm currently working with a
group of Amiga programmers porting Sun's JVM to Amiga (and Atari).

We are using Sun's JVM sources but are rewriting a lot of the
interpreter
and are adding a JIT. My responsibilities in this project are the JIT,
rewriting of the interpreter and the porting to Fenix.

Fenix's kernel has been designed with Java (and Limbo) in mind and there

is a OO dynamic linking scheme being designed so that native code can
be used simply in "Java" programs. This makes it possible to use Java
as a simple glue and script language for GUIs and other non performance
critical applications.

We have worked from time to time for over a year on this project and
have had working Amiga prototype versions for nearly a year. The JVM is
capable of running javac compiling javac ie itself.

I cannot say who the Amiga programmers are and why we are doing this at
the
moment but it will be clear in a couple of months.

Regards Sven Karlsson - Istari software

5432. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AE66CC.1A111074@it.lth.se>
Source record: 6783

Ken Macdonald wrote:

> Thomas Binder wrote:
> > Hey, that's what I wanted to suggest ;)
> > Any other opinions? Or are the two of us the only ones interested in
> the
> > subject?
> > Ciao
> >Thomas
> > Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
>
> > PGP-key available on request! gryf@hrzpub.th-darmstadt.de
>
> Well, I am interested, _but_
> 1)inexperienced
> 2)interested in an _offshoot_ of this idea. or rather I had an idea
> for
> a program, and this thread talks about ideas that may impact my idea.

I'm very interested! I usually go around thinking about a lot of OS
related
issues wile trying to come up with the best ways for Fenix to go....

Regards Sven Karlsson

5433. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AE673C.92FA4611@it.lth.se>
Source record: 6784

Ken Macdonald wrote:

> Thomas Binder wrote:
> > Hi!
> > In article <K68MCTC@tos.pl.net>,
> > mb@tos.pl.net (Mario Becroft) writes:
> > >: This sounds quite interesting, though personally, I dislike
> having too many
> > >: things done automatically - there's always some risk with it,
> especially if
> > >: you are running your very own setup (e.g., under MS-DOS, my
> autoexec.bat
> > >: always gets corrupted by programs which try to install themselves
> in it, as
> > >: I'm using a multi-setup-autoexec).
> > >
> > > I agree entirely, but for more novice users this would be a good
> feature.
> > > Of course the installation program would always make things like
> this
> > > optional so that people like you and me would not be
> inconvenienced.
> > Well, an installation program that makes installation optional? ;)
> >
> > > [Special accessory or system tool]
> > >: Is that what you are thinking of?
> > >
> > > Exactly. I wasn't sure exactly how it would be implemented, but
> that is
> > > the idea.
> > >
> > > I would suggest that the desk accessory would be less desirable
> since it
> > > would just use up RAM, while most of the time it would lie unused.
> An
> > > option where the program would be loaded only when used would be
> > > preferable.
> > Yes, that's why I didn't propagate the accessory too much ;)
> >
> > > A possibility might be that the "installer" (I can't think of a
> better
> > > name just now) would be programmable with some sort of script
> language.
> > > The script would describe how to install various elements, and

> scripts
> > > would be supplied with software such as desktops, AESs, GDOSs, SAM
> and
> > > compatibles, etc.
> > >
> > > The script might support features such as:
> > > [...]
> > OK, then let's use sh, sed & Co. for that :)
> >
> > > [...]
> > > So, the functions provided to installation software by the
> installer might
> > > include:
> > >
> > > * "Install item"
> > > * "Uninstall item"
> > > * "Add or modify script"
> > Sounds sensible, though a "Check for item" function would be nice,
> too.
>
> An 'instal.inf' file could also be saved on the floppy disk from where
>
> the
> installation was made (which at its simplest could be a recording of
> every
> action/keystroke taken during the installation) as well as in the
> directory
> of the newly installed 'program' maybe something like ease.ins for
> Ease?
> Redundancy, I love redundancy. :^)
>
> > > Possible data types could include:
> > >
> > > * fonts
> > > * desktop icons
> > > * icon-file associations
> > > * file-application associations
> > > * dlls, once they are supported (several such extensions to
> support dlls
> > > are in developmend)
> > > * sounds, SAM SAA files, and SAM event-sound associations
> > > * probably others.
> > * pictures
> > * files (generic)
> > * hypertexts/instructions
> > * Auto-Folder programs (maybe with placement information)
> > * Accessories
> > * Environment variables
> > * ...
> >

> > > Standard scripts could be made to support common programs, and
> hopefully
> > > programmers would catch on and start supplying the necessary
> scripts with
> > > their software.
> > Hehe, do you know how many people tried to establish certain
> standards
> > and failed miserably ...
> >
> > > If enough people are interested, maybe we should set up a mailing
> list
> > > for discussion of the idea.
> > Hey, that's what I wanted to suggest ;)
> > Any other opinions? Or are the two of us the only ones interested in
> the
> > subject?
> > Ciao
> >Thomas
> > Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
>
> > PGP-key available on request! gryf@hrzpub.th-darmstadt.de
>
> Well, I am interested, _but_
> 1)inexperienced
> 2)interested in an _offshoot_ of this idea. or rather I had an idea
> for
> a program, and this thread talks about ideas that may impact my idea.

I'm very interested! I usually go around thinking about a lot of
different
OS issues while trying to come up with the best schemes for Fenix...

Regards Sven Karlsson

5434. Re: desk icons, doc association etc, automatic installation of

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AE66A4.392D1970@it.lth.se>
Source record: 6785

Ken Macdonald wrote:

> Thomas Binder wrote:
> > Hey, that's what I wanted to suggest ;)
> > Any other opinions? Or are the two of us the only ones interested in
> the
> > subject?
> > Ciao
> >Thomas
> > Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
>
> > PGP-key available on request! gryf@hrzpub.th-darmstadt.de
>
> Well, I am interested, _but_
> 1)inexperienced
> 2)interested in an _offshoot_ of this idea. or rather I had an idea
> for
> a program, and this thread talks about ideas that may impact my idea.

I'm very interested! I usually go around thinking about a lot of OS
related
issues wile trying to come up with the best ways for Fenix to go....

Regards Sven Karlsson

5435. Re: Help with long file names

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33af0780.0@comnet.co.nz>
Source record: 6786

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
[snip]
> > There is a 128 byte limit on the command line in the program header,

I believe you mean "basepage" rather than "header".

And I believe that the limit is 126 bytes, not 128. AFAIK, the command line that appears in the basepage is a C-ised Pascal string (ie zero/null terminated and length-prefixed).

The basepage has 128 bytes of space of which the first byte is the length of the command line, then the command line, and a zero byte at the end of it.

(I also seem to recall something about a double null-byte, which would reduce the command line length from 126 to 125)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"How could you be so self-centred? Especially as we are supposed to be talking about me"

5436. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: Jens M Andreasen <jens-and@NO.dsv.su.se.SPAM>
Message-ID: <Pine.OSF.3.95.970624070310.13105A-100000@tellus.dsv.su.se>
Source record: 6787

On Mon, 23 Jun 1997, Sven Karlsson wrote:
:
:There will be a JVM with JIT for Fenix. I'm currently working with a
:group of Amiga programmers porting Sun's JVM to Amiga (and Atari).

:Fenix's kernel has been designed with Java (and Limbo) in mind and there

What is Fenix ??

// Jens M Andreasen

5437. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33AF798C.6E3617EC@it.lth.se>
Source record: 6788

> There will be a JVM with JIT for Fenix. I'm currently working with a
> group of Amiga programmers porting Sun's JVM to Amiga (and Atari).
>
People have written be being somewhat confused and asked be about the
phoenix
project. I will say this once and for all:

Fenix is not phoenix and it has nothing to do with it. Fenix is a OS
being written by
me while phoenix is a computer under development by centek in france. I
have written
some letter to centek asking about the phoenix but have never got any
reply so I don't
know anything about the phoenix apart from the information centek has
released to the
public. Centek hasn't updated their pages for a long time now which
honestly makes me
wonder what thay are doing. I have also spoken to some french
programmers connected
to Centek. They didn't say anything about the phoenix and wouldn't
answer my questions.

I admit that Fenix might be a bad name for the OS but I chose the name
long before I even
heard about the phoenix. (Fenix was previously called first Galaxy and
then Garden).

If anyone has a better name for Fenix you can email me and I will
consider it!

Regards Sven Karlsson - Istari Software

5438. Re: Help with long file names

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ooa75fcn1@news.th-darmstadt.de>
Source record: 6789

Hi!

In article <33af0780.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:
> Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
>> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> [snip]
>> > There is a 128 byte limit on the command line in the program header,
> I believe you mean "basepage" rather than "header".
It would be nice not to quote in a way that makes people think I have
written what you are refering to, tnx ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5439. Re: old question;set env with PureC

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ooaf4fcn2@news.th-darmstadt.de>
Source record: 6790

Hi!

In article <1533booklage_p@alpes-net.fr>,
booklage_p@parx.frmug.fr.net (Olivier Booklage) writes:
> I think is an old question, which way for set an enviromental variable
> with PureC.Under Sozobonx, the very good 'putenv()' function for example
> before a Pexec run cleaver.
As far as I remember, Pure C also has putenv() or setenv(). Look what
functions containing "env" you can find in stdlib.h of Pure C's include
directory, this may help. (Sorry I can't tell you more right now, but I
don't have my Atari here ...)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5440. Help with long file n

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <a5a_9706241113@conchbbs.com>
Source record: 6791

```
g > And no one was talking about a command-line-driven user
g > interface, anyway.

I was (specifically, TTP programs). OTOH, allowing the desktop to
pass 1 filename via the command line is part of the GUI, and SHOULD
be implemented.

g > Never heard of the ARGV-parameter-passing-scheme?

I mentioned passing arguments using environment variables.

g > And the limit you mean is not in the program header, but in
g > the basepage.

Sorry, couldn't remember the right word at the time.

In any case, the issue turned out not to be the 128 byte limit, but
rather replacing Fsfirst() with Readdir() and Fxattr(). (Help with
MiNT filenames)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5441. ICTARI 47

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-24 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <32761597_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6792
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

It's ICTARI time again !

Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

and have a read of ICTARI 47.

Those of you who've been reading up on OLGA and the like in
Atari Computing will be intesested in the huge chunk of GEM
documentation in ST-Guide format. As for next month, I don't
know.... Send me something ?

Have Fun,

Giles.

--

---
augeas@elis.demon.co.uk

5442. Re: Help with long file n

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-25 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <YWUNCAE@tos.pl.net>
Source record: 6793

John Kormylo (John.Kormylo@7861.conchbbs.com) wrote:
: g > And no one was talking about a command-line-driven user
: g > interface, anyway.

: I was (specifically, TTP programs). OTOH, allowing the desktop to
: pass 1 filename via the command line is part of the GUI, and SHOULD
: be implemented.

It would be better if it could take any number of filenames.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5443. Re: Help with long file names

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-25 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5orbba$t7e$1@news.th-darmstadt.de>
Source record: 6794

Hi!

In article <a5a_9706241113@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> g > And no one was talking about a command-line-driven user
> g > interface, anyway.
> I was (specifically, TTP programs).
You said that one should stop writing TTP-programs and think of using the commandline as being bad practice which should be avoided, not restricting the latter to using it as a user interface.

I don't subscribe to either point of view, because TTP programs are often faster (not only in terms of execution time, but also regarding the time you need to tell the program what it should do), may be used in the Auto-folder as well, and are often the only senseful solution to a problem. Would you write an input/output filter which is only used as an overlay for a GEM app with a GUI of its own? Of course, when it comes to full user interaction, a GUI should be used whenever possible.

And I also don't think of using the commandline is bad programming practice (and I include AGRV to that, as it's just a way to expand the length of the limited basepage-commandline). You can drop files (and not only one) onto an app's icon, or you can for example use it for some special features of the application which don't involve the user interface or to allow "power users" to get the most out of the program.

> OTOH, allowing the desktop to
> pass 1 filename via the command line is part of the GUI, and SHOULD
> be implemented.
So I ask you again: If you want to edit three files, you drop one onto the editor's icon and open the remaining two files via "File: open"? Even Atari's Newdesk allows dropping more than one file, so why should one restrict it?

> g > Never heard of the ARGV-parameter-passing-scheme?
> I mentioned passing arguments using environment variables.
ARGV is realised by using an application's environment, but you don't put the arguments into environment variables. You may call that nitpicking, but with only speaking about environment variables, I don't automatically think of ARGV.

> In any case, the issue turned out not to be the 128 byte limit, but
> rather replacing Fsfirst() with Readdir() and Fxattr(). (Help with
> MiNT filenames)
Which I also replied to ;) But it's also important to think about the commandline (and the Drag&Drop protocol) when dealing with long filenames,

because these may contain spaces and then have to be quoted (not in the
ARGV environment, but in the basepage's commandline, which has to be
filled anyway).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5444. gfa 2 to 3.5 conversion

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-25 00:00:00 UTC
From: willard@headwaters.com
Message-ID: <5os9hq$eu1$1@newsbell>
Source record: 6795

Hi guys, I need some help with GFA too.

Is there a utility to convert gfa 2 to 3.5 out there?


```
+---------------------------------------+
| Atari Mega 4 ST -16mhz- Tos 1.4 |
| email: willard@headwaters.com |
+---------------------------------------+
```

5445. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33B27CB0.B122F11E@it.lth.se>
Source record: 6646

Jens M Andreasen wrote:

> On Mon, 23 Jun 1997, Sven Karlsson wrote:
> :
> :There will be a JVM with JIT for Fenix. I'm currently working with a
> :group of Amiga programmers porting Sun's JVM to Amiga (and Atari).
>
> :Fenix's kernel has been designed with Java (and Limbo) in mind and
> there
>
> What is Fenix ??

A rewrite of TOS/MiNT..

See http://www.it.lth.se/~sven/fenix.html

Regards Sven Karlsson - Istari Software

5446. Re: Is there a Java virtual M

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: Sven Karlsson <sven@it.lth.se>
Message-ID: <33B27C5A.BD98A054@it.lth.se>
Source record: 6647

Jens M Andreasen wrote:

> On Mon, 23 Jun 1997, Sven Karlsson wrote:
> :
> :There will be a JVM with JIT for Fenix. I'm currently working with a
> :group of Amiga programmers porting Sun's JVM to Amiga (and Atari).
>
> :Fenix's kernel has been designed with Java (and Limbo) in mind and
> there
>
> What is Fenix ??

A rewrite of TOS/MiNT..

See http://www.it.lth.se/~sven/fenix.html

Regards Sven Karlsson - Istari Software

5447. [Q] Programming the BRAINSTROM JPED DSP decoder

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: jdiot@bombay.cv.com
Message-ID: <33B276E4.2A83C28D@bombay.cv.com>
Source record: 6648

Hi Atari programmers,

Does anyone know how to use the resident JPEG DSP decoder from Brainstorm ?
Thanks to send me any doc or sources.

<^^^

5448. .Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: <>
Message-ID: <5ouacp$j9s$73@news.internetmci.com>
Source record: 6649

Are you ready to look at pictures of Teens fucking and sucking?

Then cum visit:

http://www.sexy-girls.com

All models represented on Sexy-Girls are 18 years of Age or Older.

5449. Re: Memory Fragmentation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: hyc@frisky.la.platsol.com
Message-ID: <5oupor$1621@frisky.la.platsol.com>
Source record: 6650

In article <5olc12$549$1@news.th-darmstadt.de>,
Thomas Binder <gryf@hrzpub.th-darmstadt.de> wrote:
%In article <5oimr9$sje@frisky.la.platsol.com>,
% hyc@frisky.la.platsol.com (Howard Chu) writes:
%>>IPC with AES messages without a multitasking AES is only possible between
%>>the main application and accessories, but not between two processes. A
%>>much better approach for IPC with MiNT (and, with some restrictions, with
%>>MagiC 5 as well) are pipes (which have already been mentioned), shared
%>>memory and signals.
%> Well, using MiNT, you ought to get hold of a multitasking AES. Like
%> XaAes or something...
%But pipes, shared memory and signals have the advantage that they work
%without a multitasking AES and can be used by non-GEM-applications as
%well. What's really missing is an Fselect()-mode for evnt_multi() ...

Exactly. And that's the sort of thing I would look for in an AES replacement.
What we need to have happen:
All events - keyboard, mouse, button, timer, message - need to be
turned into AES messages. Implement AES message pipes using MiNT pipes (or
even MiNTnet sockets, for that matter). Provide the descriptor number of
the message pipe to the user - preferably in the appl_init results. Then
evnt_multi itself just turns into an Fselect call, and you can use Fselect
yourself on the message pipe in addition to the other descriptors you're
interested in.
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab
Advertisements proof-read for US$100 per word. Submission of your ad to my
email address constitutes your acceptance of these terms.

5450. Re: gfa 2 to 3.5 conversion

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <867351950_OASIS_@nordnet.fr>
Source record: 6651

In article <5os9hq$eu1$1@newsbell>
willard@headwaters.com (Willard VanderPloeg) said:-

>Is there a utility to convert gfa 2 to 3.5 out there?

No need for an utility, GFA 3.5 can directly load a GFA 2 program if
it's saved as ASCII text, and loaded with the "merge" menu function.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */
--- if possible please CC by mail your reply ---

5451. Re: old question;set env with PureC

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: booklage_p@parx.frmug.fr.net
Message-ID: <1547booklage_p@alpes-net.fr>
Source record: 6652

In a message of 24 Jun 97 Thomas wrote to All :
>> I think is an old question, which way for set an enviromental
>> variable with PureC.Under Sozobonx, the very good 'putenv()' function
>> for example before a Pexec run cleaver.

TB> As far as I remember, Pure C also has putenv() or setenv(). Look
TB> what functions containing "env" you can find in stdlib.h of Pure C's
TB> include directory, this may help. (Sorry I can't tell you more right
TB> now, but I don't have my Atari here ...)

I have no any trace about putenv in my documentation, in my *.h files
(PureC1.1) to :(i need Pexec a program with additionnal environnemment!!

Somebody else may help me ??

So thank for your help anyway.
Best regards,
Olivier

--- JetMail 0.99beta22

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--

5452. NVDI ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-26 00:00:00 UTC
From: lambross@ath.forthnet.gr
Message-ID: <33b214bb.3266115@news-ath.forthnet.gr>
Source record: 6653

I heard (read) a lot ...about NVDI, so i bought the 2.5 version and i
tried to install it but nothing happens.I read about more fonts,
screen speed ... but the machine (STE,TOS 1.6, 4mb RAM, SYQEST 135)
goes slower now than before (i used to run TurboB&W)
Please write any info you have about NVDI because it seems i dont now
the alphabet.
THANX !!

5453. Don't read this message!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: Jason <jlsb@ix.netcom.com>
Message-ID: <5ov98e$g16@dfw-ixnews11.ix.netcom.com>
Source record: 6654

CALLING ALL LITERARY MINDS!

I am trying to compose a coffee table book on the topic of EXCUSES.&#65533; To add an original flavor to my project
I am attempting to derive my research entirely from people I come in contact with on the Net.
If you have, or know of, any interesting, unique, or even bizarre excuses, and would like to participate in this experiment
in creative literature, please reply to this message with your excuse.&#65533; Any excuse that is used in the published version will
receive full literary credit.&#65533; Thank you in advance for helping a fellow netizen.
Long live free speech!

&#65533;&#65533;&#65533;

5454. New Service for your "Pager"...

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: lj@sdfsdfwuylitmwyw.com
Message-ID: <5ovuns$epd@mtinsc04.worldnet.att.net>
Source record: 6655

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

5455. gfa 2 to 3.5 conversion

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <5p0ma7mdv1@news.pacifier.com>
Source record: 6656

WV> Is there a utility to convert gfa 2 to 3.5 out there?

I've never seen a specific utility to make the conversion, but you should be able to find the GFA 2.x interpreter in the public domain. Many BBS's and I'm sure a few internet sites have it online.

Load your program into GFA 2.x, and write it out as an ASCII text file (.LST format). Then, fire up GFA 3.5 and merge the ASCII text file in. Save it back out to GFA 3.5 format if you wish.

I'm not sure what syntax differences there are between the two versions, and the success of the translation will certainly depend on the program. If it uses nothing but simple BASIC commands, you shouldn't have any problems.

Good luck,

Anthony Watson
Mountain Software
awatson@pacifier.com
http://www.pacifier.com/~awatson

5456. -Teenage School Girls * young1.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: a
Message-ID: <5p02k0$d6k@usenet84.supernews.com>
Source record: 6657

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

5457. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61b7cd$1030a.1d7@NEWS>
Source record: 6658

Dear Internet user,

If you are paying for your Internet services
then you have not heard about 1stFamily.
We have a marketing method that guarantees
you will not have to pay one dollar to access
the internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Risidual income for the rest of your life !

* and much much more.

This opportuinty is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month to
access the Internet when you can access it for free with
speed and reliability that exceeds the other competitors ???
We did not think so. That is why our company is the best and fastest
growing of it's kind and will soon compete with AT&T and MCI and
all the big companies in providing Internet Service.

For complete information please mailto:sameer@1stfamily.com and
type "More Info" in the subject box.

You will recieve our webpage address where you can get inrolled in
seconds !!

Sameer (Sponsor ID# DUA2692)
Stop Paying for Internet Access
http://members.aol.com/upline/freeisp.html
mailto:sameer@1stfamily.com

5458. <Writers Seeking Publication>

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: Litagent345@aol.com
Message-ID: <33b47a7c.0@news1.ibm.net>
Source record: 6659

We are accepting new and previously published writers for publication. We are a NEW YORK based international literary agency with three offices: 2 in NEW YORK and one in FLORIDA. Please follow guidelines for submission:
For all fiction, including screenplays for TV & Movies: Send us a brief synopsis, the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For all nonfiction: Send us a brief synopsis, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
WOODSIDE INTERNATIONAL LITERARY AGENCY>>>
33-29 58 Street>>>
Woodside, New York>>>>
zip: 11377>>>
Tel: 718-651-8145>>>>>

5459. Re: old question;set env with PureC

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <867447218_OASIS_@swampdog.demon.co.uk>
Source record: 6660

In article <1547booklage_p@alpes-net.fr>
booklage_p@parx.frmug.fr.net (Olivier Booklage) said:-

>I have no any trace about putenv in my documentation, in my *.h files
>(PureC1.1) to :(i need Pexec a program with additionnal environnemment!!

I dunno about putenv() but all you need do is copy the current
environment to a new memory block and add space for your new
variables, then pass the new pointer to Pexec(). The child process
will then see the new environment.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5460. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <867446524_OASIS_@swampdog.demon.co.uk>
Source record: 6661

In article <7195579_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (David Knight) said:-

> In article <5ods4e$ld6$1@laas.laas.fr>
> prajoux@laas.fr (Roland Prajoux) wrote:-
>
>>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>
>>>Allocate a new block of the desired size, copy the old contents and free
>>>the old block. This is called realloc() in C.
>>This is absolutely correct.

.. for a minimal realloc() implementation, bearing in mind that C may
have grabbed a larger block than originally requested so in cases
where you are realloc'ing slightly larger blocks each time C may not
have to go back to the system for quite some time.

>Correct but not viable for me as there may not be enough memory to
>hold both the new block and the original block in memory at the same
>time as I'm dealing with sound samples which can be extremely large.

Probably the only brute force solution is to try Malloc'ing a new
block and if it fails dump the old block to disk, free it and try
again. A more subtle method, if possible, would be to use a linked
list of some sort whereby the sample can be spread over fragmented
memory blocks?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5461. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <867446004_OASIS_@swampdog.demon.co.uk>
Source record: 6662

In article <5ods4e$ld6$1@laas.laas.fr>
prajoux@laas.fr (Roland Prajoux) said:-

>In article <vyzzpsl7fzh.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:
>David Knight <david@ritter.demon.co.uk> writes:

[snip]

>>|> #define Mgrow(a,b) Mshrink(a,b)
>I have never read any Magic doc, but redefining as 'Mgrow()' a system call
>which actually shrinks an allocated block sounds weird to me...

It's simply an extension of the standard TOS Mshrink() call. iirc,
pass it a negative value and it attempts to enlarge the block. Without
full documentation on it, it is difficult to do more than speculate
that it is a function used by MagiC internally so that it can resize
the TPA. ie I'm guessing that it is really only useful while MagiC is
singletasking - there seems little point in it allocating a distinct
fresh block and releasing the old as this is possible anyway. ;-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5462. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <867445608_OASIS_@swampdog.demon.co.uk>
Source record: 6663

In article <60093128_000008_OASIS_NEWS@ritter.demon.co.uk>
david@ritter.demon.co.uk (David Knight) said:-

>Going through the Magic 5 Docs I came across a call called Mgrow.
>The line in the docs is
>
>#define Mgrow(a,b) Mshrink(a,b)
>
>I presume this is for enlarging an area of reserved memory.
>Is this call only available under MagiC or does TOS support?

Nope, TOS does not support it. It's a nice idea under MagiC but I
doubt it would be of much practical use when you take multitasking
into account.

>If TOS does not support this call is there anyway to enlarge a block
>of memory that has already been allocated?

Not really. You'd have to have intimate knowledge of the memory
manager and even then you'd be no better off than MagiC - if there's a
block allocated in desired space above then you would not be able to
extend the block under TOS either.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5463. -Hot New Teenage Site young4.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: as
Message-ID: <5p2v7t$n1q$71@news.internetmci.com>
Source record: 6664

Looking for XXX Pictures of Teens having Sex ? Then you've come to the
right place. Teen-Porno has tons of Teens Fucking and Sucking Cock.

Come Visit the hottest New Teen Site on the Internet !!!

http://www.teen-porno.com

All Models Represented on Teen-Porno are 18 Years of age or older.

The Name Teen-Porno Represents Models that are 18 Years of age or older.

5464. old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <52a_9706281848@conchbbs.com>
Source record: 6665

Boy did I screw that one up! All I can figure is that I
mis-translated the 1.0 German docs and never bothered to check the
ANSI docs for system(). Even the 1.1 German docs for system() are
obviously not about setting environment variables (unless you use
SETENV).

OTOH, putenv() is not in the standard library at all. (The reason
for this is that the default environment is not expandable.)

The instructions for Pexec() are still good, though.

--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

5465. old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <529_9706281848@conchbbs.com>
Source record: 6666

```
b > I have no any trace about putenv in my documentation, in my
b > *.h files (PureC1.1) to :( i need Pexec a program with
b > additionnal environnemment!!

The function is system() and is found in stdlib.h along with
getenv(). However, whenever I call system() it crashes. Looking at
the code with the debugger, I see that it uses the _shell_p system
variable, so it probably requires that you install a shell program
for it to work.

There is also an AES call, shel_envrn(), which does the same thing
as getenv().

To SET an environment variable when using Pexec(), simple create a
string consisting of the appropriate environment, such as

static char* env = "mypath=C:\\clipbrd\0";
/* Don't forget the extra NULL terminator */

then use this pointer in the Pexec() call for the envrionment
pointer.

To ADD an environment variable, copy the entire environment into a
new buffer and append your string to the end (before second NULL in
the double NULL terminator). Or vice verses.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5466. Advertise to Thousands of People an Hour with Mailloop

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: qpweoiuro@oijifesa.com
Message-ID: <5p486r$3rt$2994@news.internetmci.com>
Source record: 6667

Mailloop is an Industrial Bulk Email and Newsgroup Broadcasting Program.

Visit http://205.199.4.219 for More info.

Here is just some of the many hunreds of Mailloops Features:

Send Bulk Email to Thousands of People an hour-

Send Bulk Broadcasts to the Newsgroups with an Anti-Cancel Bot Feature-

Send Binaries to the Newsgroups in Bulk-

Process your incoming Mailbox -

Build E-Mail and Newsgroup Lists From:

Extracting from the Newsgroups-

Extracting from a Whois-

By processing your incoming Mailbox-

By using the finger Client (You can finger a domain and extract all of the email addresses)-

Extracting From a Import File-

Extract from a Web Page-

Extract from an FTP Site-

And Many Many More.

If you interested in these and many other features that Mailloop has to offer, or to obtain a copy,

Visit Our Web Site:

http://205.199.4.219

5467. Turbo Charge Your Pager.

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: ulkjhlk@poikjgewrwtrqj.com
Message-ID: <5p3veahtk4@usenet89.supernews.com>
Source record: 6668

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

5468. ### FREEPICS

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-28 00:00:00 UTC
From: ap12@ap12.com
Message-ID: <33b4eec9.0@news.genesisnetwork.net>
Source record: 6669

FreePics

FREE PHONE BONE

All For You! All For FREE!!

011-592-563-560

Click Here For Your Free Pic!
http://207.71.229.66/sexygirls/samples/blondes.html

5469. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61d7cd$12377.38d@NEWS>
Source record: 6670

Dear Internet user,

If you are paying for your Internet services then you have
not heard about 1stFamily. We have a marketing method
that guarantees you will not have to pay one dollar to
access the Internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Residual income for the rest of your life !

* and much much more.

This opportunity is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month
to access the Internet when you can access it for free with speed
and reliability that exceeds the other competitors ??? We did not
think so. That is why our company is the best and fastest growing
of it's kind and will soon compete with AT&T and MCI and all the
big companies in providing Internet Service.

For complete information please mailto:ASE1000@1stfamily.com
and type "More Info" in the subject box.

You will receive our webpage address where you can get enrolled in
seconds !!

Ray (Sponsor ID# SAF5197)
Stop Paying for Internet Access
http://members.aol.com/upline
mailto:ase1000@1stfamily.com

5470. Lowest INTERNATIONAL Calling RATES Available !!

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: remove@freemail.nll
Message-ID: <5p7fso$945$2740@cadmium.aware.nl>
Source record: 6671

We offer very competitive low international calling rates worldwide, with saving up to 85% !!!

Some examples:

Australia - USA = 0.29 US$/minute
Hong Kong - UK = 0.61 US$/minute
New Zealand - Netherlands = 0.66 US$/minute
Japan - Germany = 0.61 US$/minute
Singapore - USA = 0.35 US$/minute
Sweden- Canada = 0.36 US$/minute
Germany- Dom Rep =0.71 US$/minute
France - Bahamas = 0.60 US$/minute

There are no fees, other than usage !!

If you might be interested in more information on our services and rates to other countries, please visit our website at http://www.angelfire.com/biz/GTconsult or send us a message to GTconsult@freemail.nl and tell us the countries you call now, what you are paying now and which service you use at the moment !!

If you think this is not the appropriate newsgroup to place this advert, please let us know by sending an e-mail to remove@freemail.nl and mention the newsgroup in the subject heading, so that in future we will not advertise in this newsgroup again !!

Regards
Robert

5471. ****CABLE BOX DESCRAMBLER**** BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: Free Cable <langs@griller.com>
Message-ID: <33b78a54.0@news.netzilla.net>
Source record: 6672

****CABLE BOX DESCRAMBLER****

BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Cable Descrambler plans available for $ 5.00
Build your own cable descrambler box using parts
you can buy from Radio Shack for less than $15
Can be used on pay per view and Premuim Movie Channels
See all your favorite movie channels, pay per view etc.

To recieve detail instructions and diagrams on how to construct
your own Cable Box Descrambler send $5.00 and a SASE
CASH MONEY ORDER CHECK to the address below.

G.TANG
1970 E. Osceola Parkway
Suite# 242
Kissimmee Fl. 34743

Please include a SASE with your full mailing address.

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

5472. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5p8be0qdt1@news.th-darmstadt.de>
Source record: 6673

Hi!

In article <52a_9706281848@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
> OTOH, putenv() is not in the standard library at all. (The reason
> for this is that the default environment is not expandable.)
The default environment for programs called via shel_write() is not expandable, but the one used by Pexec() is, which is what putenv() would do (I don't know whether the Pure C- and/or the MiNT-Libs have this call). Pexec() uses the parent's environment as default, and this may be changed by altering p_env in the basepage. AFAIK, this is documented.

Of course, you also have to create a copy of the original environment and alter it afterwards for this to work, but a library call which does so automatically would be much more convenient.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5473. FS: Various Atari (8bit) magazines and books

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: Carsten Wich <c_wich@river.prima.ruhr.de>
Message-ID: <50334966@river.prima.ruhr.de>
Source record: 6674
Cross-posted to:
comp.sys.atari.8bit,de.markt.computer,de.markt.comp,comp.sys.atari.programmer,comp.misc.forsale,de.markt.comp.misc

I am selling the following items (all in good/very good condition) :

Antic Magazines :

Volume 2 Issue 11 (Backcover sligthly damaged)
Volume 3 Issues 1,2,3,4,6,9,11
Volume 4 Issues 1,2,3,5,7,8,9,11
Volume 5 Issues 2,4,5,6,7,8,9,11,12
Volume 6 Issues 1,2,3,4

Analog Magazines :

Volumes 20,21 (both with slightly damaged covers)
31,33,36,37,40,45,46,52,53,55

Atari Explorer Magazines :

Sep/Oct 1986, Nov/Dec 1986, Summer 1987

prices are US $3,- / DM 5,- for each magazine plus p&p.

(German) Books :

"Das Schulbuch zu ATARI 600XL/800XL"
(DataBecker) ca. 400 Seiten

"Das ATARI-Buch Band 1: Grundlegende Programmierm�glichkeiten"
(Markt & Technik) ca. 150 Seiten

"Das ATARI-Buch Band 2: Spezielle Programmierm�glichkeiten und
Maschinenprogramme"
(Markt & Technik) ca. 200 Seiten

"Der ATARI als Musicbox"
(Markt & Technik) ca. 200 Seiten

DM 10,- plus Versandkosten pro Buch

Greetings from "Irgendwo in Deutschland", Carsten

...Man, the dope's that there's still hope

5474. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-06-30 00:00:00 UTC
From: *dwilga@mtholyoke.edu
Message-ID: <*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>
Source record: 6675

In article <5p8be0qdt1@news.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:
> John.Kormylo@7861.conchbbs.com (John Kormylo) writes:
>> OTOH, putenv() is not in the standard library at all. (The reason
>> for this is that the default environment is not expandable.)
>The default environment for programs called via shel_write() is not
>expandable,

Actually, it is in Geneva and MultiTOS. There is a new mode of
shel_write() (off the top of my head I think it's 9 or 10), which does
this.

>but the one used by Pexec() is, which is what putenv() would
>do (I don't know whether the Pure C- and/or the MiNT-Libs have this
>call). Pexec() uses the parent's environment as default, and this may be
>changed by altering p_env in the basepage. AFAIK, this is documented.

Yes, a Pexec() with 0L as the basepage pointer parameter will cause the
parent's basepage to be used instead. So if you putenv() the vars to your
own basepage and then Pexec() a child, it works.

>Of course, you also have to create a copy of the original environment and
>alter it afterwards for this to work, but a library call which does so
>automatically would be much more convenient.

...at which point you might as well just pass the env to Pexec() instead
of using 0L...

Dan Wilga *dwilga@mtholyoke.edu
** remove the asterisk before my return address when replying **

5475. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33b859cb.0@comnet.co.nz>
Source record: 6676

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> david@ritter.demon.co.uk (David Knight) said:-
> >Going through the Magic 5 Docs I came across a call called Mgrow.
> >The line in the docs is
> >
> >#define Mgrow(a,b) Mshrink(a,b)
> >
> >I presume this is for enlarging an area of reserved memory.
> >Is this call only available under MagiC or does TOS support?

> Nope, TOS does not support it. It's a nice idea under MagiC but I
> doubt it would be of much practical use when you take multitasking
> into account.

> >If TOS does not support this call is there anyway to enlarge a block
> >of memory that has already been allocated?

> Not really. You'd have to have intimate knowledge of the memory
> manager and even then you'd be no better off than MagiC - if there's a
> block allocated in desired space above then you would not be able to
> extend the block under TOS either.

However, if Mgrow() is intelligent and knows whether a block is allocated
just beyond the one that needs to be grown, then it could simply do
something like the following:

```
if( !inuse( memory_just_beyond_this_block ) ) {
zero( end_of_this_block + 1, newsize - currentsize );
return success;
}

pointer = Malloc( newsize );
if( !pointer )
return failure_code;
memmove( pointer, oldbuffer, size_of_oldbuffer );
Mfree( oldbuffer );
return pointer;
```

The second part (allocate new, copy, release old) is somewhat like what
the C realloc() call does, if I am not mistaken.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

5476. Hot Teens for Sucking & Fucking teensufu.jpg

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-01 00:00:00 UTC
From: asd
Message-ID: <5p9tskedr2331@news.internetmci.com>
Source record: 6677

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

5477. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-01 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5pbaif$6hj$2@news.th-darmstadt.de>
Source record: 6678

Hi!

In article <33b859cb.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:
> However, if Mgrow() is intelligent and knows whether a block is allocated
> just beyond the one that needs to be grown, then it could simply do
> something like the following:
>
> if(!inuse(memory_just_beyond_this_block)) {
> zero(end_of_this_block + 1, newsize - currentsize);
Why zero the memory? Malloc() and Mxalloc() don't do so, so why should an
Mgrow() do it?

> The second part (allocate new, copy, release old) is somewhat like what
> the C realloc() call does, if I am not mistaken.
The whole routine is more or less what realloc() does if the new block is
larger than the old one. But the name Mgrow() for me implies that the
address of the block is untouched, as it is with Mshrink().

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5478. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-01 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5pba7m$6hj$1@news.th-darmstadt.de>
Source record: 6679

Hi!

In article <*dwilga-30069716273800001@dwilga.comm.mtholyoke.edu>,
*dwilga@mtholyoke.edu (Dan Wilga) writes:
>>The default environment for programs called via shel_write() is not
>>expandable,
> Actually, it is in Geneva and MultiTOS. There is a new mode of
> shel_write() (off the top of my head I think it's 9 or 10), which does
> this.
Well, OK, I forgot that. But honestly I don't think it's a good idea to
alter the AES' default environment from within an application - or would
this call just affect the AES environment of the calling app? I don't
have the docs here right now ...

>>Of course, you also have to create a copy of the original environment and
>>alter it afterwards for this to work, but a library call which does so
>>automatically would be much more convenient.
> ...at which point you might as well just pass the env to Pexec() instead
> of using 0L...
When you don't have putenv() or something similar, it's maybe better to
do so (however, the basepage method is still the better solution if you
are going to use some library call like system() or popen()).

Ciao

Thomas

> Dan Wilga
*dwilga@mtholyoke.edu
^^
P.S.: Any special reason for this large gap which causes the address to be
wrapped to the next line? ;)

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5479. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33b9758c.0@comnet.co.nz>
Source record: 6680

Thomas Binder (gryf@hrzpub.th-darmstadt.de) wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:
> > However, if Mgrow() is intelligent and knows whether a block is allocated
> > just beyond the one that needs to be grown, then it could simply do
> > something like the following:
> >
> > if(!inuse(memory_just_beyond_this_block)) {
> > zero(end_of_this_block + 1, newsize - currentsize);
> Why zero the memory? Malloc() and Mxalloc() don't do so, so why should an
> Mgrow() do it?

How "old" is Mgrow?

If it is a recent addition, then we can assume that programmers using it know that the "new" memory (beyond the end of the old block) could contain anything - and not be zeroed like a lot of older programs expect from Malloc, which, AFAIK, doesn't zero memory, either.

But then, that relies upon programmers being intelligent, and we all know this is a biological impossibility ;)

(Sidetrack: Any chance of an update to TOS to give Mxalloc a "zero" flag [which will zero the memory block]. eg Mxalloc(456, LOAD_TT|ZERO|PRIVATE) or something similar?)

> > The second part (allocate new, copy, release old) is somewhat like what
> > the C realloc() call does, if I am not mistaken.
> The whole routine is more or less what realloc() does if the new block is
> larger than the old one. But the name Mgrow() for me implies that the
> address of the block is untouched, as it is with Mshrink().

... which begs the question: Why didn't they call it Mrealloc?

Perhaps it creates a larger block, copies the old, and then reprograms the CPU's MMU (on '030s, full '040s or better) into thinking that the old block is still at the same place, just slightly bigger?

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

5480. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-02 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzn2o5oj3c.fsf@issan.informatik.uni-dortmund.de>
Source record: 6681

Gaven Miller <gmiller@inca.co.nz> writes:

|> (Sidetrack: Any chance of an update to TOS to give Mxalloc a "zero" flag
|> [which will zero the memory block]. eg Mxalloc(456, LOAD_TT|ZERO|PRIVATE)
|> or something similar?)

Why? You can always do that yourself. This is nothing you need a kernel
for.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5481. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-02 00:00:00 UTC
From: *dwilga@mtholyoke.edu
Message-ID: <*dwilga-0207971123230001@wilga.mtholyoke.edu>
Source record: 6682

In article <5pba7m$6hj$1@news.th-darmstadt.de>,
gryf@hrzpub.th-darmstadt.de (Thomas Binder) wrote:

> Hi!
>
> In article <*dwilga-3006971627380001@dwilga.comm.mtholyoke.edu>,
> *dwilga@mtholyoke.edu (Dan Wilga) writes:
> >>The default environment for programs called via shel_write() is not
> >>expandable,
> > > Actually, it is in Geneva and MultiTOS. There is a new mode of
> > > shel_write() (off the top of my head I think it's 9 or 10), which does
> > > this.
> Well, OK, I forgot that. But honestly I don't think it's a good idea to
> alter the AES' default environment from within an application - or would
> this call just affect the AES environment of the calling app? I don't
> have the docs here right now ...

No, it modifies the env for the entire AES. I agree that if all you want
to do is execute a child with a particular set of vars, it's a very bad
idea to be changing the AES's env. You should be using the extended modes
of shel_write() instead.

> > Dan Wilga
> *dwilga@mtholyoke.edu
> ^^
> P.S.: Any special reason for this large gap which causes the address to be
> wrapped to the next line? ;)

Good question. Must just be this mail reader. Let's see if removing some
spaces helps :-)

Dan Wilga *dwilga@mtholyoke.edu
** Remove the * before my name to reply **

5482. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33babcc1.0@comnet.co.nz>
Source record: 6683

Andreas Schwab (schwab@issan.informatik.uni-dortmund.de) wrote:
> Gaven Miller <gmiller@inca.co.nz> writes:

> |> (Sidetrack: Any chance of an update to TOS to give Mxalloc a "zero" flag
> |> [which will zero the memory block]. eg Mxalloc(456, LOAD_TT|ZERO|PRIVATE)
> |> or something similar?)

> Why? You can always do that yourself. This is nothing you need a kernel
> for.

Agreed.

However, one could also argue that "allocating a memory block and readying
it for use" could be considered a kernels job.

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a
_really_big_ instruction manual - and even then, it takes me half an hour
before I can start to drink, because there aren't any pictures showing me
how. But with the Pure Water Distiller, they include a simple one-page
leaflet - WITH PICTURES!! - that show me how to drink water...

5483. PROGRAMMERS- GEAC, DBS, MSA

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-02 00:00:00 UTC
From: kdevries <kdevries@theonramp.net>
Message-ID: <01bc8680$d22afde0$0dbb020a@default>
Source record: 6684
Cross-posted to: comp.os.os2.programmer.tools,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.programmer,comp.sys.ibm.pc.programmer,comp.sys.next.programmer,comp.sys.psion.programmer,comp.unix.programmer,comp.unix.sco

Fabulous opportunities exist for programmers with DBS e:series (Geac) experience. Opportunities nationwide. Excellent salary and benefits. Can work as a permanent employee or as a contractor.

Send resume or brief work history to : KDEVRIES@THEONRAMP.NET

OR contact: Karen DeVries
512-342-0302, phone
512-342-0305, fax

5484. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5pfsp8$jk3$1@news.th-darmstadt.de>
Source record: 6685

Hi!

In article <*dwilga-02079711232300001@wilga.mtholyoke.edu>,
*dwilga@mtholyoke.edu (Dan Wilga) writes:
>> Well, OK, I forgot that. But honestly I don't think it's a good idea to
>> alter the AES' default environment from within an application - or would
>> this call just affect the AES environment of the calling app? I don't
>> have the docs here right now ...
> No, it modifies the env for the entire AES. I agree that if all you want
> to do is execute a child with a particular set of vars, it's a very bad
> idea to be changing the AES's env. You should be using the extended modes
> of shel_write() instead.
Which unfortunately have the same inconveniences as Pexec(), if you just
want to /add/ new vars to the existing environment ...

>> P.S.: Any special reason for this large gap which causes the address to be
>> wrapped to the next line? ;)
> Good question. Must just be this mail reader. Let's see if removing some
> spaces helps :-)
Are you sure you /removed/ some? The gap was even larger in this posting
... Maybe you use tabs instead of spaces? Or do you just want to "tease"
people here? ;)

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5485. Re: Memory Allocation

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5pft8j$jk3$2@news.th-darmstadt.de>
Source record: 6686

Hi!

In article <33babcc1.0@comnet.co.nz>,
gmiller@inca.co.nz (Gaven Miller) writes:
> However, one could also argue that "allocating a memory block and readying
> it for use" could be considered a kernels job.
After allocation a memory block is already ready for use. In most cases,
you allocate a block to fill it with data afterwards, and (at least I)
almost never need it zeroed before filling in data.

Ciao

Thomas

P.S.: Your "Quote For The Month" may be funny, but a) it's far too long
for a .signature and b) gets annoying if found in each posting. So,
could you please reduce the length and the frequency of posting?
Thanks.

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5486. Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: Michael Waters <waterses@worldnet.att.net>
Message-ID: <01bc87cf$199b00e0$3b7174cf@cmwaters-h>
Source record: 6687

Hiya;

I am working on an assembly language program and have a problem. My program needs to execute a routine precisely every 1/120 second. The actual routine is a doddle, plenty of time to sit and wait between executions, but I have no idea how to achieve precise timing.

Any suggestions?

thanks
myeck waters

5487. Degas Elite

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970703133142.19645A-100000@ganymede.cs.mun.ca>
Source record: 6688

Anyone know how to cut and paste in Degas Elite? I haven't used it in some time and can't remember how to do it.

Scott.

5488. Re: NVDI ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5ph6filgd2@zingo.tninet.se>
Source record: 6689

```
: I heard (read) a lot ...about NVDI, so i bought the 2.5 version and i
: tried to install it but nothing happens.I read about more fonts,
: screen speed ... but the machine (STE,TOS 1.6, 4mb RAM, SYQEST 135)
: goes slower now than before (i used to run TurboB&W)
: Please write any info you have about NVDI because it seems i dont now
: the alphabet.

NVDI v2.5 does not have support for vector fonts. The vector font support
was included from v3.0. Time to upgrade? The most recent version of NVDI
is 4.11.

--
@ @
-------------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-------------------------------------------------------------------------------
oOo oOo
U U
```

5489. Re: old question;set env

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-03 00:00:00 UTC
From: booklage_p@parx.frmug.fr.net
Message-ID: <1563booklage_p@alpes-net.fr>
Source record: 6690

```
In a message of 28 Jun 97 John wrote to All :
b >> I have no any trace about putenv in my documentation..

JK> To SET an environment variable when using Pexec(), simple create a
JK> string consisting of the appropriate environment, such as
JK>
JK> To ADD an environment variable, copy the entire environment into a
JK> new buffer and append your string to the end (before second NULL in
JK> the double NULL terminator). Or vice verses.

I use your last idea with success ! thank's very much for your help
and some help from other persons to.

Best regards,
Olivier

--- JetMail 0.99beta23

Via *FIST* v2.51beta Gate on alpes-net.fr (90:800/1.15)

--
```

5490. Re: Degas Elite

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-04 00:00:00 UTC
From: Tomas Berndtsson <tobe@tindra.lysator.liu.se>
Message-ID: <Pine.GSO.3.96rindlow.970704001918.15062F-100000@tindra.lysator.liu.se>
Source record: 6691

On Thu, 3 Jul 1997, Scott Harris wrote:

>
> Anyone know how to cut and paste in Degas Elite? I haven't used it in
> some time and can't remember how to do it.

I can't remember how to paste, but you cut by pressing ESC and mark an
area.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5491. Metrics

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-04 00:00:00 UTC
From: Information
Message-ID: <737cd$112db.1d3@news.psrinc.com>
Source record: 6692

Great Site URL:http://www.psrinc.com/metsys.htm

5492. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-04 00:00:00 UTC
From: Daniel H&#65533;gg <kalle@kula>
Message-ID: <01bc884d$da79b580$23334b92@sme0323.marine.combitech.se>
Source record: 6693

Michael Waters <waterses@worldnet.att.net> wrote in article
<01bc87cf$199b00e0$3b7174cf@cmwaters-h>...
> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.
>
> Any suggestions?

I suggest you use timer A of the MFP.

/
/ Daniel

5493. $ DO YOU HATE YOUR JOB?? $

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-04 00:00:00 UTC
From: a20@a.a
Message-ID: <33bcae82.0@news.genesisnetwork.net>
Source record: 6694

$50,000.00 for only $5.00 within 2 MONTHS?????
==========

You gotta be crazy! How on earth do you think you can buy 50 grand
for lousy 5 bucks? Well, that's what I was wondering, too until I
came across this letter.

First of all, IT'S PERFECTLY LEGAL! (Call 1-800-725-2161) if you
have any questions about the following opportunity to make
$50,000.00 and that probably WITHIN LESS THAN TWO MONTHS!

Well, here it goes:
A little while back, I was browsing these newsgroups, just like you
are now, and came across an article similar to this that said you
could make thousands of dollars within weeks with only an initial
investment of $5.00! So I thought, "Yeah, right, this must be a joke,"
but like most of us I was curious, so I kept reading. Anyway, it said
that you send $1.00 to each of the 5 names and address stated in the
article. You then place your own name and address in the bottom of the
list at #5, and post the article in at least 200 newsgroups. (There
are thousands) No catch, that was it.

I knew that that was the opportunity I had waited for for a long time.
I thought it was about time that the money of the world gets into the
right hands! OURS, right? I never had a doubt that this thing will
actually work and even if it didn't, what were 5 stamps and $5.00 for
a try?

As I mentioned before, like most of us I was a little skeptical and
a little worried about the legal aspects of it all. So I checked it
out with the U.S. Post Office (1-800-725-2161) and they confirmed
that it is indeed legal!

Now, that's how your story WILL sound like, too if you participate:

Well GUESS WHAT!!... with in 7 days, I started getting money in the
mail! I was shocked! I still figured it would end soon, and didn't
give it another thought. But the money just kept coming in. In my
first week, I made about $20.00 to $30.00 dollars. By the end of the
second week I had made a total of over $1,000.00!!!!!! In the third
week I had over $10,000.00 and it's still growing. This is now my
fourth week and I have made a total of just over $42,000.00 and it's
still coming in ....

Let me tell you how this works and most importantly, Why
it works....also, make sure you print a copy of this article NOW, so
you can get the information off of it as you need it. The process is

very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20190

STEP 2: Now take the #1 name off the list that you see above, move the other names up (2 becomes 1, 3 becomes 2, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:
1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right , you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!! THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!

REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Now the WHY part:

This entire principle works because it is in a format of an upside down tree with thousands of branches. Everyone below you will see to it that the tree continues because they want to get money. Those below THEM will continue because THEY want to get the cash etc.

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM of 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00
at #4 $225.00
at #3 $3,375.00
at #2 $50,625.00
at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 and start posting again.
The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! And this will go on and on and on and on.... get the picture? Well, there's 5,000,000,000 people on the world and most of them will eventually end up being hooked into the internet. So there are virtually unlimited resources. Of course this will work the best at the very beginning so the faster you post, the better for YOU!

So can you afford $5.00 and see if it really works?? I think so! People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual Internet. Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k. This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!! You also may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

5494. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-04 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ECsA1s.GpJ@suse.modem.stud.uni-hannover.de>
Source record: 6695

In article <01bc87cf$199b00e0$3b7174cf@cmwaters-h>,
"Michael Waters" <waterses@worldnet.att.net> writes:

> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.

Program one of the timers inside the MFP (there is one unused) to expire
120 times a second, and set it up the cause a 68000 exception (interupt).

There is no guarantee though that the handler is called *each* time at the
right time, as there might be a higher priority interupt in service at the
time, but that should happen rarely.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5495. This news group is invited to a Secret online book ! All Ages Welcome!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-05 00:00:00 UTC
From: Robert Anderson <megacash4u@hotmail.com>
Message-ID: <5plv0u$im1@news1.mnsinc.com>
Source record: 6696

You are about to learn how ordinary people can simply and easily achieve the once thought un-achievable. These Secrets will work for anyone. Simply apply them. This online book is one to study. Write any ideas or notes down. Read this one Secret at a time. Taking notes as ideas cross through your mind. Do not skip any Secrets. I have arranged the Secrets to increase your readiness for the coming Information. Each Secret builds on the other for maximum results. I wrote this online book for you in a way that simplifies understanding. This should make the secrets easier to apply. Enjoy!

CLICK HERE TO GET STARTED!!!
http://members.aol.com/Lesson4u

5496. sell/your/photos$$$$$

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-06 00:00:00 UTC
From: dre32d@msn.com
Message-ID: <5pocs1$47k$713@roadrunner.miracle.net>
Source record: 6697

We are a New York based international photo agency representing professional and amateur photographers in search of having their work promoted in order to conduct their profession or hobby minus the time consuming inconvenience of presenting and selling their own work.
You do not have to be a professional photographer to sell your photographic work successfully, and as any pro will tell you, quite often throughout history an amateur stumbles on a scene that he or she photographs and ends up with a photo that becomes a classic. Those who publish magazines, books, newspapers, greeting cards, record albums, or just about anyone who works with images in their profession, are in desperate need of fresh material, and are more than willing to review photos submitted by professional photo representatives. Sometimes the photos of amateurs are sought after more so than professionals because of accidental originality and innovative themes.
At Photo Phoenix International, we delight in and value the work of people who view photography as a fine art and understand a photo representative's significance in terms of a photographer's career, reputation, and monetary gain.
The photos we are seeking are some of the following: ANIMALS, ARCHITECTURE, ART, AUTOMOBILES, BUSINESS, CELEBRITIES, DOCUMENTARY, ENTERTAINMENT, EROTICA/NUDITY, FASHION, FOOD, HEALTH, HISTORY, HOBBIES, OUTDOORS, PEOPLE, POLITICAL, PORTRAITS, STILL LIFES, RELIGIOUS, SCIENCE, SPORTS, TRAVEL . . .
Whether your work portrays conservative, experimental, stylish, or innovative themes, your project proposal should be well thought out before submitting to us.
For first contact, submit a query letter and "SAMPLES ONLY" of your photos.
You must include "2" self addressed, stamped envelopes--one for correspondence, the other for the return of your material should we not be interested.
If we think your work is sellable, we will respond as soon as possible. Do not send entire portfolio unless we ask for it.
SEND TO: Photo Phoenix International

<33-29 58 Street>
<Woodside, New York>
<11377>
<~Phone: 718-651-8145>

5497. !!!!YOUR VIRTUAL OFFICE CAN DO EVERYTHING!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-06 00:00:00 UTC
From: <>
Message-ID: <5poe51psa2@news.internetmci.com>
Source record: 6698

One-Number service puts you in control of your calls while ensuring that your calls, messages and faxes reach you regardless of your location. One-Number service does this by linking your existing telephones, cell phones, pagers, and fax machines through a single telephone number.

YOUR One-Number ACCOUNT COMES STANDARD WITH THESE FEATURES
- Consolidates your phone, fax, voice-mail and paging services
- Works with your existing products and services, no need to change
- Easily lets you designate yourself as available or unavailable
- Rings you at up to three numbers simultaneously
- Never-busy number accepts multiple incoming calls and faxes
- Call Screening (by name) lets you know who is calling
- Call Waiting lets you know somebody else is calling
- Call Move lets you easily transfer calls among different phones
- Call Conferencing allows conferences with other parties
- Fax Notification on your pager for incoming fax messages
- Redirect calls to Personal Operator (live person) if desired
- AND MUCH MORE

Virtual Office Communications Company is not a phone company, a long distance carrier, nor do we sell telephone equipment, cellular phones, cellular service, pager or pager service.
Instead, we offer service to integrate your existing products, adding value to what you already have by letting your phones, pagers, fax machines and voice-mail systems work together seamlessly.

To learn more please visit our web site at: http://www.mynumber.com

Please do not reply by e-mail as we are not set up to respond to e-mail requests.

5498. writers=seeking=publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-06 00:00:00 UTC
From: ftr45r@aol.com
Message-ID: <5pos07$67e$5553@roadrunner.miracle.net>
Source record: 6699

We are a New York based international literary agency with two branch offices, one of which is in* Florida. We are seeking new and> previously published authors, so please adhere to the >following-- guidelines.>>>>>>>>>>>>>>>

All fiction: send brief <synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.>>>>>>>>>>>>>
Short-Stories: brief synopsis, 3 pages, SASE.>>>>>>>>>>>>>>>
Poetry: send 3 poems, SASE.>>>>>>>>>>>>>>>
Please do not send complete manuscript unless we ask for it.

<<Send to: Woodside International Literary Agency>>
=33-29 58 Street>>>>>>>>//
=Woodside, New York>>>>>>>>//
=11377>>>>>>>
=Phone (main office):
=718--651-8145>>>>>>>//

5499. free report

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-06 00:00:00 UTC
From: Sarah Marsden <routera@bigfoot.com>
Message-ID: <33bf3727.1@hades.ndirect.co.uk>
Source record: 6700

Hello,

I have been asked to write to offer you a free report.

'The Ultimate Guide To Killer Marketing'

The Report Features:

The Five Golden Rules For Web Sites

How To Get Your Customers To See Your Name Everyday.

How To Beat Your Competition

How To Take The Risk Out Of Marketing

Free Software

How To Make $30000 A Year On Two Hours Work A Day

And Much More.

Why is it free - We are a newly launched company looking to
increase awareness of our name.

For your free copy by email (.txt) just hit reply now and add
the words 'please send' to the subject box.

Send Email To routera@bigfoot.com

Sarah Marsden
Zen Group

5500. *writers/seeking/publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-07 00:00:00 UTC
From: cdr43a@aol.com
Message-ID: <5pq891$o9u$6157@roadrunner.miracle.net>
Source record: 6701

We are a New York based international literary agency with two branch offices, one of which is in Florida. We are seeking new and previously published authors, so please adhere to the following guidelines.

All fiction: send brief synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.
Short Stories: brief synopsis, 3 pages, SASE.
Poetry: send 3 poems, SASE.
Please do not send complete manuscript unless we ask for it.

Send to: Woodside International Literary Agency
33-29 58 Street>>>>>>>>
Woodside, New York>>>>>>>>
11377>>>>>>>
Phone (main office):
718-651-8145>>>>>>>

5501. DECLARATION OF WAR- Game?

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-07 00:00:00 UTC
From: toldem@andthey.didnt.listen.com
Message-ID: <5pq694$d8p2201@odin.telapex.com>
Source record: 6702

Angered Spy/Research Expert and now, Leading
Business Consultant, tells "the rest of the story."
What the news & Wired forgot to tell...

Just search the Web - we're now the largest chain
of WEB SITES on the net for supporting entrepreneurs
and businesses wishing to grow using his techniques. He gave
them fair warning... But they didn't
listen...

CH

http://michaelenlow.by.net/spamwar.html

5502. !!!Hello!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-07 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c0b809.0@nntp.kalnet.net>
Source record: 6703

Are you looking for a great place to find interesting things on the WWW??? Than look no more because you have found the right place!!! The place you are looking for is Yankee Inc.!!! A great Web Site full of interesting links to interesting places!!! Everything from Adult to Xzlyaphone it's here!!! There is something for everyone and then some!!! So give it a try what do you have to lose except some sleep??? Yankee Inc.
http://www.kalnet.net/yank714

Yankee Inc. Your Alternative Web Solution!!!

Yankee Inc.
http://www.kalnet.net/yank714

If you would like to be removed from my mailing list - hit reply and type "REMOVE" and I will promptly remove you from my list!!! Thank You!!!

5503. connecting a TT8 to a NT Network ? - using a Switchbox for monitor,keyboard and mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-08 00:00:00 UTC
From: a.habbe@magnet.at
Message-ID: <33c43477.353866789@news.magnet.at>
Source record: 6704
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atrai,maus.sys.atari.desktop,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,z-netzrechner.atari.allgemein

hello experts,

i'm planing to to connect an atari tt8 to an existing nt/w95 -
ethernet netwok - here my questions :

1. what harware do i need for the tt8 (networking card ?) and where
can i get such a thing .

2. what software do i need to use at least the harddisks, cd-roms,
worms, printers, modems and isdn-cards on the pc based part of the
network - via tcp/ip.

3. as i use a swichboard to use just 1 keyboard,1 mouse and 1monitor
on up to 6 different pc's at the sysops room - can there be a solution
for the tt either - means using a com port mouse and a standard pc
keyboard on the tt - monitor should work as far as i remember my atary
days ...

answers to : mailto:a.habbe@magnet.at or in the newsgroup(s)

thx4readin&cul8r

Alex

5504. MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <59813409_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6705
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I've just taken the possibly foolish option and upgraded my Falcon from MagiC5.03 to 5.11!

Of course, in true MagiC tradition, there are *no* upgrade instructions and *no* docs at all about what the differences between these two versions are!!

Why do these arrogant programmers feel there is no need to document version changes. What bloody planet are they on????

System Solutions seem to be plugging the fact it's MagiC 5.1 (but as they've already screwed up my upgrade, I suspect they will be of no use in telling me what the differences are). They could almost be Microsoft Dealers for the amount of knowledge they seem to posses about what they sell!!!!!!!

Can anyone in these groups:

a) List the differences between 5.03 and 5.11?
b) Tell me where I can find programmer docs for 5.11?
c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but now becoming annoying!!

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5505. Try Me!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-08 00:00:00 UTC
From: Kris Jacobs <jtsnake@serv01.net-link.net>
Message-ID: <33c1fadb.1@nntp.kalnet.net>
Source record: 6706

Hello net world are you a beer drinker or maybe a home brewer than this web page is for you! My web page is dedicated to home brewing and beer on the net! If this interests you than go to Jake's Home (brew) Page it is located at http://www.net-link.net/~jtsnake/

I am looking forward to hearing from you soon!!!

Kris Jacobs
Jake's Home (brew) Page
http://www.net-link.net/~jtsnake/
E-Mail To:
jtsnake@net-link.net
jtsnake@serv01.net-link.net
mpinc@SERV01.NET-LINK.NET

5506. I Am Very Sorry!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-08 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c25938.2@nntp.kalnet.net>
Source record: 6707

I would like to apologise to this newsgroup and everyone who reads this newsgroup!!! I promise never to post or send spam to this or any other newsgroup that does not pertain to my posting!!! Please accept my humble apology and again I will never post spam here again!!! Thank You!!!

Andrew Schero
yank714@kalnet.net

5507. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-09 00:00:00 UTC
From: and@imr.uni-hannover.de
Message-ID: <5pvluf$dp8$2@newsserver.rrzn.uni-hannover.de>
Source record: 6708
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: b) Tell me where I can find programmer docs for 5.11?

ftp://ftp.cs.tu-berlin.de/pub/atari/Programming/MagiC_5.10_docs.lzh
(276101 Bytes, 10.6.97)

--

ANDREAS KROMKE

....
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

5508. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-09 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5q0m5jdcs1@zingo.tninet.se>
Source record: 6709
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
: I've just taken the possibly foolish option and upgraded my Falcon from
: MagiC5.03 to 5.11!
:
: Can anyone in these groups:
:
: a) List the differences between 5.03 and 5.11?
: b) Tell me where I can find programmer docs for 5.11?
: c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but
: now becoming annoying!!

I think there is a CPX that let you turn on/off the realtime windows.
Should be on the upgrade disk!

--
@ @
-------------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-----------------------------------------------------------------------------
oOo oOo
U U
```

5509. BLITBLT

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-09 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>
Source record: 6710

Hey everyone,

Anyone got some code on the BLITBLT command in GFA BASIC. Trying
to figure out how to use the thing.

Scott.

5510. WANTED! Mega Vision 300 TC drivers!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-09 00:00:00 UTC
From: tos@algonet.se
Message-ID: <5q0uu4$3k9$2@pepsi.tninet.se>
Source record: 6711

I'm looking for all types of drivers for the Mega Vision 300 TT
True colcor and others.....

All info is a big help!

Peter Wallin
E-mail:
tos@algonet.se
Sweden!
Best Regards:
Peter Wallin
E-mail:
tos@algonet.se
Sweden

5511. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-10 00:00:00 UTC
From: Michael Waters <waterses@worldnet.att.net>
Message-ID: <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-h>
Source record: 6712

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
> Program one of the timers inside the MFP (there is one unused) to expire
> 120 times a second, and set it up the cause a 68000 exception (interupt).

None of my documentation tells _HOW_ to do that though. Is there some
place where it is explained, or some freely-available bit of source that
demonstrates it?

thanks
myeck waters

5512. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-10 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33C48F15.5396@parx.fr>
Source record: 6713

Michael Waters wrote:
>
> Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
> > Program one of the timers inside the MFP (there is one unused) to expire
> > 120 times a second, and set it up the cause a 68000 exception (interupt).
>
> None of my documentation tells _HOW_ to do that though. Is there some
> place where it is explained, or some freely-available bit of source that
> demonstrates it?
Well... it's a bit long to explain it, not because it's hard to
understand, but if you don't know exactly what is the MFP and if you
don't have documentation on it, I suppose that you're NOT a fanatic of
interrupt. The problem is that putting on an interrupt is an easy thing
for a demo (I dont' save anything and if it crash at the end, it doesn't
matter) but in a "clean" way, argll!!! It's not so easy. Same for
cleaning interrupt correctly at the end (espacially in a multitasking
context). And debugging something in interrupt is hard.
So, two possibilities:
1) You explain us exactly what you want to do, and we all try to find
the easiest way for doing that, perhaps without interrupt.
2) I "zip" you some pieces of code, 5 Kg of coffee and 2 kg of aspirine,
and you try. 8-))

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-243569276 - Fax: 33-243568047
http://www.parx.fr
+--------------------------------------+

5513. Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-10 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970710145010.24551B-100000@swindon>
Source record: 6714

Hi guys,

I'm trying to code up some completely generic resource slider routines, and I need some help. Apologies if my description is not terribly good, as this is quite a complex problem that has stumped me for a while.

There are two fundamental approaches to implementing this. The first is to follow (as much as possible) the descriptions of the slider routines in ProGem. To avoid roundoff problems the ProGem routines describe using a range of 1-1000 for the travel of the slider, which is used for the wind_set call, which sets the pixel size of the (window) slider internally. As I can't use the wind_set call for a slider within a resource, how do I convert that 1-1000 range into the absolute pixel value? (This sounds easy but it's more involved when the slider size, slidebar size and the various document units are all completely variable)

If for these sliders you don't use a large range and instead base everything on pixel values, I get problems with roundoff errors. Basically my slider routines work for dragging the slider, the size is worked out using the proportion of the total document to the visible document. The problem is positioning the slider by lines - depending on the interaction between the document sizes, slidebar and slider sizes, one line is not necessarily an equal number of pixel steps. So when I move the slider down one line (by clicking on the down arrow, say) I need to know whether to position the slider by (say) 7 or 8 pixels to position it correctly. Take a look at how Selectric's slider works to understand what I mean. I've tried to decode E_Gem's slider routines but not being a C programmer it's pretty confusing.

I hope I'm getting across what I need to get across!

Thanks in advance... (BTW I'm using GFA if it makes any difference)

```
|> | |
|> E |\| |-| /\ |_ |_
```

5514. http://www.love.com

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-10 00:00:00 UTC
From: randy97
Message-ID: <33c52b32.0@pgh.nauticom.net>
Source record: 6715

```
Looking to find people in your area that enjoy the same things
as this newsgroup?

Check out http://www.love.com

It's free, it's new, and it's awesome.

Rand
```

5515. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <61170213_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6716

In article <5q0m5jdcs1@zingo.tninet.se>
dhedberg@aristotle.algonet.se (Daniel Hedberg) wrote:-

>: I've just taken the possibly foolish option and upgraded my Falcon from
>: MagiC5.03 to 5.11!
>:
>: Can anyone in these groups:
>:
>: a) List the differences between 5.03 and 5.11?
>: b) Tell me where I can find programmer docs for 5.11?
>: c) Tell me how to turn *off* the 'realtime' windows. Lovely at first, but
>: now becoming annoying!!
>
>I think there is a CPX that let you turn on/off the realtime windows.
>Should be on the upgrade disk!

Not on mine there isn't :(Any idea what it's called?
BTW, I'm starting to like 'em again now :)

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5516. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5q56g1ess1@pepsi.tninet.se>
Source record: 6717

Gary Priest (gary@the-gap.demon.co.uk) wrote:

: >I think there is a CPX that let you turn on/off the realtime windows.
: >Should be on the upgrade disk!

: Not on mine there isn't :(Any idea what it's called?
: BTW, I'm starting to like 'em again now :)

It's called SET_FLG.CPX and its location on the installation diskette is
A:\MAGX_2\CPX\SET_FLG.CPX.

Check your CPX folder, maybe you just haven't activated it?

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5517. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: !ynoT
Message-ID: <33c61c17.622605@news.airtime.co.uk>
Source record: 6718

On Thu, 10 Jul 97 23:29:08 GMT, gary@the-gap.demon.co.uk (Gary Priest)
wrote:

>>I think there is a CPX that let you turn on/off the realtime windows.
>>Should be on the upgrade disk!

Is this some sort of torture aimed at people with MagiC 503..Or will
you be telling us what this "real time window" is ? <smile>

Using MagiC 503 with Gemulator......

.

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5518. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5q5if9ijq1@pepsi.tninet.se>
Source record: 6719

```
: >>I think there is a CPX that let you turn on/off the realtime windows.
: >>Should be on the upgrade disk!
:
: Is this some sort of torture aimed at people with MagiC 503..Or will
: you be telling us what this "real time window" is ? <smile>

Oh sorry! 8-)

In v5.1 you can have the windows to update in realtime when using the
horisontal and vertical sliders. However, I must say I prefer the
"ghostbox".

Take care,
Daniel

--
@ @
-----------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-------------------------------------------------------------------------------
oOo oOo
U U
```

5519. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5q5lbu$p8j$1@news.th-darmstadt.de>
Source record: 6720

In article <5q5if9ijq1@pepsi.tninet.se>,
dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>: Is this some sort of torture aimed at people with MagiC 503..Or will
>: you be telling us what this "real time window" is ? <smile>
> In v5.1 you can have the windows to update in realtime when using the
> horisontal and vertical sliders. However, I must say I prefer the
> "ghostbox".
Well, even 5.0x had realtime /sliders/, IIRC. What 5.1 adds is realtime
sizing and moving of windows, just as it is with using WINX and SingleTOS.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5520. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: Michael Waters <waterses@worldnet.att.net>
Message-ID: <01bc8e42$169b6640$b92574cf@cmwaters-h>
Source record: 6721

Pierre-Louis Lamballais <plamball@parx.fr> wrote in article
<33C48F15.5396@parx.fr>...
> Well... it's a bit long to explain it, not because it's hard to
> understand, but if you don't know exactly what is the MFP and if you
> don't have documentation on it, I suppose that you're NOT a fanatic of
> interrupt. The problem is that putting on an interrupt is an easy thing
> for a demo (I dont' save anything and if it crash at the end, it doesn't
> matter) but in a "clean" way, argll!!! It's not so easy. Same for
> cleaning interrupt correctly at the end (espacially in a multitasking
> context). And debugging something in interrupt is hard.
> So, two possibilities:
> 1) You explain us exactly what you want to do, and we all try to find
> the easiest way for doing that, perhaps without interrupt.
> 2) I "zip" you some pieces of code, 5 Kg of coffee and 2 kg of aspirine,
> and you try. 8-))

You're right, in all these years I've never needed to use interrupts before, mostly I wrote simple little utils (the most complex thing I ever did in assembly on an ST was a prg to convert "PCB DESIGNER" board layouts to IMG bitmaps, which certainly didn't require interrupts). I have some docs on the MFP registers, etc, but nothing that actually shows how to go about dealing with it.
The program I'm working on is strictly for my own use. I have a home recording setup, and both my MIDI sequencer and my hard disk recorder sync to MIDI Time Code (MTC), but neither will generate it, so the only way I can sync the two together right now is to run an analog tape with SMPTE time code on it and sync to that (which wears out the tape and the deck, and wastes time waiting for rewind). Since I have a few "spare" STs sitting around, I figured I'd set one up to generate MTC. For the flavor of MTC I want, I need to spit out code every 1/120 second.
The machine certainly wouldn't be multitasking. All it'll be doing while generating the MTC is checking for keypress or maybe mouse click (strictly in a start/stop capacity) and waiting for the interrupt.

Any help you can offer is appreciated.
myeck waters

5521. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970712012308.29339B-100000@usr09.primenet.com>
Source record: 6722

On 11 Jul 1997, Daniel Hedberg wrote:

>: >>I think there is a CPX that let you turn on/off the realtime windows.
>: >>Should be on the upgrade disk!
>:
>: Is this some sort of torture aimed at people with MagiC 503..Or will
>: you be telling us what this "real time window" is ? <smile>
>
>Oh sorry! 8-)
>
>In v5.1 you can have the windows to update in realtime when using the
>horisontal and vertical sliders. However, I must say I prefer the
>"ghostbox".
No prob, you prefer ghostbox, just press CTRL key while moving.
If you want to have ghostbox as default, and CTRL key for realtime, go
in the INF and put flg=6.
bye

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

5522. >>Entrepreneurs Needed

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: llou@cyberbundle.net
Message-ID: <5q64r7$2u5$1@its.hooked.net>
Source record: 6723

>>>>>>>>>ENTREPRENEURS NEEDED!<<<<<<<<<<

We are currently searching for motivated ENTREPRENEURS to
assist us in selling our Internet Marketing Software.
60% COMMISSIONS. Great earning potential!
Come check out the details!

http://www.cyberbundle.com/dealer.html

---------->>>>>>>>>>> HOT, HOT, Summer Specials!

For a limited time, become a DEALER for FREE! Thats right, up to
$125.00 in savings!! When you print out the dealer form, just write
NEWSGROUP SPECIAL in the total, and become a DEALER for FREE!
All you have to do, is fax or mail it in and start making HUGE profits!

So go check it out today! http://www.cyberbundle.com/dealer.html

5523. Best price on the net CD-R 74 Minute Gold $2.99 Retail package - no rebates no gimmics no surcharges

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: Dan Harley <netpro@op.net>
Message-ID: <5q587m$284$6613@picasso.op.net>
Source record: 6724

NetPro Computer Services, Inc.
http://www.netprocs.com

The sign of superior service since 1989!

Weekly product specials

If you don't see if please email info@netprocs.com
for a prompt quotation!

SCSI subsystem specialists - let us build yours today

Distributor of ACER OPEN SYSTEMS and Components
Master distributor DRAM,INTEL processors
we will not be undersold on geniune Intel products

Dan the Disc and DAT man brings you the best prices on the net:

^^^

Ricoh 6200 spi4 ReWritable Internal kit $519.00
* Authoring software now with variable packet writing - treats
R/W as a floppy drive!
* Adaptec EZ CD Pro V 2.11, Toast CD for Mac
* 16 bit SCSI controller, cables, drivers
* one CD-R, one rewritable CD-RW

5524. Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: John Richardson <johnr@thedruid.demon.co.uk>
Message-ID: <4mQx6DASknxzEwJA@thedruid.demon.co.uk>
Source record: 6725

waterses@worldnet.att.net
> I am working on an assembly language program and have a problem. My
> program needs to execute a routine precisely every 1/120 second. The
> actual routine is a doddle, plenty of time to sit and wait between
> executions, but I have no idea how to achieve precise timing.
>
> Any suggestions?

OK, there are a few ways you could go about this but I think the best
method
is to use the ST MFP Timer A. On the STE this is normally used to count
frames from the sound DMA chip, however it can be reprogrammed, you
should be
aware that any software that makes use of the sound DMA may not work
properly
with this routine installed.

```
TACR equ $fffa19
TADR equ $fffa1f

move.b #$7,TACR ; select 12,288hz
move.b #$67,TADR ; set 103 decrements between ints.
```

This will cause an interrupt 119.3 times per second which is just about
as
close you can get to 120. Now you have another choice to make, do you
want to
detect the interrupt through the 68k level 6 autovector or more simply
just
use the MFP hardware bound interrupts. For simplicity I'll go with the
latter. So here is a complete routine to install your interrupt:

```
install:
bclr #5,$fffa07 ; disable Timer A interrupt
move.l #myrout,$134 ; store your routine
move.b #$6,TACR ; select 12,288hz
move.b #$67,TADR ; set 103 decs. between ints.
bset #5,$fffa07 ; enable Timer A interrupt
rts
```

Your routine should end with 'RTS' and not 'RTE' as you might expect.

Hope this is helpful, Jr.

--
The Druid Wales UK >*< InterNet GateWay

5525. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-11 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <868643424_OASIS_@swampdog.demon.co.uk>
Source record: 6726

In article <Pine.GSO.3.95.970710145010.24551B-100000@swindon>
Ben Hall <cb170@city.ac.uk> said:-

>
>Hi guys,
>
>I'm trying to code up some completely generic resource slider
>routines, and I need some help. Apologies if my description is not
>terribly good, as this is quite a complex problem that has stumped me
>for a while.
>
>There are two fundamental approaches to implementing this. The first
>is to follow (as much as possible) the descriptions of the slider
>routines in ProGem. To avoid roundoff problems the ProGem routines
>describe using a range of 1-1000 for the travel of the slider, which
>is used for the wind_set call, which sets the pixel size of the
>(window) slider internally. As I can't use the wind_set call for a
>slider within a resource, how do I convert that 1-1000 range into the
>absolute pixel value?

Er, don't - until absolutely necessary. Keep track of things as
percentages of the whole.

>(This sounds easy but it's more involved when the slider size,
>slidebar size and the various document units are all completely
>variable)

Things are simpler if you take an abstract approach. Think of a
"document" as consisting of so many "units" (unit_off below) and the
"window" as being able to display a certain amount of those units at
any one time (unit_vis below). The portion of the "document" being
displayed can also be denoted as a 'unit offset' from zero (unit_off
below).

```
slider_position = (1000 * unit_off) / (unit_tot - unit_vis)

slider_size = (1000 * unit_vis) / unit_tot
if slider_size > 1000 then slider_size = 1000 /* for window > document */
```

To figure out which bit should be displayed from the slider ...

```
unit_off = ((slider_position + 1) * (unit_tot - unit_vis)) / 1000;
```

... note that 32 bit math is needed to maintain precision.

>If for these sliders you don't use a large range and instead base
>everything on pixel values, I get problems with roundoff errors.

>Basically my slider routines work for dragging the slider, the size is
>worked out using the proportion of the total document to the visible
>document. The problem is positioning the slider by lines - depending
>on the interaction between the document sizes, slidebar and slider
>sizes, one line is not necessarily an equal number of pixel steps. So
>when I move the slider down one line (by clicking on the down arrow,
>say) I need to know whether to position the slider by (say) 7 or 8
>pixels to position it correctly. Take a look at how Selectric's slider
>works to understand what I mean. I've tried to decode E_Gem's slider
>routines but not being a C programmer it's pretty confusing.

Well, stuffing some values into the above formulas. Let's say we have
a 250 line document, our "window" displays 12 lines and the top line
in the window is line 57 (there is a line 0).

slider_position = (1000 * 57) / (250 - 12) = 237
slider_size = (1000 * 12) / 250 = 48

This translates into 237 tenths of a percentage and 48 tenths of a
percent, so the slider size is 4.8% of its maximum size and is
positioned 23.7% of the way along.

For arguments sake, lets assume you constructed your resource where
the slider has a GBOX under it (ie parent of the slider) which is
exactly the full size the slider can be. Let's also assume this is a
vertical slider ...

When you want to adjust the slider, set ob_height[SLIDER] to 4.8% of
ob_height[GBOX], and set ob_y[SLIDER] to 23.7% of ob_height[GBOX] then
objc_draw the GBOX. It's best to check that the new and current
heights are different before objc_draw to save unnecessary drawing.

Another improvement would be to only use objc_draw if the mouse
happens to be over the slider, else use the VDI so the mouse stays on.

>I hope I'm getting across what I need to get across!

So do I else I've answered the wrong thing! <G>

Here's a bit of code which also shows one or two things I've not
mentioned. Sorry, its in C ...

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5526. Changing mem prot status

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33c6f5fa.0@comnet.co.nz>
Source record: 6727

Is there a way to alter the memory protection status of a block of
allocated memory?

For example:

```
pointer = Mxalloc( size, TT|PRIVATE );
...
(Do something with memory block)
...
Mtype( pointer, SHARED );
```

where the "Mtype" function alters protection from PRIVATE to SHARED

--

Any email sent to my address will bounce, however I can now be contacted
via an intermediary : gem at tos pl net. I would like to apologise to the
genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a
_really_big_ instruction manual - and even then, it takes me half an hour
before I can start to drink, because there aren't any pictures showing me
how. But with the Pure Water Distiller, they include a simple one-page
leaflet - WITH PICTURES!! - that show me how to drink water...

5527. Writers Seeking Publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: bingo5@micro.net
Message-ID: <5q7662$of8$610@roadrunner.miracle.net>
Source record: 6728

```
This is a multi-part message in MIME format.

--_-=916
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=916
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=916
```

5528. Writers Seeking Publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: bingo5@micro.net
Message-ID: <5q7ft4$t99$186@roadrunner.miracle.net>
Source record: 6729

```
This is a multi-part message in MIME format.

--_-=507
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=507
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=507
```

5529. Writers Seeking Publication

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: bingo5@micro.net
Message-ID: <5q7ivjlh611@roadrunner.miracle.net>
Source record: 6730

```
This is a multi-part message in MIME format.

--_-=968
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

This file will become the message body...

--_-=968
Content-type: text/plain; charset="us-ascii"
Content-transfer-encoding: 7bit

33-29 58 street
addressed, stamped envelope (sase).
all fiction: send brief synopsis, first chapter, and include a self-
all nonfiction: send brief synopsis, first chapter, sase.
and previously published writers. writers from around the world are
main office
please do not submit entire manuscript unless invited to do so.
poetry: send 3 poems, sase.
sase.
screenplays for tv & movies: send brief synopsis, first 20 pages,
short stories: brief synopsis, first 3 pages, sase.
tele: (718) 651-8145
the woodside international literary agency
we are the woodside international literary agency. we are seeking new
welcome. two of our offices are in new york and a third is in florida.
what to send and where to send it:
woodside, new york 11377

;

--_-=968
```

5530. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: cavey@cavestar.demon.co.uk
Message-ID: <868740301.19403.0.nnrp-3.c2de6b43@news.demon.co.uk>
Source record: 6731

"Michael Waters" <waterses@worldnet.att.net> wrote:

>Hiya;

>I am working on an assembly language program and have a problem. My
>program needs to execute a routine precisely every 1/120 second. The
>actual routine is a doddle, plenty of time to sit and wait between
>executions, but I have no idea how to achieve precise timing.
>
>Any suggestions?
>
>thanks
>myeck waters

Your best bet would be to use Timer A if it's available which can be
set up to count clock cycles for you. If you want further information,
then mail me and I will sig out some of my old source codes and docs.

Mark.

5531. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <32516830_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6732

In article <5q56g1ess1@pepsi.tninet.se>
dhedberg@aristotle.algonet.se (Daniel Hedberg) wrote:-

>Gary Priest (gary@the-gap.demon.co.uk) wrote:
>
>: >I think there is a CPX that let you turn on/off the realtime windows.
>: >Should be on the upgrade disk!
>
>: Not on mine there isn't :(Any idea what it's called?
>: BTW, I'm starting to like 'em again now :)
>
>It's called SET_FLG.CPX and its location on the installation diskette is
>A:\MAGX_2\CPX\SET_FLG.CPX.
>
>Check your CPX folder, maybe you just haven't activated it?

Okay. Just checked it. Nope. I have no cpx by that name. in the folder above
I have just magxconf.cpx and tslice.cpx! That's all :(

Maybe us English user's don't get it :(

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5532. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ED78B4.Jy9@suse.modem.stud.uni-hannover.de>
Source record: 6733

In article <01bc8ccc$05ca6ae0$cdc874cf@cmwaters-h>,
"Michael Waters" <waterses@worldnet.att.net> writes:
> Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
>> Program one of the timers inside the MFP (there is one unused) to expire
>> 120 times a second, and set it up the cause a 68000 exception (interupt).
>
> None of my documentation tells _HOW_ to do that though. Is there some
> place where it is explained, or some freely-available bit of source that
> demonstrates it?

The german Profibuch is an excellent source, but I believe the english
Compendium has the info too. If you can't find it, ask again, and I'll
write up a few lines on the matter.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5533. Re: MagiC 5.11

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <76876454_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6734

In article <Pine.BSI.3.95.970712012308.29339B-100000@usr09.primenet.com>
Katherine L Ellis <kellis@primenet.com> wrote:-

>On 11 Jul 1997, Daniel Hedberg wrote:
>
>>: >>I think there is a CPX that let you turn on/off the realtime windows.
>>: >>Should be on the upgrade disk!
>>:
>>: Is this some sort of torture aimed at people with MagiC 503..Or will
>>: you be telling us what this "real time window" is ? <smile>
>>
>>Oh sorry! 8-)
>>
>>In v5.1 you can have the windows to update in realtime when using the
>>horisontal and vertical sliders. However, I must say I prefer the
>>"ghostbox".
>No prob, you prefer ghostbox, just press CTRL key while moving.
>If you want to have ghostbox as default, and CTRL key for realtime, go
>in the INF and put flg=6.

Oh yes. I just tried that. I also found that double clicking on a window's
menu bar, hides the body of the window and just leaves the bar. This is
really, really nice!! :) Double clicking again, brings it back. Cool :)

I just think it's a shame there's no documentation on these new features :(

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5534. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <U3EOCVD@tos.pl.net>
Source record: 6735

Ben Hall (cb170@city.ac.uk) wrote:

: I'm trying to code up some completely generic resource slider
: routines, and I need some help. Apologies if my description is not
: terribly good, as this is quite a complex problem that has stumped me
: for a while.

IMHO there should be a complete slider object available, but since there isn't, it is necessary to to it by hand.

: Thanks in advance... (BTW I'm using GFA if it makes any difference)

Well I can't help with GFA (Basic?) but I can help with the sliders in general.

The problems you are having seem to be mostly related to converting the logical 1-1000 scale to the pixel positions onscreen. You can do this with this simple formula. It will convert between any two scales:

source_value * dest_range / source_range

So to convert your 1-1000 scale to the pixel scale of the slider (assuming the slider is 100 pixels high) you could use:

pixel_position = logical_position * 100 / 1000

To convert a pixel value back to a logical value (useful when the user drags the slider to a new position) you would use:

logical_position = pixel_position * 1000 / 100

Note that the 100 would be better replaced with a way of determining the slider height, such as tree[object].ob_height. This way adjusting the slider size in the resource would not require a change to the program.

Note that you could also convert directly between document size and slider size in the same way:

pixel_position = position_in_document * slider_size / document_size

and

position_in_document = pixel_position * document_size / slider_size

In any case, with that you should be able to do all the conversions you need. You probably want some functions for manipulating the slider, such as:

set_slider_position(position , range)
this will allow you to do things like:
set_slider_position(current_position_in_document , document_size)

get_slider_position(range)
this will enable things like:
position_in_document = get_slider_position(document_size)

You will want similar functions for setting the size of the slider.

In most cases, you will also find it necessary to copy areas of the
display that are still visible during scrolling, rather than redrawing
them. For example, if the user scrolls down one line, only the one new
line should be drawn, the rest should be copied up on the screen by the
size of one line. Remember that it is not as simple as copying the whole
document display area, though - the rectangle list must be observed at all
times.

I hope this has been of some help. If I can be of further assistance,
don't hesitate to ask.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5535. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: !ynoT
Message-ID: <33cb92c6.1743969@news.airtime.co.uk>
Source record: 6736

On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>In any case, with that you should be able to do all the conversions you
>need. You probably want some functions for manipulating the slider, such

Am I right in thinking this is for showing a text document.. does the formula offered take into account a document with less lines than the scroller ie: scroller=100 pixels.. document=70 lines, but a slidebar is still needed because the document is longer than a visible page?

I have a slider in STOS BASIC that I use for displaying documents in diskzine shells, check out any edition of ST+ Diskmag and you can see it.. works for all size documents small or large.. it is a progresion bar.. but easily changed to slider as can be imagined:)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5536. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: Michael Waters <waterses@worldnet.att.net>
Message-ID: <01bc8f9c$c04133e0$4f6774cf@cmwaters-h>
Source record: 6737

```
John Richardson <johnr@thedruid.demon.co.uk> wrote
>
> TACR equ $fffa19
> TADR equ $fffa1f
>
> move.b #$7,TACR ; select 12,288hz
> move.b #$67,TADR ; set 103 decrements between ints.
>
> This will cause an interrupt 119.3 times per second which is just about
> as close you can get to 120.

Thanks for the code. I'll look into it in a few days when I have the time.

But - is 119.3 really as close as you can get? For this project I really
need to get well within the 119.9-120.1 range. I'm beginning to think I'll
have to tack an oscillator on the cart port.

thanks again
myeck waters
```

5537. Asian Ladies

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: jacob <jacob@friesl.net>
Message-ID: <5qb9uh$rtk@halley.pi.net>
Source record: 6738

I've found the pefect site with nude Asian ladies.
Much more than you can find in any newsgroup.

http://home.pi.net/~sappie/playboy.htm

5538. $$ LOAN BUSINESS, EASY MONTHLY INCOME, NO BRAINER $

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: a7@a.a
Message-ID: <33c92278.0@news.unibe.ch>
Source record: 6739

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to work. This

system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

Monthly income model per level and total for maintaining 4 active members @ $2 each:

Level 1: $2 x 4 people = $8, Total now $8
Level 2: $2 x 16 people = $32, Total now $8 + $32 = $40
Level 3: $2 x 64 people = $128, Total now $8 + $32 + $128 = $168
Level 4: $2 x 256 people = $512, Total now $8 + $32 + $128 + $512 = $680
Level 5: $2 x 1024 people = $2048, Total now $8 + $32 + $128 + $512 + $2048 = *** $2728 ***

Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

Level 1: $2 x 5 people = $10, Total now $10
Level 2: $2 x 25 people = $50, Total now $10 + $50 = $60
Level 3: $2 x 125 people = $250, Total now $10 + $50 + $250 = $310
Level 4: $2 x 500 people = $1000, Total now $10 + $50 + $250 + $1000 = $1310
Level 5: $2 x 2500 people = $5000, Total now $10 + $50 + $250 + $1000 + $5000 = *** $6310 ***

Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

Level 1: $2 x 6 people = $12, Total now $12
Level 2: $2 x 36 people = $72, Total now $12 + $72 = $84
Level 3: $2 x 216 people = $432, Total now $12 + $72 + $432 = $516
Level 4: $2 x 1296 people = $2592, Total now $12 + $72 + $432 + $2592 = $3108
Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
Level 2: $2 x 49 people = $98, Total now $14 + $98 = $112
Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = ***

$39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES
matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this
as a business. If you treat it like a hobby that is how it will treat you. You could even organize small
meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to
send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help
you in your financial need, you may pay me back if and when you can" to the following needy people:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

5539. $$$$$$ NEW SYSTEM, BETTER THAN "ADD ME TO YOUR MAILING LIST" $$$$$$

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: a18@a.a
Message-ID: <33c92261.0@news.unibe.ch>
Source record: 6740

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to

work. This
system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

Monthly income model per level and total for maintaining 4 active members @ $2 each:

Level 1: $2 x 4 people = $8, Total now $8
Level 2: $2 x 16 people = $32, Total now $8 + $32 = $40
Level 3: $2 x 64 people = $128, Total now $8 + $32 + $128 = $168
Level 4: $2 x 256 people = $512, Total now $8 + $32 + $128 + $512 = $680
Level 5: $2 x 1024 people = $2048, Total now $8 + $32 + $128 + $512 + $2048 = *** $2728 ***

Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

Level 1: $2 x 5 people = $10, Total now $10
Level 2: $2 x 25 people = $50, Total now $10 + $50 = $60
Level 3: $2 x 125 people = $250, Total now $10 + $50 + $250 = $310
Level 4: $2 x 500 people = $1000, Total now $10 + $50 + $250 + $1000 = $1310
Level 5: $2 x 2500 people = $5000, Total now $10 + $50 + $250 + $1000 + $5000 = *** $6310 ***

Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

Level 1: $2 x 6 people = $12, Total now $12
Level 2: $2 x 36 people = $72, Total now $12 + $72 = $84
Level 3: $2 x 216 people = $432, Total now $12 + $72 + $432 = $516
Level 4: $2 x 1296 people = $2592, Total now $12 + $72 + $432 + $2592 = $3108
Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
Level 2: $2 x 49 people = $98, Total now $14 + $98 = $112
Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = ***

$39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES
matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this
as a business. If you treat it like a hobby that is how it will treat you. You could even organize small
meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to
send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help
you in your financial need, you may pay me back if and when you can" to the following needy people:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

5540. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-13 00:00:00 UTC
From: jones@kali.vbs.at
Message-ID: <slrn5sihj1.2lq.jones@kali.vbs.at>
Source record: 6741

```
In article <01bc8f9c$c04133e0$4f6774cf@cmwaters-h>, Michael Waters wrote:
>John Richardson <johnr@thedruid.demon.co.uk> wrote
>> move.b #$7,TACR ; select 12,288hz
>> move.b #$67,TADR ; set 103 decrements between ints.
>>
>> This will cause an interrupt 119.3 times per second which is just about
>> as close you can get to 120.
>But - is 119.3 really as close as you can get? For this project I really
>need to get well within the 119.9-120.1 range. I'm beginning to think I'll
>have to tack an oscillator on the cart port.

You can get exactly 120Hz (untested (*)) with a divider of 64 and a initial TADR
value of 160 for example (2457600/64 = 38400, 38400/160 = 240), and using
your own counter in the interrupt routine to trigger your event every
2nd interrupt. Give it a try, the values above should be 5 for TACR and
160 for TADR.
If you need extremely precise timings, you could busy-wait, of course...
Just wait for the appropriate number of cycles until the next event while
the interrupts are turned off.

-LJ
(*) someone correct me if I'm wrong... it's been ages
```

5541. I want to buy software

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-14 00:00:00 UTC
From: softshare@aol.com
Message-ID: <33ca48e9.0@news.netzilla.net>
Source record: 6742

Dear friends,

I am buying software from all over the world to sell to german
firms. In case you have something to sell, please do send a
SHORT email, describing briefly what the main features are.
Please tell an address for easy downloading of demos.

Thank you, Software-it Germany

mailto: softshare@aol.com

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

5542. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-15 00:00:00 UTC
From: !ynoT
Message-ID: <33cc5a99.1026506@news.airtime.co.uk>
Source record: 6596

On 15 Jul 97 07:15:30 GMT, in comp.sys.atari.programmer you wrote:

>!ynoT wrote:
>> On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:
>
>> >In any case, with that you should be able to do all the conversions you
>> >need. You probably want some functions for manipulating the slider, such
>
>> Am I right in thinking this is for showing a text document.. does the

? you snipped the bit where I say I already have a working routine in
BASIC.. I was merely following up to someone else who is asking for
the routine... Like I say..I already have a working one thanks :)

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5543. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-15 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <868964142_OASIS_@swampdog.demon.co.uk>
Source record: 6597

[hic!] (I'm gonna regret this) ...

```
#include <gem.h>
#include "objc.h"
#define DEF_LIBC_ONLY
#include <libc.h>

static long
slider_lim(ut,uv,up,n)
long ut,
uv,
up,
n;
{long t;

up += n;
up = Max(up,0);
t = ut - uv;
t = Max(t,0);
up = Min(up,t);
return up;
}

static int
slider_pos(unit_tot,unit_vis,unit_off)
long unit_tot,
unit_vis,
unit_off;
{
return 1000 * unit_off / (unit_tot - unit_vis);
}

static int
slider_siz(unit_tot,unit_vis)
long unit_tot,
unit_vis;
{int t =((1000 * unit_vis) / unit_tot);

return (t > 1000) ? 1000 : t;
}

static int
slunit_pos(unit_tot,unit_vis,slider_pos)
long unit_tot,
unit_vis,
slider_pos;
```

```
{
return ((slider_pos + 1) * (unit_tot - unit_vis)) / 1000;
}

long
_ob_slmov(fcp,fcd,ob,slb_obi,slf_obi,vf,ut,uv,up,n)
void (*fcp)();
char *fcd;
OBJECT *ob;
int slb_obi,
slf_obi;
uint vf;
long ut,
uv,
up,
n;
/*[ long slider_mov(fcp,fcd,ob,slb_obi,slf_obi,vf,ut,uv,up,n)
void (*fcp)();
char *fcd;
OBJECT *ob;
int slb_obi,
slf_obi;
uint vf;
long ut,
uv,
up,
n;
```

This call allows easily implementation of slider bars in dialogues.

fcp user defined finction.
fcd user defined pointer.
ob dialogue's object tree.
slb_obi slider background object index.
slf_obi slider foreground object index.
vf flag to control slider orientation and other features.
ut unit total.
uv unit visible.
up unit position.
n number of units by which to increase or decrease.

The slider must contain a parent box (slb_obi) in which lies a single child box (slf_obi). Typically slb_obi is the shaded part and slf_obi the white part of the slider although the colour and shading is entirely irrelevent.

To construct a slider which looks like a normal window slider use an IBOX, place a GBUTTON at either end of this for the two arrows and make then TOUCHEXIT. Cover the remainder of the IBOX with a grey shaded GBOX - this is slb_obi. Now cover slb_obi with a white shaded GBOX - this is slf_obi. Make them both TOUCHEXIT also. The construction should match the aes call graf_slidebox() where slf_obi slides within slb_obi.

```
Mask SL_DIR_HOR into 'vf' if the slider is horizontal otherwise SL_DIR_VER. In
those cases where the user clicks on slf_obi also mask in SL_MOV_BAR - this
causes sl_mov() to invoke graf_slidebox.

'ut' is some value denoting how many elements exist in the data which
corresponds to the window. As an example, if the data were a document then 'ut'
would probably contain the current number of lines.

'uv' denotes how many elements of 'ut' can currently be displayed. This equates
to the current window size. Using the document example again, if 'uv' were 10
then the display would be able to hold 10 lines.

'up' is the current offset, in elements, of the display from the beginning value
of zero. That is, it denotes the portion of the document currently being shown
in the display.

'n' is the number of elements by which to adjust 'up'. Thus, passing -1 would
scroll up a line, passing 'uv' would scroll down a page. Passing zero is valid.

sl_mov() takes all of 'ut','uv','up','n' into account each time it is called.
Thus changes to document size, display size or positioning will be reflected.

'fcp' is ignored if passed as NULL otherwise it should be the address of some
user function. This function is called with (fcd,ut,uv,up) as its arguments.
'fcd' can be anything the user desires - except for passing it to 'fcp' sl_mov
ignores it. 'fcp' is called after calculations have been made but just before
the slider is visually updated. Typically, 'fcp' is the user's function for
updating the display associated with the slider. Note that the 'up' passed to
'fcp' will reflect the calculations made in sl_mov but is always the same as
the return value from sl_mov. 'fcd' is typically a pointer to a user defined
structure to help the 'fcp' function update its display without requiring any
recourse to global variable declarations.
]*/
{long sls,
slp;
Rect rr;
int slmax,
slsiz,
slpos,
old_siz,
old_pos;

if (vf & SL_MOV_BAR) {
up = graf_slidebox(ob,slb_obi,slf_obi,
(vf & SL_DIR_VER) ? 1 : 0
)
;
up = slunit_pos(ut,uv,up);
}
up = slider_lim(ut,uv,up,n);

sls = slider_siz(ut,uv);
slp = slider_pos(ut,uv,up);
slmax = (vf & SL_DIR_VER) ? ob[slb_obi].ob_height : ob[slb_obi].ob_width;
```

```
slsiz = (slmax * sls) / 1000;
slsiz = Max(slsiz,8);
slpos = slp ? (((slmax - slsiz) * slp) / 1000) : 0;

if (vf & SL_DIR_VER) {
old_siz = ob[slf_obi].ob_height;
old_pos = ob[slf_obi].ob_y;

ob[slf_obi].ob_height = slsiz;
ob[slf_obi].ob_y = slpos;
}
else {
old_siz = ob[slf_obi].ob_width;
old_pos = ob[slf_obi].ob_x;

ob[slf_obi].ob_width = slsiz;
ob[slf_obi].ob_x = slpos;
}

if (fcp) (*fcp)(fcd,ut,uv,up);

if (
(old_siz != slsiz) ||
(old_pos != slpos)
) {

rr = Objc_Clip(ob,slb_obi);
objc_draw(ob,slb_obi,MAX_DEPTH,rr);
}

return up;
}

[ ye olde header. If I were sober I'd cut the irrelevent bits but I
aint so I wont :-)] (s*d ANSI, K&R rules!)
/
That's an 'o'-------/ <G>

#ifndef OBJC_H
#define OBJC_H OBJC_H

#ifndef STDTYPES_H
#include <stdtypes.h>
#endif

#ifndef AESBIND_H
#include <aesbind.h>
#endif

long _ob_slmov();
#define SL_DIR_HOR 0
#define SL_DIR_VER 1
#define SL_MOV_BAR 2
#define Objc_slmov(fcp,fcd,ob,obib,obif,vf,ut,uv,up,n)\
_ob_slmov(fcp,fcd,\
```

```
ob,obib,obif,vf,\
(long)(ut),(long)(uv),(long)(up),(long)(n)\
)

typedef struct {
int *vwk; /* from V_Opnvwk() or NULL */
#ifdef VIMG_H
VIMG *svp; /* array of saved form background images */
#else
ptr *svp;
#endif
int n_svp; /* number of forms currently in the array svp */
int nomem; /* number of forms for which no save was possible */
} OBGL;

#ifdef DEF_OBGL
OBGL obgl;
#endif /* DEF_OBGL */

/* internal functions */
void _ob_Dump(/* bool release */);
long _ob_Flags(/* OBJECT ob[] int obi; int func_id */);
ptr* _ob_Grab(/* Rect clip */);

/* function prototypes */
Rect _ob_Clip(/* OBJECT ob[]; int obi */);
bool _ob_Draw(/* OBJECT ob[]; int start_ob, depth; */);
int _ob_Edit(/* OBJECT ob[]; int obi; char c; int &ipidx,funccode */);
uint _ob_FlagsState(/* as per Objc_State() */);
int _ob_Last(/* OBJECT ob[]; int startob; bool (*func)() */);
int _ob_lsib(/* OBJECT ob[] int currob, parob */);
int _ob_Next(/* OBJECT ob[]; int currob; bool (*func)() */);
int _ob_nsib(/* OBJECT ob[] int currob, parob */);
void _ob_MultiState(/* ob[]; int sobi; uint as,xs; bool rd; uint sv */);
int _ob_Parent(/* OBJECT ob[]; int obi */);
char *_ob_Printf(/* OBJECT ob[] int obi; bool show_now; char format[] */);
uint _ob_State(/* OBJECT ob[]; int obi; uint and_s,xor_s; bool redraw */);
char *_ob_Text(/* OBJECT ob[]; int obi; bool show_now; char text[]; */);
void _ob_Undraw(/* OBJECT ob[]; int start_ob */);
int _ob_Walk(/* OBJECT ob[]; int startob; bool (*func)() */);
void _ob_Change();

/* function macros */
#define Objc_Clip(ob,obi) _ob_Clip(ob,obi)
#define Objc_Draw(ob,obi,de) _ob_Draw(ob,obi,de)
#define Objc_Edit(ob,obi,ch,ipx,fcp) _ob_Edit(ob,obi,ch,ipx,fcp)
#define Objc_FlagsState(ob,obi,av,xv,r) _ob_FlagsState(ob,obi,av,xv,r)
#define Objc_Last(ob,obi,fcp) _ob_Last(ob,obi,fcp)
#define Objc_LastSib(ob,obi,pobi) _ob_lsib(ob,obi,pobi)
#define Objc_Next(ob,obi,fcp) _ob_Next(ob,obi,fcp)
#define Objc_NextSib(ob,obi) _ob_nsib(ob,obi)
#define Objc_MultiState(ob,i,a,x,r,sv) _ob_MultiState(ob,i,a,x,r,sv)
```

```
#define Objc_Parent(ob,obi) _ob_Parent(ob,obi)
#define Objc_Printf _ob_Printf
#define Objc_State(ob,obi,av,xv,r) _ob_State(ob,obi,av,xv,r)
#define Objc_Text(ob,obi,r,t) _ob_Text(ob,obi,r,t)
#define Objc_Undraw(ob,obi) _ob_Undraw(ob,obi)
#define Objc_Walk(ob,obi,fcp) _ob_Walk(ob,obi,fcp)
#define Objc_Change(ob,obi,av,xv,r,rr) _ob_Change(ob,obi,av,xv,r,rr)

/* general purpose macros */
#define Objc_Select(ob,obi,r) Objc_State(ob,obi,~SELECTED,SELECTED,r)
#define Objc_Unselect(ob,obi,r) Objc_State(ob,obi,~SELECTED,NORMAL,r)
#define Objc_Enable(ob,obi,r) Objc_State(ob,obi,~DISABLED,NORMAL,r)
#define Objc_Disable(ob,obi,r) Objc_State(ob,obi,~DISABLED,DISABLED,r)
#define Objc_Check(ob,obi,r) Objc_State(ob,obi,~CHECKED,CHECKED,r)
#define Objc_Uncheck(ob,obi,r) Objc_State(ob,obi,~CHECKED,NORMAL,r)
#define Objc_Cross(ob,obi,r) Objc_State(ob,obi,~CROSSED,CROSSED,r)
#define Objc_Uncross(ob,obi,r) Objc_State(ob,obi,~CROSSED,NORMAL,r)
#define Objc_Outline(ob,obi,r) Objc_State(ob,obi,~OUTLINED,OUTLINED,r)
#define Objc_Unoutline(ob,i,r) Objc_State(ob,obi,~OUTLINED,NORMAL,r)

#define Objc_IsCrossed(ob,obi) (\
(Objc_State(ob,obi,~NORMAL,NORMAL,false)\
& CROSSED\
)\
? true\
: false\
)
#define Objc_IsChecked(ob,obi) (\
(Objc_State(ob,obi,~NORMAL,NORMAL,false)\
& CHECKED\
)\
? true\
: false\
)
#define Objc_IsSelected(ob,obi) (\
(Objc_State(ob,obi,~NORMAL,NORMAL,false)\
& SELECTED\
)\
? true\
: false\
)

#define Objc_IsDisabled(ob,obi) (\
(Objc_State(ob,obi,~NORMAL,NORMAL,false)\
& DISABLED\
)\
? true\
: false\
)
```

```
#define Objc_IsOutlined(ob,obi) (\
(Objc_State(ob,obi,~NORMAL,NORMAL,false)\
& OUTLINED\
)\
? true\
: false\
)

#define Objc_Hidetree(ob,obi,r) Objc_FlagsState(ob,obi,~HIDETREE,HIDETREE,r)
#define Objc_Showtree(ob,obi,r) Objc_FlagsState(ob,obi,~HIDETREE,NONE,r)

#define Objc_IsHidden(ob,obi)\
(\
(Objc_FlagsState(ob,obi,~NONE,NONE,false) & HIDETREE)\
? true\
: false\
)

#endif /* OBJC_H */
```

[oops - I just know I'm gonna get hassled!]

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

5544. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-15 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970715010352.20438B-100000@swindon>
Source record: 6743

Mario, thanks for taking the time to help, I really appreciate it. So, pressing on...

Mario wrote:

> IMHO there should be a complete slider object available, but since
> there isn't, it is necessary to to it by hand.

Yeah, and they're complex little gits to code manually..! :)

> Well I can't help with GFA (Basic?) but I can help with the sliders in
> general.

Great

> The problems you are having seem to be mostly related to converting
> the logical 1-1000 scale to the pixel positions onscreen. You can do
> this with this simple formula. It will convert between any two scales:

So the way to do this properly is definitely to stick to the logical scale. Cool, that's one question answered...

So, do you maintain the slider_size and slider_position variables in logical units, and then only do the pixel conversions when the time comes to actually change the slider?

> So to convert your 1-1000 scale to the pixel scale of the slider
> (assuming the slider is 100 pixels high) you could use:
>
> pixel_position = logical_position * 100 / 1000

That "100" that you refer to - is that the size of the slider itself, the size of the slidebar, or the range of freedom of movement that the slider has on the slidebar? (ie the slidebar size minus the slider size)

> Note that the 100 would be better replaced with a way of determining
> the slider height, such as tree[object].ob_height. This way adjusting
> the slider size in the resource would not require a change to the
> program.

Yes, I do this already.

> pixel_position = position_in_document * slider_size / document_size

"position_in_document" I guess is the line number, slider_size (in logical units?). What units is "document_size" in? If the document is (say) 7 lines, does document_size = 7?

I must say I didn't have much luck in getting this formula to work -
however, I did get ProGem's formula (below) to work, but that does not
include the slider size in the formula, which is not ideal, obviously.

pixel_position = 1000 * (top_wind - top_doc) / (total_doc - seen_doc)

> set_slider_position(position , range)
>
> You will want similar functions for setting the size of the slider.

Yes, I do all this. So far, this is the neatest code I've _ever_
written, as it's going to become part of my personal GEM library that
I'm building up.

> In most cases, you will also find it necessary to copy areas of the
> display that are still visible during scrolling, rather than redrawing
> them.

Ah, that's good advice - I don't do that currently because most of the
redraw area is pretty small - 4 or 5 lines or so. But I will certainly
add that to the routines (when I get them working... :)

> I hope this has been of some help. If I can be of further assistance,
> don't hesitate to ask.

Thanks Mario, you've been a great help. Let me have a play and I'll
know whether I need to bother you again :)

Much appreciated...

|> | |
|> E |\| |-| /\ |_ |_

5545. The game PHOENIX

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-15 00:00:00 UTC
From: sflater@vbe.com
Message-ID: <33cfea12.16358002@news.vbe.com>
Source record: 6744

I am looking for the game called Phoenix, I know it was released for the 2600. That version is not the one I am needing. I am looking for a release on either the 800/XL, 5200, 7800, or the ST computer. I remember back in 84-85 reading a review for it, I do not remember what system it was released for. I REALLY need this game, if someone can help me out, I will pay $$$ for it. Please let me know by e-mail. Thank you in advance.

Sincerely,

Steve Flater
sflater@vbe.com

5546. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33cb2392.0@comnet.co.nz>
Source record: 6745

!ynoT wrote:
> On Sun, 13 Jul 1997 10:41:28 GMT, mb@tos.pl.net (Mario Becroft) wrote:

> >In any case, with that you should be able to do all the conversions you
> >need. You probably want some functions for manipulating the slider, such

> Am I right in thinking this is for showing a text document.. does the
> formula offered take into account a document with less lines than the
> scroller ie: scroller=100 pixels.. document=70 lines, but a slidebar
> is still needed because the document is longer than a visible page?

(My news server doesn't seem to have received earlier articles in this
thread. From memory you use STOS, which I am not familiar with)

A pseudocode algorithm you could use (Typed entirely from memory) is:

(Ignoring error checking)

```
set_scroller_size:
get window work area
num_lines_displayable = work_area_height / height_of_one_line
num_chars_displayable = work_area_width / width_of_one_char
if num_lines_displayable is less than lines_in_document
display vertical scroll thumb full size
else
new_size = num_lines_displayable / lines_in_document
new_position = top_line / (lines_in_document - num_lines_displayable)
display vertical scroll thumb at new_position with new_size
end if
if num_chars_displayable is less than longest_line
display horizontal scroll thumb full size
else
new_size = num_chars_displayable / longest_line
new_position = offset_in_line / (longest_line - num_chars_displayable)
display horizontal scroll thumb at new_position with new_size
end if
```

(I've ignored clipping and error checks in the following display pseudocode)

```
display_horizontal_scroller:
get horizontal scroll bar position
if scroller is full size
left = 0
right = width_of_scroll_area
else
scroll_width_in_pixels = new_size_percentage * width_of_scroll_area
range = width_of_scroll_area - scroll_width_in_pixels
```

```
left = new_position_percentage * range
right = left + range
end if
top = 0
bottom = height_of_horizontal_scroll_bar
add scrollbar position to (left,top) and (right,bottom)
draw thumb from (left,top) to (right,bottom)

display_vertical_scroller:
get vertical scroll bar position
if scroller is full size
top = 0
bottom = height_of_scroll_area
else
scroll_height_in_pixels = new_size_percentage * height_of_scroll_area
range = height_of_scroll_area - scroll_height_in_pixels
top = new_position_percentage * range
bottom = top + range
end if
left = 0
right = width_of_vertical_scroll_bar
add scrollbar position to (left,top) and (right,bottom)
draw thumb from (left,top) to (right,bottom)
```

(There is probably something obvious I've left out)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

Yeah, I agree. Whenever I want to drink normal water, I have to consult a _really_big_ instruction manual - and even then, it takes me half an hour before I can start to drink, because there aren't any pictures showing me how. But with the Pure Water Distiller, they include a simple one-page leaflet - WITH PICTURES!! - that show me how to drink water...

5547. Pa$$Word for 1200 sex sites $25

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-16 00:00:00 UTC
From: 9877654453@compuserve.com
Message-ID: <5qhvqo$emg@news1-alterdial.uu.net>
Source record: 6598

```
This is a multi-part message in MIME format.

--_-=314
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=314
```

5548. Get FREE PASSWORD TO 2000 SEX SITE....

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-16 00:00:00 UTC
From: 1834757@compuserve.com
Message-ID: <5qi0g9$d9n@news1-alterdial.uu.net>
Source record: 6599

```
This is a multi-part message in MIME format.

--_-=391
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=391
```

5549. Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <33cca8f9.0@comnet.co.nz>
Source record: 6600

How do you detect whether a drive is high density or extra high density?

Once you have ascertained that TOS can handle DSHD or DSED discs/drives, how do you detect which one [DSHD/DSED] is installed?

I've looked in the cookie jar, and when the _SWI cookie exists, and switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed to indicate that an enhanced floppy disc controller is available. How can I tell if it is a DSHD or DSED controller?

However, on some versions of TOS (like 3.05 in the TT in front of me), an _FDC cookie doesn't exist, so I am unable to check its value for the highest drive type supported by hardware.

(After a brief hiatus, I've resumed work on my DESKFMT background disc formatter and copier for MultiTOS and need some way of working out the capability of the hardware I'm running on).

(DSHD = Double Sided High Density aka 1.44 meg discs/drives)
(DSED = Double Sided Extra-high Density aka 2.88 meg discs/drives)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

(From an infomercial currently playing on New Zealand Television)

"What do our customers tell us about using the Pure Water Distiller?"
"... [The Water] is so easy to drink, compared to other water"

[AOL-esque commentary snipped by request]

5550. !Get into Sex Sites 4 Free

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-16 00:00:00 UTC
From: 987612373835@compuserve.com
Message-ID: <5qj4jo$as4@news1-alterdial.uu.net>
Source record: 6601

```
This is a multi-part message in MIME format.

--_-=878
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=878
```

5551. Re: Slider Algorithms

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-16 00:00:00 UTC
From: gavin@praxis-cs.co.uk
Message-ID: <5qi4jn$8gs@erlang.praxis-cs.co.uk>
Source record: 6602

In article <33cb2392.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:

```
>set_scroller_size:
> get window work area
> num_lines_displayable = work_area_height / height_of_one_line
> num_chars_displayable = work_area_width / width_of_one_char
> if num_lines_displayable is less than lines_in_document
++++++++
> display vertical scroll thumb full size
> else
...
```

This logic is the wrong way round: replace 'less than' than by 'greater than'.
And similarly for the horizontal case.

Gavin Finnie

5552. Why pay for sex sites just....

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-17 00:00:00 UTC
From: gary099g@erols.com
Message-ID: <5qkcji$kod@news1-alterdial.uu.net>
Source record: 6603

```
This is a multi-part message in MIME format.

--_-=599
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=599
```

5553. CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-18 00:00:00 UTC
From: Free Cable <lartermen@mindspring.com>
Message-ID: <5qmdvu$8m9@newsfep2.sprintmail.com>
Source record: 6604

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK and SASE to:

S&G Enterprise
12145 Augusta Woods Cir
Suite 2
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

5554. Joystick Routine for C

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-18 00:00:00 UTC
From: ade@finitive.demon.co.uk
Message-ID: <869265060.17706.0.nnrp-6.9e982e3e@news.demon.co.uk>
Source record: 6605

Hi to All,

As the title sez, I wanna simple C routine to read the joystick, only needs to read port 1, ANSI C. I'musing Prospero C, just outta interest, been trying to get a few old ones working but with no luck. Even though they compile, if I read the port more than once it stalls.

Any help.
Ta.

Ade.

5555. Free Internet Access World Wide

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-20 00:00:00 UTC
From: Abdul Safar <ASE1000@1stfamily.com>
Message-ID: <7137cd$1701.2e3@NEWS>
Source record: 6606

Greetings from 1stfamily,

As we all know unlimited Internet access is $19.95 / month
with every major Internet access company. From Netcom to
AT&T that price never changed. So what makes us any
different when we are also charging $19.95 / month ???

Our Marketing Plan.

Our method is this. Unlimited Internet access for $19.95 per
month. If you find our service to be extremely satisfactory,
in which we are sure you will, you can refer our service
to 10 of your friends and family. If you do , you will get
free Unlimited Internet access with your e-mail address
for life !

What we offer is this:

* The fastest, clearest Internet access in the world.

* World Wide Internet access in over 110 countries.

* An e-mail account that is also life time free if you refer
10 of your friends and family to using our service.

* America On-line for only $10 / month !

* Much much more that will amaze you !

Our plan is by the year 2005 we will be the world's ONLY
Internet service providers. With our technique of offering you
life time free Internet access we will be.

Please visit our web site http://www.freeisp.com/ any where
from the world to know more about our opportunity and to even
get on the wagon before every one else beats you there.

http://www.freeisp.com/

Please forward this message to all of your online friends. Wouldn't you
want all of them to get free Internet access ?

Abdul (SPONSOR ID # SAF5197)
Stop paying for Internet access !
http://www.freeisp.com/
mailto:webmaster@freeisp.com

5556. Re: BLITBLT

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-20 00:00:00 UTC
From: dlord@gte.net
Message-ID: <5qsg8meba1@gte1.gte.net>
Source record: 6607

YES!

In article <Pine.SUN.3.95q.970709192119.9025F-100000@ganymede.cs.mun.ca>,
harris@cs.mun.ca says...
>
>
>Hey everyone,
>
> Anyone got some code on the BLITBLT command in GFA BASIC. Trying
>to figure out how to use the thing.
>
>Scott.
>
>

5557. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-21 00:00:00 UTC
From: Michael Waters <waterses@worldnet.att.net>
Message-ID: <01bc95dc$01d34ce0$7ac874cf@cmwaters-h>
Source record: 6608

```
Lazy Jones <jones@kali.vbs.at> wrote in article
> You can get exactly 120Hz (untested (*)) with a divider of 64 and a
initial TADR
> value of 160 for example (2457600/64 = 38400, 38400/160 = 240), and using
> your own counter in the interrupt routine to trigger your event every
> 2nd interrupt. Give it a try, the values above should be 5 for TACR and
> 160 for TADR.
> If you need extremely precise timings, you could busy-wait, of course...
> Just wait for the appropriate number of cycles until the next event while
> the interrupts are turned off.

That should do me just fine! My thanks to everybody who responded.

myeck waters
```

5558. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-21 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-2107971610140001@wilga.mtholyoke.edu>
Source record: 6609

In article <33cca8f9.0@comnet.co.nz>, gmiller@inca.co.nz (Gaven Miller) wrote:

> How do you detect whether a drive is high density or extra high density?
>
> Once you have ascertained that TOS can handle DSHD or DSED discs/drives,
> how do you detect which one [DSHD/DSED] is installed?
>
> I've looked in the cookie jar, and when the _SWI cookie exists, and
> switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed to
> indicate that an enhanced floppy disc controller is available. How can I
> tell if it is a DSHD or DSED controller?
>
> However, on some versions of TOS (like 3.05 in the TT in front of me), an
> _FDC cookie doesn't exist, so I am unable to check its value for the
> highest drive type supported by hardware.

There's no way to know for sure what type of drive is installed. All you
can do is try to format a disk and report an error if there is one. Even
the _FDC cookie in 3.06/2.06 relies on a DIP switch setting. I suppose you
could just check the DIP switch and always go by that.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5559. For the best golfing experience of your life !

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-21 00:00:00 UTC
From: ILCJS <pentaf@ilink.nis.za>
Message-ID: <5r0l53$rb5@news1.saix.net>
Source record: 6610

We appologize if you receive this message in error.

It is a one time message only,but very worth reading.

ARE YOU AN EXECUTIVE LOOKING FOR A GOLFING EXPERIENCE WITH A DIFFERENCE ?

an unforgettable experience awaits you once you have decided to join Penta Fairways in South Africa on a special tour that has been compiled with the emphasis on relaxation and entertainment. this will take from the kruger national game reserve in the north to cape town in the south over an eleven night and twelve day period whilst also competeing informaly in 5 of the best golf courses in South Africa with a small group of other decision makers across the world.

Click Here to Visit Our Web- Site

http://www.ilink.co.za/webpages/pentaf/default.html

PS. Don't froget to bookmark it , it might just be usefull in the future.

5560. Why Pay For $ex Site Entry?,.

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-22 00:00:00 UTC
From: gary099g@erols.com
Message-ID: <5r1guc$jp@news1-alterdial.uu.net>
Source record: 6611

```
This is a multi-part message in MIME format.

--_-=153
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=153
```

5561. Abuse Source Code Released

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-22 00:00:00 UTC
From: Dave Taylor <ddt@crack.com>
Message-ID: <33D4FE38.756A@crack.com>
Source record: 6612

Crack released the Abuse source code to the public domain recently.
Abuse was a shareware and retail game released for DOS, MacOS, Linux,
Irix, and AIX platforms.

The source is available at

http://games.3dreview.com/abuse/files/abuse_pd.tgz
and
http://games.3dreview.com/abuse/files/abuse_pd.zip

If you don't know the 1st thing about Abuse,

http://crack.com/games/abuse
and
http://games.3dreview.com/abuse

Lastly, if you want to discuss the source (this is a just-in-case thing-
it may very well not get used), we put a small newsgroup up at

news://addicted.to.crack.com/crack.technical

That is also where we'll prolly host a newsgroup about Golgotha DLL's,
mods, editting, movies and stuff like that later on.

=-ddt->

5562. Pure Pascal version

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-22 00:00:00 UTC
From: jmpatat@asi.fr
Message-ID: <33d52147.2220966@news.asi.fr>
Source record: 6613

I have Pure Pascal v1.1. Is it the last version?

(Application Systems never replyed to my registration card)

Thierry

---- Thierry Arbez-Carme - <jmpatat@asi.fr> ----------
---- Recherche bidouilles électroniques sur Falcon et ST ---

5563. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: Emmanuel BOUERAT <macmanus@infonie.fr>
Message-ID: <01bc96fe$81ed3f80$100565c3@le-mien-->
Source record: 6614

```
I am sorry but Atari is dead.
```

Dan Wilga <!SPAMdwilga@mtholyoke.edu> a crit dans l'article
<!SPAMdwilga-2107971610140001@wilga.mtholyoke.edu>...
> In article <33cca8f9.0@comnet.co.nz>, gmiller@inca.co.nz (Gaven Miller)
wrote:
>
> > How do you detect whether a drive is high density or extra high
density?
> >
> > Once you have ascertained that TOS can handle DSHD or DSED
discs/drives,
> > how do you detect which one [DSHD/DSED] is installed?
> >
> > I've looked in the cookie jar, and when the _SWI cookie exists, and
> > switch 7 is on (bit 6 of the cookie value is 'off'), this is supposed
to
> > indicate that an enhanced floppy disc controller is available. How can
I
> > tell if it is a DSHD or DSED controller?
> >
> > However, on some versions of TOS (like 3.05 in the TT in front of me),
an
> > _FDC cookie doesn't exist, so I am unable to check its value for the
> > highest drive type supported by hardware.
>
> There's no way to know for sure what type of drive is installed. All you
> can do is try to format a disk and report an error if there is one. Even
> the _FDC cookie in 3.06/2.06 relies on a DIP switch setting. I suppose
you
> could just check the DIP switch and always go by that.
>
> Dan Wilga !SPAMdwilga@mtholyoke.edu
> ** Remove the !SPAM before my address to reply **
>

5564. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: Centek <centek@technologist.com>
Message-ID: <01bc97cb$b4605a60$1e0844c3@p-d-mou>
Source record: 6615

Emmanuel BOUERAT <macmanus@infonie.fr> a crit dans l'article
<01bc96fe$81ed3f80$100565c3@le-mien-->...
> I am sorry but Atari is dead.

sure but not Atari people !!!!!!!!!!!!

DAVID
CENTEK Corp.

5565. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5r3onn$3sb$1@zingo.tninet.se>
Source record: 6616

Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
: I am sorry but Atari is dead.

Oh man, are you serious? I had no idea... I better sell my Atari
equipment right away and buy a PC system then!

It seems like you have no interest in Atari computers so why are you
posting to comp.atari.sys.programmer? We'll do better without people like
you!

Best regards,
Daniel

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5566. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: myeck waters <waterses@worldnet.att.net>
Message-ID: <01bc9718$5aab0d20$edc874cf@cmwaters-h>
Source record: 6617

Daniel Hedberg <dhedberg@aristotle.algonet.se> wrote in article
<5r3onn$3sb$1@zingo.tninet.se>...
> Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> : I am sorry but Atari is dead.
>
> Oh man, are you serious? I had no idea... I better sell my Atari
> equipment right away and buy a PC system then!
>
> It seems like you have no interest in Atari computers so why are you
> posting to comp.atari.sys.programmer? We'll do better without people like
> you!

The same loser actually EMAILED the same message to me. Talk about not
having a life!

5567. Re: Pure Pascal version

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33D5B9DE.3BD3@parx.fr>
Source record: 6618

```
Thierry Arbez-Carme wrote:
>
> I have Pure Pascal v1.1. Is it the last version?
>
> (Application Systems never replyed to my registration card)
Great...

We've contact them for about 3 months in order to BUY one Pure Pascal.
They have replied "we don't take CB" so we ask them for their number of
bank account to "poor" directly money on it... and we wait, we wait, we
wait... It's incredible!
```

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5568. Get FREE SEX SITE..password is...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: 187734757@compuserve.com
Message-ID: <5r45hq$rbj@news1-alterdial.uu.net>
Source record: 6619

```
This is a multi-part message in MIME format.

--_-=630
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=630
```

5569. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: !ynoT
Message-ID: <33d9c587.1030832@news.airtime.co.uk>
Source record: 6620

> Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> : I am sorry but Atari is dead.

Sorry but this group is for Programming... you should share your
"News" with the relavent newsgroup... Boy are they in for a suprise
when you hit them with this...its gonna shock'em!

.
Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5570. FREE...Don't Pay For $ex $site Pa$$words

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-23 00:00:00 UTC
From: 9877654453@compuserve.com
Message-ID: <5r5qmb$5k1@news1-alterdial.uu.net>
Source record: 6621

```
This is a multi-part message in MIME format.

--_-=496
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=496
```

5571. Get FREE PASSWORD TO 2000 SEX SITEs

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: houu88d77@compuserve.com
Message-ID: <5r6hhd$nq4@news1-alterdial.uu.net>
Source record: 6622

```
This is a multi-part message in MIME format.

--_-=218
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=218
```

5572. Best C compiler & shell

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <7AE151EF9562D241.D71E3885256AF6E3.94F7B0B3B9DCD4A5@library-proxy.airnews.net>
Source record: 6623

I've been looking around the net for a good shareware/freeware C
compiler/linker and something to use as a shell since most do not have
a GEM interface or editor. Does anyone have any good suggestions?
Thanks!

-Jared

5573. Hardware Scrolling With a Static Area

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5te41c.ae1.mlake@melake.erols.com>
Source record: 6624

I'm writing a program that is doing hardware scrolling. I want to have a small static area on the screen to keep some status info. The static area can be on the top, or the bottom, or on one of the sides ... though my preferences I think would be 1., bottom, 2. top, and 3. a side.

What are some recommendations of ways to keep a static area? An HBL interrupt? Is there an easy way using hardware scrolling to scroll only a portion of the screen? If so, I don't see how. Any other ideas or recommendations? Some example assembler code would be a great help.

TIA.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

5574. Req.Info on Object Status

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5r80et$dfc@news1.mclink.it>
Source record: 6625

What are for bits 8 to 15 of the Object Status Fields that are available under the 'special flags' of Interface RSC Editor? I know that ob_state bits 0-5 are used for object effects (i.e. selected or shadowed), but on various Programming Books (i.e. Compendium) I couldn't find anything on bits 8 thru 15. I have seen around RSCs with interesting effects using special combination of ob_state bits, so I am wondering if it is possible to find around some information on this subject..

Lodovico

5575. Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: Orlando Llanes <ollanes@accesspro.net>
Message-ID: <01bc9862$cdefe800$7223e3c7@orlandol>
Source record: 6626

Does anybody know hwere I can get the specs to Atari's Executable files?

--
See ya!
Orlando Llanes

5576. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: lskskywokr@aol.com
Message-ID: <19970724212701.RAA16268@ladder02.news.aol.com>
Source record: 6627

>> I am sorry but Atari is dead.
>
>sure but not Atari people !!!!!!!!!!!!
>
>

I am doing a research paper for an Advanced Technical Writing class in College. My task is to seek out people who still love their Ataris and to show to my class how technology has advanced and affected people who love the old technology. Can you help me?

BTW, I have four complete Atari systems still. One of them is right next to my P100 and P200.

Luke Skywalker

5577. Re: Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-24 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5r8jvolot1@pepsi.tninet.se>
Source record: 6628

Orlando Llanes (ollanes@accesspro.net) wrote:
: Does anybody know hwere I can get the specs to Atari's Executable files?

The Atari Compendium covers this subject very well.

All the best,
Daniel

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

5578. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-25 00:00:00 UTC
From: !ynoT
Message-ID: <33df684c.4279039@news.airtime.co.uk>
Source record: 6629

On 24 Jul 1997 21:27:11 GMT, lskskywokr@aol.com (LSKSKYWOKR) wrote:

>show to my class how technology has advanced and affected people who love
>the old technology. Can you help me?

Yeagh..heres a tip..stop calling it old technology..its insulting :(

>BTW, I have four complete Atari systems still. One of them is right next
>to my P100 and P200.

Heres another tip..a lot of ATARIans got there ATARI because of the
price... so showing off maybe isnt that good an idea either ?

.

Cheers !ynoT (ATARI Programmer)

stosser@airtime.co.uk (Tony Greenwood)
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5579. Re: Best C compiler & shell

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-25 00:00:00 UTC
From: optimus@canit.se
Message-ID: <33d84e1e.10868693@nntpserver.swip.net>
Source record: 6630

On 24 Jul 1997 04:34:13 GMT, jdaddin9@airmail.net (Jared Addington)
wrote:

>I've been looking around the net for a good shareware/freeware C
>compiler/linker and something to use as a shell since most do not have
>a GEM interface or editor. Does anyone have any good suggestions?
>Thanks!

How about Sozobon C and Mupfel?

5580. [WEB] New URL for the Visual Assembleur

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-25 00:00:00 UTC
From: Benoit PERRIN <genwax@geocities.com>
Message-ID: <33D8ED18.167EB0E7@geocities.com>
Source record: 6631
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hi everybody,

Just a little message to inform you that the Visual Assembleur pages
have just change its URL. Now it is :

http://www.geocities.com/SiliconValley/Bay/1209

Don't forget to signed the Book !

See you,

--
.-------------------------------------------------------------------------.
| Benoit PERRIN | e-mail: genwax@geocities.com |
| Gen & Wax | |
| http://www.geocities.com/SiliconValley/Bay/1209/ |
`-------------------------------------------------------------------------'
```

5581. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-25 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869838140_OASIS_@pcc-uky.campus.mci.net>
Source record: 6632

In article <19970724212701.RAA16268@ladder02.news.aol.com>
lskskywokr@aol.com (LSKSKYWOKR) said:-

>I am doing a research paper for an Advanced Technical Writing class in
>College. My task is to seek out people who still love their Ataris and to
>show to my class how technology has advanced and affected people who love
>the old technology. Can you help me?
>
>BTW, I have four complete Atari systems still. One of them is right next
>to my P100 and P200.

So what exactly is it that you want? I mean, how can us remaining Atarians
(cream of the crop, BTW!) help you? Just let us know...! <smile>

--

```
_/_/_/
```

5582. Cellular Service...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-25 00:00:00 UTC
From: fdkjddf@usa.net
Message-ID: <5rb83d$pr7@buck.innerx.net>
Source record: 6633

National Cellular Phone Company offering new service.
Everyone qualifies no credit checks or lengthy contracts visit our web site.

Click or cut and paste here: http://www.cell-direct.com

5583. Re: Req.Info on Object Status

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-26 00:00:00 UTC
From: Centek <centek@technologist.com>
Message-ID: <01bc9a2c$bfaa9f80$120844c3@p-d-mou>
Source record: 6634

Lodovico Zanier <mc9931@mclink.it> a ?crit dans l'article
<5r80et$dfc@news1.mclink.it>...
> What are for bits 8 to 15 of the Object Status Fields that are available
> under the 'special flags' of Interface RSC Editor? I know that ob_state
> bits 0-5 are used for object effects (i.e. selected or shadowed), but on
> various Programming Books (i.e. Compendium) I couldn't find anything on
bits
> 8 thru 15. I have seen around RSCs with interesting effects using special
> combination of ob_state bits, so I am wondering if it is possible to find
> around some information on this subject..
>
> Lodovico

```
hi,
in fact only bits 0 to 5 are used by the system in the OB_STATE
whiteback is rarely useful and is intended to force a white background
for certain objects but is very rarely useful !!!!
the draw3d bit is not checked by the system it's only for compatibility
with old german libraries (?)
the 3d effects are stored in OB_FLAGS !! (not ob_state)
bits 9&10 which are called extended flags in 'interface2' ..
%00 means 'no 3d'
%01 means 3d indicator
%10 means 3d background
%11 means 3d activator
3d background is very useful to get 3d objects that have the right
color in color modes and monochrome modes (it won't appear black)
you must have an hollow fill and a white color for background and
then put 3d background bits and it will always have the right color !!
when an outlined object have the 3d background bits set it appears
with a thick 3d border ...
warning:
3d effect can be obtained even with objects without a frame
for example g_text or g_icon because it's independant of
the frame thickness ..
there is a bug with that under Magic Os that forces you to always
have a frame when you want to have 3d effect...shame...

hope this helps,
DAVID

Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
```

Fax: 0344 746 340
http://www.cnam.fr/Comp/Atari/Societes/Centek/

5584. Re: Rae: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869961252_OASIS_@pcc-uky.campus.mci.net>
Source record: 6635

In article <33d99497.0@comnet.co.nz>
gmiller@inca.co.nz (Gaven Miller) said:-

>Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
>> I am sorry but Atari is dead.
>
>Thank you for your confession.
>
>Now we all know who killed Atari - Emmanuel Bouerat.
>
>Perhaps if we all chip in a few dollars, we might be able to hire him to
>work his magic on another company or three (Intel, TinyLimp and ...)

Right. So if he does kill more than one company, will that make him a
serial (chip) killer? <grin>

--

_/_/_/

5585. Re: Joystick Routine for C

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-26 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <869951708@p24.f101.n323.z205.mbh.org>
Source record: 6636

Ade wrote:

> As the title sez, I wanna simple C routine to read the joystick, only
> needs to read port 1, ANSI C. I'musing Prospero C, just outta
> interest, been trying to get a few old ones working but with no luck.
> Even though they compile, if I read the port more than once it
> stalls.
> Any help.
> Ta.

Try this:

```
#include <stdio.h>
#include <ext.h>
#include <tos.h>

void install_joy_handler(void);
void remove_joy_handler(void);
void joy_handler(char*p);

void *old_joyvec; /* old joyvector */
volatile int joy; /* knop status */

int main(void)
{
Supexec((long)install_joy_handler);
do
{
printf("Joycode is: %d\r",joy);
}
while(!kbhit());
getch();
Supexec((long)remove_joy_handler);
return 0;
}

void install_joy_handler(void)
{
KBDVBASE *p;
p=Kbdvbase();
old_joyvec=p->kb_joyvec;
p->kb_joyvec=joy_handler;
}

void remove_joy_handler(void)
{
KBDVBASE *p;
```

```
p=Kbdvbase();
p->kb_joyvec=old_joyvec;
}

void joy_handler(char* p)
{
joy=p[2];
}
```

Bye, Hans Wessels

5586. Atari stuff for Sale !!!!!!!!!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-26 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5rcc42lon1@mhafc.production.compuserve.com>
Source record: 6637
Cross-posted to: abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Stuff forsale UK
<http://ourworld.compuserve.com/brond/forsale.htm>

5587. - Real ESC@RTS

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: ALISSON@ESCORTMRE.COM
Message-ID: <5re6a1$h5j@news1-alterdial.uu.net>
Source record: 6638

ESCORT GUIDE AND PLAYGROUND FOR THE IN THE BIZ GIRLS
http://www.escortguide.com/mirror/index.htm
AN ALL FREE SITE

Actual Escorts And Hookers From Around the World
Real Nude Pics With Contact Numbers
An escort Chat Room so That You can Converse
With Escorts Worldwide.
Live Video Feed Of Actual Escorts
Brothels Bordellos And More.
Wouldnt You Rather See The Real Thing.
This Is An All Free Site..Enjoy

http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm

5588. Who doesnt like spanish women?

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: donald@webtv.net
Message-ID: <5rf328$2n0$453@nw003.infi.net>
Source record: 6639

```
Hey,
Here's a site with archives of: -Nude CHEERLEADERS
-Latina Women!
-Naughty Secretaries
-Sluts in High Heels

http://www.porno.com
```

5589. Re: Assembly Programming Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Message-ID: <mz3mPOAS5y2zEwCH@thedruid.demon.co.uk>
Source record: 6640

```
>>
>> This will cause an interrupt 119.3 times per second which is just
>> about as close you can get to 120.
>
> Thanks for the code. I'll look into it in a few days when I have the
> time.
> But - is 119.3 really as close as you can get? For this project I
> really need to get well within the 119.9-120.1 range. I'm beginning to
> think I'll have to tack an oscillator on the cart port.

I think somebody has suggested a good method to implement exactly 120hz.

If you need any more help just ask.

Jr,

--
The Druid Wales UK >*< InterNet GateWay
```

5590. Re: BLITBLT

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970727223927.17874D-100000@ganymede.cs.mun.ca>
Source record: 6641

On 20 Jul 1997, Bubba wrote:

> YES!
>
>
> >Hey everyone,
> >
> > Anyone got some code on the BLITBLT command in GFA BASIC. Trying
> >to figure out how to use the thing.

Where can I get that code?

Scott.

E-Mail: harris@ganymede.cs.mun.ca OR e63sah@plato.ucs.mun.ca

5591. Re: Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970727223220.17874C-100000@ganymede.cs.mun.ca>
Source record: 6642

On 24 Jul 1997, Daniel Hedberg wrote:

> Orlando Llanes (ollanes@accesspro.net) wrote:
> : Does anybody know hwere I can get the specs to Atari's Executable files?
>
> The Atari Compendium covers this subject very well.
>
What is the Atari Compenduim. I've been hearing this every now and then
but have know idea what it is.

5592. Re: Detecting DSHD/DSED

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-27 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970727224237.17874F-100000@ganymede.cs.mun.ca>
Source record: 6643

On 23 Jul 1997, myeck waters wrote:

> > Emmanuel BOUERAT (macmanus@infonie.fr) wrote:
> > : I am sorry but Atari is dead.
> >
> > Oh man, are you serious? I had no idea... I better sell my Atari
> > equipment right away and buy a PC system then!
> >
> > It seems like you have no interest in Atari computers so why are you
> > posting to comp.atari.sys.programmer? We'll do better without people like
> > you!
>
> The same loser actually EMAILED the same message to me. Talk about not
> having a life!

If the "Atari is dead" person has nothing better to do with his or her time, than show their jealousy towards the ATARI devotion. Then he or she should spend some time thinking about how they have bought into the ideology of the PC. Also with all that time on their hands, perhaps he or she are the ones sending all the spam to the atari.st news group.

5593. Test - Please Ignore

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-28 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <33DCB8CF.57A925BA@sunderland.ac.uk>
Source record: 6546

```
Sorry - the Test groups are not currently available on our News Server
```

5594. GO GET SEX FREE WITH password xxx

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-28 00:00:00 UTC
From: 768965@compuserve.com
Message-ID: <5rh38c$b7d@news1-alterdial.uu.net>
Source record: 6644

http://www.2bornot2b.com/password

Protect Your Children From Viewing ADULT XXX Material
and at the same time get UNLIMITED FREE ACCESS to
over 1200 of the Hottest Adult Sites on the Web.

Also get FREE UNLIMITED Live Video Sex and FREE XXX
rated chat room access.

Stop paying to get into Adult Sites. This secret password gets
you into them for FREE!!!

I posted all the info at the URL below.
http://www.2bornot2b.com/password

5595. Re: Best C compiler & shell

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-28 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <33dc404c.0@news.utbm.fr>
Source record: 6645

Hello
>I've been looking around the net for a good shareware/freeware C
>compiler/linker and something to use as a shell since most do not have
>a GEM interface or editor. Does anyone have any good suggestions?
>Thanks!

If you have 4Mo or more on Falcon or TT you can use GCC and for the shell
you can use my graphic shell name GCCShell it work well on most system
especially on multitasking as Magic or Multitos, it's in french but there
is an RSC in english. There is too GNUShell you can find it on ftp.

bye
Olivier

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

5596. $5000 Credit Card, Low APR

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-29 00:00:00 UTC
From: kefera@sekmet.com
Message-ID: <5rli0k$f48@frog.inetworld.net>
Source record: 6547

Because of our arrangement with OFFSHORE BANKS-

Now you can get your own UNSECURED MAJOR CREDIT CARD at
interest rates as low as 6.95%, GUARANTEED!

*Accepted at millions of locations world-wide, this is
a MAJOR Bank Credit Card you are very familiar with!
*No Credit Check!
*No Social Security Number needed for approval!
*Even Bakruptcy-No Problem!
*$5,000 Credit Limit, minimum!
*Unsecured Line of Credit of$15,000.!
*BUSINESS paying $4800.00 monthly, with FREE WEB PAGE!
* Could earn up to $460,000 yr!

I am also available to answer all your questions!

For more info,send an email to my autoresponder,
Cashforyou@unitedmall.com

Dr. David Alan

5597. Dirty Search Engine Tricks

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-29 00:00:00 UTC
From: search@search30.com
Message-ID: <33de7060.0@news1.abac.com>
Source record: 6548

HOW CAN YOU BECOME SUCCESSFUL ON THE INTERNET?
The Secret is Don't get lost in the Search Engines
Do you want to know the secrets to getting the greatest number of hits by
BEST POSITIONING YOUR WEB SITE ON THE SEARCH ENGINES? No problem, our
complete scientific study, shows exactly how! In fact, the program is so
powerful, it's dangerous to your competitors
...PLUS....
Two (2) absolutely NEW tricks just created by our staff on July 8, 1997
be the first to use them

http://www.e-earth.net/reports.htm

5598. Re: Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-07-31 00:00:00 UTC
From: SSweet@fortress.org.uk
Message-ID: <628_SSweet@fortress.org.uk>
Source record: 6549

```
FROM: SSweet@fortress.org.uk
SUBJ: Executable specs...

>> The Atari Compendium covers this subject very well.

h> What is the Atari Compenduim. I've been hearing this every now and
h> then but have know idea what it is.

Its /The/ Holy Bible on Atari puters. Available as a book or a CD.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Wife and Dog missing, presumed abducted,.........
Substancial reward offered for information leading to return of Dog.
--
```

5599. Re: I was wondering...

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-01 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <7208722_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6550

Oh sure. If you could answer some tricky Atari programming problem, I could empty my wallet!! Get a life!! Beats asking for money to buy a cup of tea I suppose :(((

BTW, I could do with a new video and one of those Porche's, if anyone's feeling generous???

Gary

In article <5rt5g9$e6g$5605@brie.direct.ca>
C. Patterson<Iccm@direct.ca> wrote:-

>
>I was wondering if anybody could help...
>
>My fiancee and I want to visit her parents before
>our wedding.
>
>However, the cheapest trip we can find is still well
>beyond our financial means...
>
>If you can offer any help, it would be greatly
>appreciated.
>
>Much thanks,
>
> Clint Patterson
> 141-549 6200 McKay Ave
> Burnaby, BC Canada
> V5H 4L7
>

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5600. Re: Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-01 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EE8y5v.LCv@suse.modem.stud.uni-hannover.de>
Source record: 6551

In article <628_SSweet@fortress.org.uk>,
SSweet@fortress.org.uk (Steve Sweet) writes:

> >> The Atari Compendium covers this subject very well.
>
> h> What is the Atari Compenduim. I've been hearing this every now and
> h> then but have know idea what it is.
>
> Its /The/ Holy Bible on Atari puters. Available as a book or a CD.

The Profi-Buch is still more comprehensible. I at least use it much more than
the Compendium. But it's not english ...

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5601. Executable specs...

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-02 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <+S$wHIAlgz4zEwDo@thedruid.demon.co.uk>
Source record: 6552

Orlando,

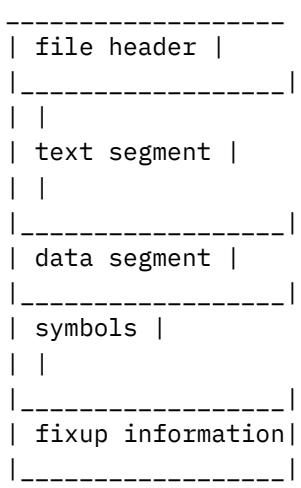
> Does anybody know hwere I can get the specs to Atari's Executable
> files?

Taken from a GEMDOS techincal doc...

JR.

EXECUTABLE FILES
An executable file consists of a header followed by
images for the text and data segments, zero or more symbol
table entries, a fixup offset, and zero or more fixup
records:

Executable File Parts



The file header contains a "magic" number (a signature
to indicate that it is an executable file) and several long-
words containing size information:

Executable File Header

Offset	Size	Description
0x00	word	0x601A (magic number)
0x02	long	Size of text segment
0x06	long	Size of data segment
0x0A	long	Size of BSS segment
0x0E	long	Size of symbol table
0x12	long	(reserved)
0x16	long	(reserved)

0x1A	word	(reserved)
0x1C		(start of text segment)
_____	_____	_____

The text and data segment images immediately follow the header. The symbol table, if there is one, follows the data segment.

GEMDOS will "fix up" a longword in the text or data segments by adding the base of the text segment to the value already in the longword. The fixup list specifies which longwords need to be relocated. The first item in the fixup list is a longword specifying the offset of the first fixup; the longword is NULL (0L) if there are no fixups. Single bytes following the longword specify offsets to more fixups. The longwords must start on word boundaries, or the system will crash.

Relocation Bytes

_____
____Byte____	_____Description_____
0	end of relocation information
1	advance 254 bytes, get next byte
2, 4, .. 254	fixup longword at location pointer
3, 5, .. 255	(odd numbers, reserved for future use)
_____	_____

SYMBOL TABLE
The symbol table consists of symbol-table entries, formatted as:

Symbol Table Entry

_____
| |
| |
| 8 bytes |
| symbol name |
|_____|
| WORD symbol type |
|_____|
| LONG symbol value|
| |
|_____|

<<<explain about symbol types here. It's really pretty simple...>>>
Values for Symbol Types

_____
|____Type____|__Value_|
| defined | 0x8000|

```
| equated | 0x4000|
| global | 0x2000|
| equated register | 0x1000|
| external reference | 0x0800|
| data based relocatable| 0x0400|
| text based relocatable| 0x0200|
| BSS based relocatable | 0x0100|
|_____________________|________|
```

--
The Druid Wales UK >*< InterNet GateWay

5602. Req.Info on Object Status

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-02 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <Dyi$fHA+ez4zEwGt@thedruid.demon.co.uk>
Source record: 6553

Lodovico,

> What are for bits 8 to 15 of the Object Status Fields that are
> available under the 'special flags' of Interface RSC Editor? I know
> that ob_state bits 0-5 are used for object effects (i.e. selected or
> shadowed), but on various Programming Books (i.e. Compendium) I
> couldn't find anything on bits 8 thru 15. I have seen around RSCs
with
> interesting effects using special combination of ob_state bits, so I
am
> wondering if it is possible to find around some information on this
> subject..

They are user flags and maybe used to extend GEM, you will of course
have to
write the routines to deal with the extra flags.

Jr,

--
The Druid Wales UK >*< InterNet GateWay

5603. Best C compiler & shell

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-02 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <BiB$rDAzdz4zEwmx@thedruid.demon.co.uk>
Source record: 6554

Jared,

> I've been looking around the net for a good shareware/freeware C
> compiler/linker and something to use as a shell since most do not
> have a GEM interface or editor. Does anyone have any good
> suggestions? Thanks!

Heat & Serve C is probably the best PD offering around. It is CLI
operated
but it shouldn't be a problem. I would recommend the Everest text editor
for
entering your programs.

Jr,

--
The Druid Wales UK >*< InterNet GateWay

5604. Re: I was wondering...

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-02 00:00:00 UTC
From: chris@ccallison.demon.co.uk
Message-ID: <33e8637a.21940709@news.demon.co.uk>
Source record: 6555

You were told in an earlier statement in other news groups to sell
your computer (or your wife to be). seems a sensible solution to me,
or you could try hitching a lift - though if Canada is as dangerous a
place as America promotes itself to be, I wouldn't take that option.
Sell your computer

In reply to C. Patterson scribbling down the following on the subject
of I was wondering...

>
>I was wondering if anybody could help...
>
>My fiancee and I want to visit her parents before
>our wedding.
>
>However, the cheapest trip we can find is still well
>beyond our financial means...
>
>If you can offer any help, it would be greatly
>appreciated.
>
>Much thanks,
>
> Clint Patterson
> 141-549 6200 McKay Ave
> Burnaby, BC Canada
> V5H 4L7

--
chris

5605. Announcing the latest Best Electronics all-Atari catalog.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-03 00:00:00 UTC
From: SK22 <Sk22@cris.com>
Message-ID: <Pine.SUN.3.96.970803002220.24525I-100000@galileo.cris.com>
Source record: 6556

After 36+ Months of Intense Labor our Over Due Baby/Rev. 10 Best
Electronics All Atari Parts/Reference Catalog has Arrived.
This New Rev. 10 version Catalog/Atari Reference Manual is Over 4
Times the size of our last catalog (June 1991) and has Many
Interesting New Features! Just to Tickle your interest here are just
some of the Features: A Catalog Index!, Easy to find Item/Product
format, 55+ Best Technical/Repair Tips covering ST, 8 Bit and 2600 5200/7800
Atari Products, 90+ Best Informative Information Tips, Over 330+ Pictures of Atari
products (last catalog had 137 pictures), Over 2000+ New Atari part Numbers/Products,
Expanded Listing and Descriptions of 8 bit Software Titles, An Atari Memorabilia
Picture Museum and Complete Atari I/O Connector Specifications on just about
every Atari product made! As we start an Unprecedented 15th Year in the Atari
Computer Parts business, Our New fully Computerized Accounting
System has had all of the bugs worked out, so each customer will Now have a
Unique Customer Number for easy Item Inquiries, Order Processing, Invoicing also
we can efficiently Track our 4,000+ Line Item Inventory! The Unique Best
Catalog which is Now Shipped World Wide to Atari end users and Dealers alike, is
priced at $7.50 (Actual Cost to Produce only) (California residents must add
your local 7.25% (.54), 7.375% (.55), 7.50% (.56), 7.75% (.58), 8.25% (.62) or 8.50%
(.64) cents sales tax to the total and $3.00 U.S. Priority Mailing. So if you would
like to get a hold of a Hot off the press copy of our catalog, just
send a check to

Best Electronics,
2021 The Alameda St., Suite 290
San Jose, CA 95126.
We can be reached by telephone at

(408) 243-6950,

and by e-mail at

Bestelec@concentric.net.

The above catalog price is for United States customers only.
International customers must contact us directly for price information.

DO NOT REPLY TO THIS E-MAIL.

5606. ATARI Emulation

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-03 00:00:00 UTC
From: !ynoT
Message-ID: <33effe7b.16676522@news.airtime.co.uk>
Source record: 6557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.tech,comp.emulators.misc

```
The ATARI Emulation mailing list,

<> To Subscribe email Tony Greenwood stosser@airtime.co.uk

<> To Unsubscribe email unsubscribe@coollist.com

This list has been created for the discussion of ATARI emulation on
none ATARI machines, PaCifiST, Gemulator, STonx, Tos2Win, Any ATARI
emulator running on any machine,

Join now and :)

Cheers !ynoT (ATARI Programmer) stosser@airtime.co.uk
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

Join the atari_emulation mail list,mail me to subscribe
```

5607. Falcon Assembler

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-04 00:00:00 UTC
From: sthorpe@inconnect.inconnect.com
Message-ID: <5s3cio$fa1$1@news.inconnect.com>
Source record: 6558

I want a falcon 68030 assembler, even if simple, where can I get one that
will work for free, or at;east a fully working demo so I can see if it
works for me...
Please respond to lenkel@inconnect.com Do NOT simply reply unless you
want your message sent to the wrong place.

Paul Luscher

lenkel@inconnect.com

5608. Project: Virtual Pet (Codename vPet)

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-05 00:00:00 UTC
From: Frank Blechschmitt <Frank.Blechschmitt@swisstelecom.com.NOSPAM>
Message-ID: <01bca1af$fc164d40$3165be8a@gd2zf0.swissptt.ch>
Source record: 6559
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Hi there,

after some time registering that every/some people have a "Tamagochi" I think about writing a "real" virtual Pet Software on the Macintosh and PC. I discussed with my girlfriend this idea and noted some of the specs I want to implement into my App. If you want to add, delete, help or discuss something, I would appreciate it :-)
I can write the Mac and PC Versions but every help and/or support is welcome :-)

Now a draft of the specs and Ideas I have for my virtual Pet APP:

Name: CyberPet or CyberBoz
Systems: Macintosh, Windows, Amiga, Newton
Shareware or Freeware concept.

Basic specs:
One-Window based Application which is the Home of the vPet. The Background Image can be changed to different ambients.
The real basic is that every App is able to interprete a DNA structure which must be defined (see "The DNA format").

1.) There is a Bed, Kittchen, Playground, Office and a Door.
There are some options in the Window you can click on. With this functions you can interact with your vPet. You can play with him, give food, give Books aso. It could be also thinkable that you can buy thinks like Magazines or Food for your vPet. This must be made in a virtual Supermarket - but is another Idea.

2.) Menu "Pet" point named "wants to Travel" (DNA Export)
If you select the Travel Menue in the App the vPet leave through the door and you must select "want to come" to reload it. Is also possible to beam the vPet via Infrared from one Device to another (in the Newton App). From now on you can take this file with you on a Disk or send it via Internet to somebody else - your vPet is Traveling.
My Idea is that the vPet can travel from one App to another App. This should be not limited to one Plattform and work in form of a DNA export structure.
With this option you can take your vPet with you to work or to a friend.
The vPet can visit the vPet from you Friend or Girlfriend.
If a external vPet is visiting your vPet in your App there is a chance that

you get new vPets with a mixed DNA. But there must be a Male and Female vPet and they have to fall in love. Most of this functions and procedures are RND type and you must have luck to get children vPet out :-) Number and sex of these childrens are also RND.

3.) The DNA format
I'm not sure about all the things I want to store inside the DNA. First of all the age of the vPet. I'm also not sure about the source of the first vPet - is there a egg coming with the App like in Creatures or is there only the App and you must find a baby vPet somewhere. (It's also possible that I send you your first DNA by eMail if you are a "good" guy :-)) In addition to the age there is the sex type, height, weight, eyecolor, haircolor, feetsize and some character specs which handle the control of the vPet. It must be like this: If you feed your vPet twice and it decide to eat, it must become bigger and heavier. Next Day it eat more than before RND controlled. So there could be big and small vPet's and many types of children variations. The same with the intelligence: If you buy magazines and books for your vPet it become more intelligent like a other vPet without these gifts ... and so on ... it is as I said, most of these variations are RND controlled and can be extended in future releases. This is also a major spec in the DNA format that it is upgradeable and downcompatible. Here is also the most room for your suggestions and ideas.

I want to have a open discussion about this Idea. Could be great to have all over the World vPets and your vPet can Travel and learn about other cultures. I dont know how to implement this things, but I have many Ideas ..
I need also Help from programmers for the Newton App. I plan to publish the DNA specs free and everyone who wants to write vApps like vHospital, vSupermarkets, vFitness and vSport Apps is welcome :-)
Is also planed that vPets can cary messages for specific vPets (friends) and there is also a possibility to have a vMarketplace somewhere in the Net. This Idea combines the virtual Identity Idea and the Tamagochi Idea. I need general help from graphic freaks and specific help from coders for the Amiga Version.

So, the discussion is opened - hope somebody react positiv on this Idea ?! :-)

Regards ...

Frank
--
Every message from me is a privat statement - NOT from the company i work for!
Thanks for any replies - remove the .NOSPAM from my email address.

Comments and/or answers to:
Frank.Blechschmitt@swisstelecom.com.NOSPAM

5609. Re: GEM and RSC rules. question.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-05 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <97020648_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6560

In article <Pine.BSI.3.96.970805151813.1098B-100000@usr09.primenet.com>
Katherine L Ellis <kellis@primenet.com> wrote:-

>3) If I move the RSC, (thus the window), do I need to only think about
>the window? or the RSC too with a OBJC_DRAW?
>I mean. is just a wind_set enough? or is OBJC_draw necessary over it?

You do not need to use objc_draw(), just the wind_set().
If a redraw is needed the AES will send a wm_redraw message.
You will however need to update the x,y coordinates of the root object
or else the AES will think the objects are still at their old
positions. Use wind_get() to find the window work area coordinates to
get these.

>4) I have my RSC tree with border outlined 2 point interior, sometimes
>it doesn't redraw correctly the border, If I was using a background
>without border it would be fine.

It would be fine without the border. I have the same problem with
borders though.

>5) I have an object (icon with selected), I would like that when I
>click on it, it woul display it but selected, so far it works fine but
>don't know how to redraw this area only coz the icon. So If I refresh
>teh whole screen it would change state(visually)..

Simple. Find the x,y screen coordinates using objc_offset() then find
the objects width and height and simple restrict the object draw to
this area. You will also need to allow for any border the object has.

David

--

David@ritter.demon.co.uk

5610. Re: Project: Virtual Pet (Codename vPet)

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: Ian Firth <divsoft@pagan.net.delete.this.part>
Message-ID: <33E82AB5.47BD@pagan.net.delete.this.part>
Source record: 6561
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:

> after some time registering that every/some people have a "Tamagochi" I
> think about writing a "real" virtual Pet Software on the Macintosh and PC.
> I discussed with my girlfriend this idea and noted some of the specs I want
> to implement into my App. If you want to add, delete, help or discuss
> something, I would appreciate it :-)
> I can write the Mac and PC Versions but every help and/or support is
> welcome :-)

Will this be completely different from Creatures, Dogz, or Catz , which
sound just like this idea ?

--
Regards,
Ian Firth

Diversions Software
Multimedia Software Development

http://www.divsoft.com

5611. Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: Frank Blechschmitt <Frank.Blechschmitt@swisstelecom.com.NOSPAM>
Message-ID: <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
Source record: 6562
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

I recieved many eMails regarding my Idea. Many thanks for that. Here now
the first update of the Projekt:

Name: CyberPet or CyberBoz
Systems: Macintosh, Windows, Amiga, Newton, Psion?
Shareware or Freeware concept.
Project state: Concept
Project leader: frank.blechschmitt@bluewin.ch

Update 0.1

IF YOU WANT TO HELP IN THIS PROJECT SEND ME A eMAIL! I ADD YOUR NAME IN THE
PROGRAMMERS LIST
AND I WILL CONTACT YOU IF THE DEVELOPMENT STARTS. YOU WILL RECEIVE THE vPET
SDK KIT FREE WITH
ALL INFORMATIONS AND FORMAT DESCRIPTIONS. vPET IS YOUR APPLICATION!

to Basic specs:
I forgott to say that vPet is a game charactered App. Even if there some
functions which points to a economic simulation App it should be a GAME !
But the simulation effect is automaticly coming if the vPet is RND
controlled :-)
More and more i get the impression that this project would be a great game
also for childrens. They can learn how to handle with money, how important
is health and who to find friends and a partner. The vPet can smoke but
then it reduce the health status :-)

to 1.) The possible Playgrounds for the vPet

A idea from Daire Garvey is to have your vPet on your webpage in a Java
applet. Sounds good but then it must make a sence if the vPet is there.
Lets play with the Idea: If you transfer the DNA to a vPet Server there
must be a possible function for the vPet like searching for a partner or
collecting informations. A thinkable way could be to have defined
categories like "Go shopping", "do Sport", "make Hollidays", "search a
partner" etc. Inside this categories the vPet have a order; like "buy
food". If now a other vPet has the needed information or the needed product
your vPet is buying/recieving it and stores it in the order field. If now
the vPet returns to home it puts the food into the refridgerator and

communicate it to you. If the order was to make Holliday and he returns the DNA is modified and the life quality standart is increased or decreased. This adds the question to the project if we need vMoney. How do the vPet pay for Holiday or in the Supermarket ? How do you buy Books for it ? But if we add vMoney we need a vBank, vCreditkard etc ... :-)

We can solve this problem if we have a function implemented that give us the possibility to spend our vPet every Month some pocket money and the vPet stores it in the DNA.pocket_money or put it on a vBank. The DNA.bank_number var is important if your vPet wants to buy something on Credit somewhere. If somebody wants to create a vBank he must register it and receive a bank_number.

But first we must think on the makeable things. I must shrink the possible interactions in the first release because i dont have the time to implement all ideas :-)

to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)

Ok, the vDNA format is now the major interrest. I think that the numbers of variables must
be expandable for future updates. But to limit the size of the possible vars there must be variable field list with a value range header. That means that there must be libraries (vDNS) which hold the value ranges and there description. The vDNA only represent numbers which access the values inside the vDNS. Is like in real life - there are many combinations possible with only 4 values. Every vDNS has a unique Number which is generated by the main App. The unique part is controlled by the user registration which gives various numbers. Every vPet is registered and everybody can check the popullation state in the web.
The registration of your vPet is FREE! Is only to handle the statistics. It could be very interesting to see how many vPets still life and how many are death. If a vPet dies it must be also registered and the name is deleted in the main registry. Btw, it's also thinkable to build vCommunities and vCountries. Functions of these Instances could be to define the life conditions. The life conditions help to handle the DNA.health_state. But this is a future point :-)

Example:
def type format
current_feeling (0,1) as integer
current_actualtime as time (stores the export time if the vPet is going to travel)
age_birthdate as date
height_cm as byte
weight_kg as byte
sex_type as bolean (true=male, false=female)
health_state (0,1) as integer
eye_color as byte
hair_color as byte
feet_size as byte
pocket_money

```
bank_number
...
character_specs as ??? (still thinking about this point)
...
end type

dim vDNA as type format

Settings:
vDNA.current_feeling(0,0) = 1 rem first position of the value range of the
feeling DNS which can be from -10 to 10.
vDNA.current_feeling(0,1) = 5 rem the 5 is the used value

The benefit of this methode is:
If we want to extend the possible combinations we can expand the value
range inside the DNS library 1.

3.1) NEW - The vDNS format

The vDNS Library format is a list of value ranges and their format. The
vDNS is handled by the main App and is not transfered. Only a way to update
the vDNS must be there.

Example:
def type format
description as string * 30
range (1) as integer
end type

dim vDNS (x) as format

vDNS.description = "Feeling state"
vDNS.range(0) = -10
vDNS.range(1) = 10

Something like this should give us a max. of variations. I'm not sure if we
should use the description only as description or also as a identifier for
a interpreter. I mean, if a other Version of the DNS Library has a other
value range in position 1 it must be possible to search inside the field
for the Feeling state.

5.) NEW - Project Programmers:

Hanan Y Jacob (wants to help writing JAVA applets) 06.08.1997
```

5612. Re: GEM and RSC rules. question.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0608971603230001@wilga.mtholyoke.edu>
Source record: 6563

> 1) I need to have a window behind any RSC tree I want to display.
> Otherwise in multitasking, it won't be recognized. Normal?

You can use the following method instead of a window (though a window is
better):

```
wind_update(BEG_UPDATE);
wind_update(BEG_MCTRL);
form_dial(FMD_START...);
objc_draw(...);
form_do(...);
```

Then, when you're done handling form_do() results...

```
wind_update(END_MCTRL);
wind_update(END_UPDATE);
form_dial(FMD_FINISH...);
```

> 2) Is the LASTOB flag really necessary?

Yes. Atari's AES requires it when dealing with EDITABLE objects. If you
leave it out, some versions of the AES will crash when you press Tab while
the edit cursor is on the last editable object in the tree. Most resource
editors handle the setting of this flag for you automatically.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5613. Re: Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: David Glover <glover@argonet.co.uk>
Message-ID: <na.fc7e6d47b5.a70190glover@argonet.co.uk>
Source record: 6564
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

In article <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>, "Frank
Blechschmitt"
<Frank.Blechschmitt@swisstelecom.com.NOSPAM<01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>
wrote:
> Systems: Macintosh, Windows, Amiga, Newton, Psion?

Since you havn't put "Acorn" on that list could you possibly refrain from
posting to c.s.acorn.p please?

--
David Glover IRCnet/EFnet IRC: "Mwongozi" | ICQ: 1104026 | NITHTOFL
Work: glover@argonet.co.uk | From Oxford, UK
http://www.argonet.co.uk/users/glover/ | ZFC A | FCOS Member
Play: mwongozi@priderock.pridelands.org | Certified Sarafinaholic
http://www.pridelands.org/~mwongozi/ | TLKiaWoL!

5614. GEM and RSC rules. quest

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <ac5_9708061655@conchbbs.com>
Source record: 6565

I have released a Pure C/Lattice C source library to replace
form_do() etc. with windowed versions. I believe you can download
it from Rick Teitjen's web page - teleport.com/~atari or something
like that.

(Unfortunately, I used the same name as a similar Sorbozon C source
library, so giving you the filename would probably cause confusion.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

5615. Re: Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-06 00:00:00 UTC
From: Borg <vladimip@uniNOJUNKserve.com>
Message-ID: <33E90F5E.4B2F37E2@uniNOJUNKserve.com>
Source record: 6566
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:
> I recieved many eMails regarding my Idea. Many thanks for that. Here now
> the first update of the Projekt:
.....
> Name: CyberPet or CyberBoz
> Systems: Macintosh, Windows, Amiga, Newton, Psion?

Amiga is dead and Psion is something I heard of only once.

Since you do not seem to consider including Unix/X Window System
platforms, could you please take your thread out of
comp.unix.programmer?

Thank you. [followups set appropriately]

--
My real email address is: <vladimip at uniserve dot com>
#include <disclaimer.h> | *Good pings come in small packets*
Vancouver | Windows: for IQs smaller than 95
British Columbia | SIGSIG -- signature too long (core dumped)

5616. Re: Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-07 00:00:00 UTC
From: Graham <no-spam.graham@impro.demon.co.uk>
Message-ID: <33E9920F.78BF@impro.demon.co.uk>
Source record: 6567
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

Frank Blechschmitt wrote:

> to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)
>
> Ok, the vDNA format is now the major interrest. I think that the numbers of
> variables must
> be expandable for future updates. But to limit the size of the possible

I think it would be a good (better?) idea to mimic real life and make the "DNA" part only store the characteristics and instincts of the creature, not stuff like age, etc which is a parameter of the individual body that the DNA resides in. As well as allowing the pet itself to travel, why not facilitate the meeting between two pets to produce offspring with a combination of the parent's DNA. If you also allow for DNA "mutation" (i.e. random copying errors) then you'll have the basis for natural selection to take place. The selection will work automatically by the appeal of the vPet to a particular user- "nice" vPets will tend to succeed where "nasty" or useless ones won't. After a time the vpets will take on a life of their own and "evolve" in unexpected and astonishing directions. Obviously to do this the basic protocols for turning the DNA into a body (phenotype) need to be established and based on very simple rules. The first vPets may be rather unsophisticated and perhaps virus-like, but eventually more interesting ones will arise.

Go to it!

+G+

5617. Re: Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-08 00:00:00 UTC
From: David Virebayre <viro@donotspam.easynet.fr>
Message-ID: <01bca319$24ef3e60$090000c0@pc-david>
Source record: 6568
Cross-posted to: alt.comp.shareware.programmer,comp.sys.acorn.programmer,comp.sys.amiga.programmer,comp.sys.atari.programmer,comp.sys.be.programmer,comp.sys.mac.programmer.misc,comp.sys.newton.programmer,comp.sys.next.programmer,comp.unix.programmer

David Glover <glover@argonet.co.uk> a crit dans l'article <na.fc7e6d47b5.a70190glover@argonet.co.uk>...
> In article <01bca244$84f42580$3165be8a@gd2zf0.swissptt.ch>, "Frank
> Blechschmitt"
> > wrote:
> > Systems: Macintosh, Windows, Amiga, Newton, Psion?
>
> Since you havn't put "Acorn" on that list could you possibly refrain from
> posting to c.s.acorn.p please?

If you're interessed, why not asking to add acorn to the list instead !

--

David Virebayre --- Remove donotspam. to reply via email
viro@easynet.fr

5618. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-08 00:00:00 UTC
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Message-ID: <Pine.OSF.3.95.970808092248.2934A-100000@venus.amu.edu.pl>
Source record: 6569

On 7 Aug 1997, Daniel Woodard wrote:
>
> I just saw an Atari 800 XL at a thrift store for $17. It looked
> like no one ever even used it. It is in the original box, has manuals,
> but is missing the power supply.
>
the price is resonable...

> I heard some sort of rumor that you can program Atari Jag games
> with one of these. Is this true?
>
nope, only 16 & 32 Atari systems are able to do that...

> Also, does anyone have specs for the system? What is the
> difference between this and the ST?
>
Atari XL is an 8-bit system!!! It is based on 6502 processor... Similair
to this used in Commodore 64. There're still quite a lot ppl who code
demos on it (especially in Poland). One week ago there was an Atari
party in Poland (called: Orneta'97 or QuaST'97 party) where 7 demos &
15 intros was shown for competition. Those demos included effects like:
- phong shading (two big toruses at once on screen)
- Z-buffering (four Z-buffered pyramids (tetraherdons?))
- real time fractal zoom
- texture mapping on cube
- bump mapping
- gouraud shading on cude
... and so on... if you need more informations about this system, then
post email to: ataripl@piwo.bl.pg.gda.pl (Polish Atari discussion list)

> Is there a version of Wizard of Wor that will run on this system?
> How about the rpg Towers?
>
I'm not that close to this system...

> I know that is a lot of questions, but I don't want to plunk down
> nearly $20 for it if it isn't a good system, especially considering that
> I'd have to track down a power supply for it somewhere. (it has a strange
> connector that looks like a keyboard slot on the IBM)
> Thanks,
> Dan
>
just post email with your questions to the address above... all guys from
this discussion list will help ya for sure...

l8er,

artur.

.---.
| Artur KARWATKA aka Vat from LuZak tEaM {m680X0/dSP56k/i386+ Coder} |
| karvatka@venus.amu.edu.pl karvatka@vm.amu.edu.pl vat@piwo.bl.pg.gda.pl |
|_____________________ http://venus.amu.edu.pl/~karvatka/ _____________________|
| LuZakS aRe: Graf/Latifah[GFX], ModeST/Vat/Wachu[C0DE], Prodiz[MSX] |
`------>> "nemo saltat sobrius nisi forte insanit" H.Steinhaus <<------'

5619. Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-08 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <32922774_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6570

Is there any way to implement background events with out using
wf_bevent and wind_set()?

My attempts to do this do not seem to work. If an object is clicked
on then it is selected but everything freezes until the mouse button
is released (ie not doing the graf_watchbox which is supposed to be
called after the initial click and hold)
I presume this is something to do with the AES sending wm_topped as
the problem does not occur with right clicks.

David

--

David@ritter.demon.co.uk

5620. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-08 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970808224221809 56@zetnet.co.uk>
Source record: 6571

> > Also, does anyone have specs for the system? What is the
> > difference between this and the ST?
>
> Atari XL is an 8-bit system!!! It is based on 6502 processor... Similair
> to this used in Commodore 64. There're still quite a lot ppl who code

Whereas the ST is a 16-bit machine based around the 68000 processor the
same as the Amiga and early Macs...

(the original poster may not have been aware of this...)

Anthony

5621. IIIII DON'T READ THIS IIIIII

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-09 00:00:00 UTC
From: afriend@msn.com
Message-ID: <897cd$3d16.3e1@NEWS>
Source record: 6572

KNOWLEDGE IS POWER. It separates the WINNERS from the LOSERS.
Do you want to be a winner? Do you know what separates the very successful
people from the people just getting by? INFORMATION!!! The MOST
successful people in any field, don't have all the answers... BUT they do
know where to find them. Everyone needs to have information. Children
need it for school, and good grades. Adults need it to keep informed and
current with associates. Don't you know someone that always seems to be
on the inside track? They may have already bought this report. Have ALL the
information you need at your finger tips. I already spent hundreds of hours
searching the internet to find the sites you need, with links to thousands of other sites.

Here are a few examples: government sites, local and federal. Are you trying
to find someone that owes you money? Do you need to check someone's
background... potential employee, tennant, anyone. Find that lost love or
college buddy. Lookup phone numbers around the block or around the world.
Track down court records. Check someones credit, educational background,
driving or criminal record. Locate military records. Get all the newest games,
try them before you buy them. Find dozens of free offers. Search libraries around
the world.

Just about anything you can imagine , can be found on the internet. You just
have to know WHERE to look.

Don't wait... your competitors aren't waiting for you!!!

INTERESTED ???

**** SEND $ 9.95 CHECK, MONEY ORDER
**** with your EMAIL ADDRESS or mailing address to:
****
**** B.C.S.
**** 39 GURLEY ROAD #123
**** EDISON, NJ 08817
****
**** ATT: Internet Offer

5622. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-09 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
Source record: 6573

David Knight wrote:

> Is there any way to implement background events with out using
> wf_bevent and wind_set()?
>

Not really.

> My attempts to do this do not seem to work. If an object is clicked
> on then it is selected but everything freezes until the mouse button
> is released (ie not doing the graf_watchbox which is supposed to be
> called after the initial click and hold)

You don't need graf_watchbox.

> I presume this is something to do with the AES sending wm_topped as
> the problem does not occur with right clicks.
>

It would do if you enabled both buttons. Once you've enabled background
events that window will *not* received WM_TOPPED messages. What you get
instead, is MU_BUTTON messages. Ideally, you want to be using evnt_multi
because it also writes the current mouse co-ordinates which you will
need because then you call objc_find to obtain the object index in the
tree.

--
Guy Harrison
guy@swampdog.demon.co.uk

5623. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-09 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <3960138_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6574

In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:
>
>> Is there any way to implement background events with out using
>> wf_bevent and wind_set()?
>>
>
>Not really.

Oh well.

>
>> My attempts to do this do not seem to work. If an object is clicked
>> on then it is selected but everything freezes until the mouse button
>> is released (ie not doing the graf_watchbox which is supposed to be
>> called after the initial click and hold)
>
>You don't need graf_watchbox.

You do when its part of your own replacement form_do()

>> I presume this is something to do with the AES sending wm_topped as
>> the problem does not occur with right clicks.
>>
>
>It would do if you enabled both buttons. Once you've enabled background
>events that window will *not* received WM_TOPPED messages. What you get
>instead, is MU_BUTTON messages. Ideally, you want to be using evnt_multi
>because it also writes the current mouse co-ordinates which you will
>need because then you call objc_find to obtain the object index in the
>tree.

And my form_do uses evnt_multi :-)

--

David@ritter.demon.co.uk

5624. Re: Project: Virtual Pet (Codename vPet)

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871140202_OASIS_@pcc-uky.campus.mci.net>
Source record: 6575

In article <5s8irp$q80$1@miso.it.uq.edu.au>
richard@it.uq.edu.au (Richard Hagen) said:-

>>I love it, with one caveat: no code traverses inter-computer boundaries.
>
>Java notwithstanding :-)

Wasn't "True Basic" supposed to work on any platform, with independent libs.
that took advantage of each platforms unique hardware? Just curious... :)

--

_/_/_/

5625. New Sex Site...

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-10 00:00:00 UTC
From: lasjkf939@kjflasjfds.com
Message-ID: <5sju78bi1465@news.internetmci.com>
Source record: 6576

Check out the Hottest New Sex Site on the Internet !

The Worlds most Erotic Young Girls around UNCENSORED !!!

Visit:

http://www.dirtyteens.com

All Models are over 18 Years of age or older.

5626. Re: Project Update 0.1: Codename vPet

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-10 00:00:00 UTC
From: henrik.lynggaard@pop.agora.dk
Message-ID: <5slcd3$sbi@heidrun.agora.dk>
Source record: 6577

On 7 Aug 1997 10:14:55 , Graham wrote:
>Frank Blechschmitt wrote:
>
>> to 3.) The vDNA format - VPTP (Virtual Pet Transfer Protocol)
>>
>> Ok, the vDNA format is now the major interrest. I think that the numbers of
>> variables must
>> be expandable for future updates. But to limit the size of the possible

>I think it would be a good (better?) idea to mimic real life and make
>the "DNA" part only store the characteristics and instincts of the
>creature, not stuff like age, etc which is a parameter of the individual
>body that the DNA resides in. As well as allowing the pet itself to
>travel, why not facilitate the meeting between two pets to produce
>offspring with a combination of the parent's DNA. If you also allow for
>DNA "mutation" (i.e. random copying errors) then you'll have the basis
>for natural selection to take place. The selection will work
>automatically by the appeal of the vPet to a particular user- "nice"
>vPets will tend to succeed where "nasty" or useless ones won't. After a
>time the vpets will take on a life of their own and "evolve" in
>unexpected and astonishing directions. Obviously to do this the basic
>protocols for turning the DNA into a body (phenotype) need to be
>established and based on very simple rules. The first vPets may be
>rather unsophisticated and perhaps virus-like, but eventually more
>interesting ones will arise.

i agree !

Frank: Have you recieved my email ?

>
>Go to it!
>
>+G+
>.

Cheers from Denmark
Henrik Lynggaard

* NeST: 90:1500/102.4 *
* AtariNet: 51:1301/102.4 *
* FidoNet: 2:236/84.4 *
* E-mail henrik.lynggaard@pop.agora.dk *
* homepage http://www.agora.dk/users/henrik.lynggaard/ *

5627. Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-11 00:00:00 UTC
From: geh3rd@exis.net
Message-ID: <5sncpkgpa1@grouper.exis.net>
Source record: 6578

Can anyone tell me what these programs do?
Do they speed up the display?
What order are they loaded in the AUTO dir.?
What programs do they have an affect on?

Thanks,

George

5628. Re: Pure Pascal version

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: Markus Storcz <Markus_Storcz@compuserve.com>
Message-ID: <#yN1dgqp8GA.200@ntdwwaaw.compuserve.com>
Source record: 6579

>>Thierry Arbez-Carme wrote:
>>
>> I have Pure Pascal v1.1. Is it the last version?

I have Pure Pascal v1.1.1. This should be the last version.
(which means only some if-multitasking-then-switch-to-singletasking-when executing-Pure-Pascal-bugfix)

>We've contact them for about 3 months in order to BUY one Pure Pascal.
>They have replied "we don't take CB" so we ask them for their number of
>bank account to "poor" directly money on it... and we wait, we wait, we
>wait... It's incredible!

The fastest way to really get Pure Pascal (my experience) is either sending money (risky) to their address or buying Pure Pascal during some Atari exhibition.

m.storcz

5629. Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <33F025DB.529B@in.tu-clausthal.de>
Source record: 6580

George E. Hoffman III wrote:

> Can anyone tell me what these programs do?
> Do they speed up the display?
> What order are they loaded in the AUTO dir.?
> What programs do they have an affect on?

These programmms add features of NVDI (Enhancer) and MagiC (Wdialog) to other TOS systems. That means that programms using off screen bitmaps (NVDI-like) or the MagiC file selector (e.g.) can run on other systems as well. They don't speed up anything. They don't give you the full functionality. They just add what is most sufficient to use programs needing those extensions.

Some programms can test if they are there and then use them (CAB e.g. uses off schreen bitmaps to display animated giffs without flickering. without enhancer (or NVDI) these will flicker). Others won't run without them (well they also test if the extension is there, but break if this is not the case). An example for these is GEMJIG. It uses WDIALOG (don't ask me what for).

I don't think they need a special order in the auto folder. I load WDIALOG from the GEM.CNF (Multitos; still had no money to upgrade to N.AES); Enhancer I don't need since I have NVDI.

AFAIK Enhancer just adds off schreen bitmaps to the VDI. No speed up; No GDOS (this means no printer drivers and no vector fonts, etc.). I think it is better to get NVDI (it is really not expensive for what you get from it). WDIALOG doesn't install all MagiC AES extensions, but enough for me to get the programms running. An example is I think the scrollable edit fields. ASH told me that Jieene uses them if they are there and WDIALOG does not implement them. But in most cases it should be sufficient.

A list of programms where I am shure they can at least use the extensions:

- CAB
- GEMJIG
- TEXEL
- ARTWORKS
- PHOENIX
- PAPPILION
- JIEENE
- There was some fontselector implementing the font protokoll using the MagiC fontselector.

Of course there are more, but I am not shure about them.

Christof

5630. Re: For Nick who wanted to know how working serial mauses onto ATARI

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: sergej@midijam.kiev.ua
Message-ID: <H.ekBL.BWcfyQYVSbc@midijam.kiev.ua>
Source record: 6581
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>In <5s7h9lihh3@news.stortek.com>, Nick write:
>In article <33f21c50.8419097@news.supernews.com>, death@your.expense (Phlegethonyarre)
wrote:
>
> Anyway, you can't convert a PC mouse to make it an ST one. If you can spare
> the serial port, and if it is a standard serial mouse, you can get
> mouse25.prg, which is a software serial mouse driver.
>
OK, Nick!

I tested this .prg, both versions 2.4 & 2.5, but nothing from this
doesn't wonted to work on my Mega4/STe with TOS 2.05 (?!).
I plugged in 8 or may be (don't remember!) 10 (!) mauses from deference
manufacturers to all serial ports (from Modem1 to Serial2), but no one
maus doesn't worked out too.

If your experiments will be more successfully, please, report me about.

At last time, and why coul'd you been to try to reconstructing standard
PC-maus?

Good hunting on mauses!
--
Sergej

~~~~~~
Sergej KOKOUSHKIN: sergej@midijam.kiev.ua - MIDIJAM Records
================
ATARI Mega4/STe: 4Mb RAM/TOS 2.05/Gemini 2.0/
================ Hermes 1.4 UUCP/ConNect 2.46/
48Mb int. Seagate 1557N HDD/
30Mb ext. Kyocera KC-30B HDD/
SF314 ext. FDD/SM124 monitor/
MultiTech MT1932ZDX fax-modem
~~~~~~

5631. SOFTWARE

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: ronald de lang <lang@globalxs.nl>
Message-ID: <33F0A752.6FC@globalxs.nl>
Source record: 6582

FOR ALL YOUR LATEST STUFF!!!

CALL THE O.K. CREW E- MAIL LANG@GLOBALXS.NL

SOFTWARE FOR PC/ PLAYSTATION/ NINTENDO64

5632. Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HHMIDIAIUP@data.rhein-main.de>
Source record: 6583

In <5sncpkgpa1@grouper.exis.net> George E. Hoffman III wrote:

>Can anyone tell me what these programs do?

WDIALOG is to use (without) magiC. (NVDI)
It's only a new printer dialog.
Supported by Texel, Papillon, usw.

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5633. GFA BASIC's SETCOLOR/VSETCOLOR

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-12 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970812193259.14940A-100000@ganymede.cs.mun.ca>
Source record: 6584

Hey everyone,

I'm currently writting a program in GFA BASIC 3.5E. I'm using
medium resolution. When tinkering witht the colors, I can't seem to
figure out how they work(What each index coorsponds to).

Example:

SETCOLOR 0,0,0,0 Sets the border to black
SETCOLOR 1,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)
SETCOLOR 2,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)
SETCOLOR 3,0,0,0 This is suppose to control the color of PRINTed text
correct? Such as SETCOLOR 3,0,0,7 would display
PRINT "should be blue" in BLUE CORRECT?

What's better to use VSETCOLOR or SETCOLOR?

Also anyone know how to print text on the border? Is it possible?

Scott.

5634. Off screen bitmaps, was Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <33F16B19.FF6D5DF@emw.ericsson.se>
Source record: 6585

Christof Donat wrote:

> Some programms can test if they are there and then use them (CAB e.g.
> uses off schreen bitmaps to display animated giffs without flickering.
> without enhancer (or NVDI) these will flicker). Others won't run without
> them (well they also test if the extension is there, but break if this
> is not the case). An example for these is GEMJIG. It uses WDIALOG (don't
> ask me what for).

Can someone explain to me what this 'Off screen bitmaps' are all about?
How do I use it?

//Magnus kollberg
--
+--+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--+

5635. Re: Off screen bitmaps, was Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-14 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <33F3250F.50AC@in.tu-clausthal.de>
Source record: 6586

Magnus Kollberg wrote:

> Can someone explain to me what this 'Off screen bitmaps' are all about?
> How do I use it?

Read the documentation for NVDI:

http://rzstud1.rz.uni-karlsruhe.de/~uk48/archive/proguide.zip

Christof

5636. Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-14 00:00:00 UTC
From: Christian Andersson <faltrion@earthling.net>
Message-ID: <33F32CA9.EC711B38@earthling.net>
Source record: 6587

Robert Schaffner wrote:
>
> In <5sncpkgpa1@grouper.exis.net> George E. Hoffman III wrote:
>
> >Can anyone tell me what these programs do?
>
> WDIALOG is to use (without) magiC. (NVDI)
> It's only a new printer dialog.
> Supported by Texel, Papillon, usw.

Errr, the Printer Dialog is only a part of the WDialog system.

It is a Window system for putting dialogs into windows, the good part
with this one is that,if you have 2 programs that uses it, you only need
1 Wdialog in memory (unlike for example the E-Gem Libraries)

/Chris.

5637. Re: Off screen bitmaps, was Re: Wdialog/Enhancer prgs.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-15 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <33F4066D.41C67EA6@emw.ericsson.se>
Source record: 6588

```
Christof Donat wrote:
>
> Magnus Kollberg wrote:
>
> > Can someone explain to me what this 'Off screen bitmaps' are all about?
> > How do I use it?
>
> Read the documentation for NVDI:

I have already seen what it is. Looks usefull.
Thanks anyway.

//Mangus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

5638. FS SOFTWARE

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-15 00:00:00 UTC
From: ronald de lang <lang@globalxs.nl>
Message-ID: <33F4CCEA.6531@globalxs.nl>
Source record: 6589

```
for the latest stuff call the O.K. CREW
: SOFTWARE FOR PC/ PLAYSTATION/ NINTENDO64
: IF YOU WANT A FREE LIST JUST LET ME KNOW AT LANG@GLOBALXS.NL
```

5639. WDIALOG on Lattice?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-15 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5t1q70$m16@nntp02.primenet.com>
Source record: 6590

I'm working with WDIALOG and having no luck with it calling the event handler routine specified in wdlg_create().

So I get a window, but no events posted when I call wdlg_event().

I have re-created the wdlg interface routines with Lattice C instead of the Pure C they were originally written in. It could be a translation problem, or maybe I'm just not understanding the concept.

The docs say the the handler will be called when create (HNDL_INIT) and open (HNDL_OPEN) are called, but I have a fprintf in the routine and it never shows up.

Any ideas?

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

5640. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-16 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <33F60ADD.C82D23BB@swampdog.demon.co.uk>
Source record: 6591

David Knight wrote:

> In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> Is there any way to implement background events with out using
> >> wf_bevent and wind_set()?
> >>
> >
> >Not really.
>
> Oh well.
>
> >
> >> My attempts to do this do not seem to work. If an object is
> clicked
> >> on then it is selected but everything freezes until the mouse
> button
> >> is released (ie not doing the graf_watchbox which is supposed to be
>
> >> called after the initial click and hold)
> >
> >You don't need graf_watchbox.
>
> You do when its part of your own replacement form_do()
>

Sorry, I was interrupted numerous times whilst replying and totally lost track. I meant to be more specific.

What I meant was, you don't need graf_watchbox as long as you don't mind clicking on an object and having it selected immediately - that is, no going back. Anyway ...

I wrote my own form_do for pug yonks ago and I also had problems with graf_watchbox (and graf_mkstate for that matter). My own solution was to write a replacement watchbox routine.

However, along with the compendium came two hitherto undocumented functions - form_keybd and form_button. Both are used internally by form_do. I suspect form_button will do the job.

> >> I presume this is something to do with the AES sending wm_topped as
>

> >> the problem does not occur with right clicks.
> >>
> >
> >It would do if you enabled both buttons. Once you've enabled
> background
> >events that window will *not* received WM_TOPPED messages. What you
> get
> >instead, is MU_BUTTON messages. Ideally, you want to be using
> evnt_multi
> >because it also writes the current mouse co-ordinates which you will
> >need because then you call objc_find to obtain the object index in
> the
> >tree.
>
> And my form_do uses evnt_multi :-)
>

Goody! You'll need it to use form_button. <G>

--
Guy Harrison
guy@swampdog.demon.co.uk

5641. Another MFP question

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-17 00:00:00 UTC
From: myeck waters <waterses@worldnet.att.net>
Message-ID: <01bcab16$3a31be60$fa6974cf@cmwaters-h>
Source record: 6592

Hello again;

Many thanks to all who helped me figure out how to use MFP Timer A in a little Assembly language program I was working on. Now I have a related question: how do you get data directly from the serial port?

thanks
myeck waters

5642. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EF1ynv.n30@suse.modem.stud.uni-hannover.de>
Source record: 6593

In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>,
Guy Harrison <guy@swampdog.demon.co.uk> writes:
> David Knight wrote:
>
>> In article <33ECAD8E.E03CDA72@swampdog.demon.co.uk>
>> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>>
>> >David Knight wrote:
>> >
>> >> Is there any way to implement background events with out using
>> >> wf_bevent and wind_set()?

I believe you should be significantly more specific about what you want
to do here. The term 'background events' can be understood in several ways
causing confusion which I believe has happened here.

>> >> My attempts to do this do not seem to work. If an object is
>> clicked
>> >> on then it is selected but everything freezes until the mouse
>> button
>> >> is released (ie not doing the graf_watchbox which is supposed to be
>>
>> >> called after the initial click and hold)

You really should post the piece of code here that gives you trouble, with
a detailed description what you want to achieve. graf_watchbox works well,
but must be used in the right way.

>> >You don't need graf_watchbox.
>>
>> You do when its part of your own replacement form_do()

Very unlikely. I suspect you've tried to simulate form_button's behaviour
with graf_watchbox, which doesn't work all too well. Normally, for a
form_do replacement you'd need little more than form_button, form_keybd,
objc_find and objc_edit (plus event_multi in some way of course).

> However, along with the compendium came two hitherto undocumented
> functions - form_keybd and form_button. Both are used internally by

No. Both have been documented since early beginning of the Atari ST series.
Here I have the tenth edition of the Profibuch from 1991, and even the first
edition (must have been 87 or so) had the documentation.

>> >because it also writes the current mouse co-ordinates which you will
>> >need because then you call objc_find to obtain the object index in
>> the

>> >tree.
>>
>> And my form_do uses evnt_multi :-)

It's not possible to do a real form_do replacement without event_multi,
as even for the most basic implementation at least MU_KEYBD and MU_BUTTON
must be watched.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5643. Re: GFA BASIC's SETCOLOR/VSETCOLOR

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-17 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <33F7016E.C6FAFED6@swampdog.demon.co.uk>
Source record: 6594

Scott Harris wrote:

> Hey everyone,
>
> I'm currently writting a program in GFA BASIC 3.5E. I'm using
>
> medium resolution. When tinkering witht the colors, I can't seem to
> figure out how they work(What each index coorsponds to).
>
> Example:
>
> SETCOLOR 0,0,0,0 Sets the border to black
> SETCOLOR 1,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)
> SETCOLOR 2,0,0,0 What does this control (TEXT/PRINT/GRAPHICS?)

I don't have GFA but I would imagine the index maps directly onto the TOS call of the same name. If this is the case then its probably easiest to initially describe it in terms of the standard Gem desktop.

setcolor 0 is "desktop white" (pen 0)
setcolor 1 is "desktop red" (pen 1)
setcolor 2 is "desktop green" (pen 2)
setcolor 3 is "desktop black" (pen 3)

For any program, pen 0 is always used for the background colour when drawing. This includes text because in reality text chars are just graphic shapes which get copied to the screen. More on this later.

For GEM, "desktop black" is the foreground colour used when drawing. This is pen number 1 in monochrome, pen 3 in medium rez and pen 15 for low rez.

> SETCOLOR 3,0,0,0 This is suppose to control the color of PRINTed text
>
> correct? Such as SETCOLOR 3,0,0,7 would display
> PRINT "should be blue" in BLUE CORRECT?

Yes and no. At the risk of boring you I'll go through it from scratch.

When the hardware wants to draw the screen in medium rez it sees the screen as a load of pixels each of which has been drawn using one of the four pens. As it comes to each pixel it looks what pen was used to draw it then looks up what colour that pen actually is. This happens at least 50 times a second so the moment you change pen 3 from black to blue, *all* the stuff drawn with pen 3 turns blue. If this is what you want then fine. Usually it aint!

If you want to keep the previous black text and have blue text as well
you choose a pen which is not being used. You can't use pen 0, or pen 3
so it'll have to be pen 1 or 2 - it doesn't matter which but lets say
it's pen 2. Just change the pen 2 colour to blue then print the text
using pen 2 instead of the default pen 3.

No doubt there's a GFA command to do this but even if there isn't you
can use the VT52 console driver to do it.

[esc][b][pen + space] (foreground pen)
[esc][c][pen + space] (background pen)

My basic is lousy but it should go something like this ...

```
PRINT "this is black"

SETCOLOR 2,0,0,7
PRINT CHR$(27);"b";CHR$(2 + 32);
PRINT "blue if I've not mucked up the semicolons on the print!"

PRINT CHR$(27);"c";CHR$(3 + 32);
PRINT "blue on black"

PRINT CHR$(27);"b";CHR$(3 + 32);
PRINT CHR$(27);"c";CHR$(0 + 32);
PRINT "black on white again"
```

You may have noticed I said initially that the background is always pen
0 so how come [esc][c] is possible. Well, its just an example of
(confusing) relative terminology. It's the background colour for text
but the text background colour is not tied to the real background
colour. The console just uses foreground colour [esc][c] as the text
background.

> What's better to use VSETCOLOR or SETCOLOR?
>

Naturally, I haven't a clue!

> Also anyone know how to print text on the border? Is it possible?
>

Nope & iirc yes, but very hard - interrupts and stuff methinks.

--
Guy Harrison
guy@swampdog.demon.co.uk

5644. Re: information on Mint loadable device drivers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-18 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <33F859FF.5EDF@in.tu-clausthal.de>
Source record: 6496

Bruno Hemeury wrote:

> I would quit to known how to know how Mint loadable device drivers and
> how they are written.

Get the MiNT documentation. (RTFM!)

Christof

5645. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-18 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <50240450_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6497

In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:
>
>> You do when its part of your own replacement form_do()
>>
>
>Sorry, I was interrupted numerous times whilst replying and totally lost
>track. I meant to be more specific.
>
>What I meant was, you don't need graf_watchbox as long as you don't mind
>clicking on an object and having it selected immediately - that is, no
>going back. Anyway ...

Yeh but I think its better to be able to go back just incase the
button was clicked on by accident and IMO it is better to allow this.

>I wrote my own form_do for pug yonks ago and I also had problems with
>graf_watchbox (and graf_mkstate for that matter). My own solution was to
>write a replacement watchbox routine.

I maybe wasn't very clear with this so:

1) When the window with the button in is the topped window everything,
including graf_watchbox works fine.

2) If the window is not topped then it locks up until the mouse button
is released so by the time that the graf_watchbox is reached the
mouse button is no longer held down so it just 'flows' straight
through it.
My original question was to do with clicks on untopped windows
inquiring whether or not it was possible to recognise these clicks
without the AES blocking until the mouse button was released due to
the AES sending wm_topped.

I don't know if that makes sense to anyone but its the best way I can
think of to describe what is happening.

>However, along with the compendium came two hitherto undocumented
>functions - form_keybd and form_button. Both are used internally by
>form_do. I suspect form_button will do the job.

Actually My very sparse AES docs that came with 'Introducing Atari ST
Machine Code' contains both these functions.

David Knight

--

David@ritter.demon.co.uk

5646. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-18 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <9310430_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6498

In article <EF1ynv.n30@suse.modem.stud.uni-hannover.de>
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-

>I believe you should be significantly more specific about what you want
>to do here. The term 'background events' can be understood in several ways
>causing confusion which I believe has happened here.
>

By 'background events' I mean exactly what using wind_set and
wf_bevent allow, being able to interact with buttons/sliders etc even
though they are not in the currently topped window.

>Very unlikely. I suspect you've tried to simulate form_button's behaviour
>with graf_watchbox, which doesn't work all too well. Normally, for a
>form_do replacement you'd need little more than form_button, form_keybd,
>objc_find and objc_edit (plus event_multi in some way of course).

No I've not done that, as I stated originally my problem arises if the
window is not the currently topped one.
The problem with graf_watchbox arose from my attempt to perform
'background events' if the window was not the top one.
The AES blocks until the mouse button is released (something to do
with it sending wm_topped I believe) so that when the graf_watchbox is
reached the program just continues as the mouse button is no longer
held down.

I would post my code except it is part of a general purpose main
program loop due to the way I have implemented non-modal dialogs.
As I'm programming in ASM this code is several 1000 lines long.

David Knight

--

David@ritter.demon.co.uk

5647. Re: GFA BASIC's SETCOLOR/VSETCOLOR

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-18 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.96rindlow.970818100223.7277E-100000@tingeling.lysator.liu.se>
Source record: 6499

On Sun, 17 Aug 1997, Guy Harrison wrote:

> > What's better to use VSETCOLOR or SETCOLOR?
>
> Naturally, I haven't a clue!

I can't remember which is which, but I think that one of them sets STe colours correctly, i.e. from 0-15, while the other one sets it as it is in the hardware, with the LSB at the highest position.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5648. information on Mint loadable device drivers?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-18 00:00:00 UTC
From: Bruno Hemeury <bruno.hemeury@gecm.com>
Message-ID: <33F839AA.4661@gecm.com>
Source record: 6595

Hi All,

I would quit to known how to know how Mint loadable device drivers and
how they are written.

Has anybody information on this?

Bye

Bruno

5649. help with a file please

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: thunder@bau3.uibk.ac.at
Message-ID: <5tc8r6jmo1@dm2.uibk.ac.at>
Source record: 6500

hello

can anybody help me with a urgend problem please?

I have a program that i am porting to PC. But there is a file, that
i cant read correctly on the pc. The program was written in pascal, and
I only must read this file and write the contents to a textfile.

I would send the source of the binary file, and the sourcecode to convert
the file on the atari.
The file is a binary file which is opended as file of real (atari pascal)
.

please mail me back, if you could help me.

with best regards
hermann.

--

5650. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <33F9DFE9.5CC4E08F@swampdog.demon.co.uk>
Source record: 6501

Peter Rottengatter wrote:

> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>,
> Guy Harrison <guy@swampdog.demon.co.uk> writes:
> > David Knight wrote:
>

[snip]oops! You're answering mine & David's replies as one Peter. ;-)

> > However, along with the compendium came two hitherto undocumented
> > functions - form_keybd and form_button. Both are used internally by

> No. Both have been documented since early beginning of the Atari ST
> series.
> Here I have the tenth edition of the Profibuch from 1991, and even the
> first
> edition (must have been 87 or so) had the documentation.
>

Unfortunately, this was not the case with most generally available
english documentation. To be fair, there is mention of them in Compute's
AES book but ...

The wording leaves you wondering if the functions even exist under any
particular gem.

There are no examples.

You are told the binding will not exist in your compiler and you need to
add it yourself in assembler with not even a vague hint how this is
accomplished.

c'est la vie! ;-)

--
Guy Harrison
guy@swampdog.demon.co.uk

5651. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: Guy Harrison <guy@swampdog.demon.co.uk>
Message-ID: <33F9E8A7.5A654D8A@swampdog.demon.co.uk>
Source record: 6502

David Knight wrote:

> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> You do when its part of your own replacement form_do()
> >>
> >
> >Sorry, I was interrupted numerous times whilst replying and totally
> lost
> >track. I meant to be more specific.
> >
> >What I meant was, you don't need graf_watchbox as long as you don't
> mind
> >clicking on an object and having it selected immediately - that is,
> no
> >going back. Anyway ...
>
> Yeh but I think its better to be able to go back just incase the
> button was clicked on by accident and IMO it is better to allow this.
>

Agreed.

> >I wrote my own form_do for pug yonks ago and I also had problems with
>
> >graf_watchbox (and graf_mkstate for that matter). My own solution was
> to
> >write a replacement watchbox routine.
>
> I maybe wasn't very clear with this so:
>
> 1) When the window with the button in is the topped window everything,
>
> including graf_watchbox works fine.
>
> 2) If the window is not topped then it locks up until the mouse button
>
> is released so by the time that the graf_watchbox is reached the
> mouse button is no longer held down so it just 'flows' straight
> through it.

Are you 100% sure background events are enabled?

> My original question was to do with clicks on untopped windows
> inquiring whether or not it was possible to recognise these clicks
> without the AES blocking until the mouse button was released due to
>
> the AES sending wm_topped.
>

When background events are enabled you have to click on the window's menubar to top the window (and you will get WM_TOPPED). Clicking elsewhere in the window will return you the MU_BUTTON event and you will not receive WM_TOPPED. If you are receiving it still then background events are not enabled.

> I don't know if that makes sense to anyone but its the best way I can
> think of to describe what is happening.
>

If memory serves, there's another problem when the background object is partially obscured by another window on top of it - graf_watchbox draws the whole object not just the parts of the object which are visible under the window on top. You need to call your redraw routine so that it gets selected and unselected properly so the window on top does not get drawn over.

I would have expected magic to do this automatically but it didn't. If it can do it, then I somehow stopped it. Comments from anybody who knows please?

> >However, along with the compendium came two hitherto undocumented
> >functions - form_keybd and form_button. Both are used internally by
> >form_do. I suspect form_button will do the job.
>
> Actually My very sparse AES docs that came with 'Introducing Atari ST
> Machine Code' contains both these functions.
>

Does your compiler implement them? If not, you can add them.

--
Guy Harrison
guy@swampdog.demon.co.uk

5652. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
Source record: 6503

In article <50240450_000008_OASIS_NEWS@ritter.demon.co.uk>,
David@ritter.demon.co.uk (David Knight) writes:
> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>

> I maybe wasn't very clear with this so:
>
> 1) When the window with the button in is the topped window everything,
> including graf_watchbox works fine.
>
> 2) If the window is not topped then it locks up until the mouse button
> is released so by the time that the graf_watchbox is reached the
> mouse button is no longer held down so it just 'flows' straight
> through it.

Ahaaa, this is what you mean. Well, here you just have bad luck. This is
the philosophy of GEM. A window in the background won't see ANY mouse action,
it only gets a TOPPED message when someone clicks into it. Of course the
message isn't send before the user releases the mouse button; per definitionem
an action under GEM is initiated when the button is *released*. It is all the
same with clicking buttons, window closer or fuller, menu entries etc. Later
people invented the BEVENT attribute, but you seem to not like it, as you wrote
in your original message :

> Is there any way to implement background events with out using
> wf_bevent and wind_set()?

I can only recommend to use BEVENT for this ! If it conflicts with something
else you wanna do, then it's bad luck, it won't work in any other way (well,
at least not in a multitasking friendly manner - you can always use wind_update
(BEG_MCTRL) and do all the mouse stuff by yourself).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5653. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EF67zH.MKy@suse.modem.stud.uni-hannover.de>
Source record: 6504

> By 'background events' I mean exactly what using wind_set and
> wf_bevent allow, being able to interact with buttons/sliders etc even
> though they are not in the currently topped window.

What is it for ?

1) Several modern AES let you operate the sliders of non-topped windows
anyway !

2) If the window manager in your AES doesn't do it, then there is nothing
an application can do about it in any sensible way. The only solution
would be replacing significant parts of the AES.

If you talk about interaction with objects in the working area of a non-
topped window (objects you must redraw yourself in your application), then
of course the AES won't do that. But then WF_BEVENT is precisely what you
need !

> I would post my code except it is part of a general purpose main
> program loop due to the way I have implemented non-modal dialogs.

Note non-modal dialogs does NOT mean they must be operable even if their
window is in the background ! It is usually the better solution to just
let them alone if in the background, and require the user to top them if
he wants to play with them.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5654. Converting First Word files to MS Word

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <33FA4E3C.15B1@plano.net>
Source record: 6505

I have some First Word files on my 1040 ST and need to convert
them to move to a Mac and use MS Word. Is there a conversion
program I can download off the net (preferably), or maybe
purchase (ick!!!).

--
+---+
| Charles and Francis Richmond <richmond@plano.net>
|
+---+

5655. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33F944C8.588D@parx.fr>
Source record: 6506

David Knight wrote:
>
> In article <33F60ADD.C82D23BB@swampdog.demon.co.uk>
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
> >David Knight wrote:
> >
> >> You do when its part of your own replacement form_do()
> >>
> >
> >Sorry, I was interrupted numerous times whilst replying and totally lost
> >track. I meant to be more specific.
> >
and so on...

I think that the question is a "double question". If you want to let thinks running in background, that's one question. If you want to detect action on button located in forms which are inside untopped windows, that's another question.
Let start with the first one:
Each time you call an AES function, the AES take the hand. It just take a look at all other GEM applications (eg ACC) and give them the hand. That means that you call Rsrc_Gaddr() so you jump into this function, but the AES exit from Evn_Multi() previously called by an ACC (for exampl). The ACC calls Form_Keyboard() and the AES exit from you Rsrc_Gaddr(). So, you run if other applications also call AES. That's called "cooperative multitasking", because if my ACC go into a pure ASM loop, it don't call anymore the AES and my APP don't have the "hand".
In old TOS, some functions were "stopping function". In fact, calling an alert box in an ACC stopped the other GEM APP. It's not yet true actually with TOS 4. You can try that: build a short ACC with a small evnt_Timer() and each 2 seconds, print A, then B, then C.... on the top left corner of the screen, using Gemdos and VT52. You'll see the printing occuring even if an APP open an alert box.
So, to let background running, you don't have to do special think.

The second question is about clicking on untopped windows. It depend also on AES version, specially for double clicking. It work perfectly on a FALCON but not on a ST: you don't get double clic but lonely clic or no click at all. You can perfom that, using Evnt_Multi with a click detection: while a click is detected, ask Wind_Find() to get the Handle of the clicked window. Dont' forget to check handle 0 (the background of the screen). If it's your window, perform an Obj_Find() to get the object number. Then perform a Form_Button() to let the AES driving correctly radio button. If you want to use slider, or editable field,

don't forget to use the clipping. The best way to perform editable field
is to enter a classical form_do function, and set the editable field as
a exit/default button, from which the user will exit using RETURN.
Note: just after your evnt_multi() call you check the kind of evnt that
happened: if you don't want the window to be topped, you just have to
peform first the clic, then the message and just forget the message.

I hope this will light your lantern.

regards

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5656. Re: Another MFP question

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <33F94528.52AC@parx.fr>
Source record: 6507

```
> Many thanks to all who helped me figure out how to use MFP Timer A in a
> little Assembly language program I was working on. Now I have a related
> question: how do you get data directly from the serial port?
It depend on the machine, because in a hardware point of vue, a ST a TT
and a Falcon don't use the same system for driving the serial port...
8-(
```

--

+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5657. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-19 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <23078858_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6508

In article <33F944C8.588D@parx.fr>
Pierre-Louis Lamballais <plamball@parx.fr> wrote:-

>I think that the question is a "double question". If you want to let
>thinks running in background, that's one question. If you want to detect
>action on button located in forms which are inside untopped windows,
>that's another question.

If you read the original post you would have seen that I mentioned
wind_set() using wf_bevent, which is how to enable clicking on objects
in untopped windows with the correct AES version of course. The
original question was could this be simulated without using the
wind_set call.
I may not have made this clear though.

The part about graf_watchbox arose from the effect my attempt to
simulate the wind_set effect caused:

1) click on object in untopped window
2) object selects and redraws
3) system freezes until mouse button released: even if mouse moved
outside of the object it does not deselect, as it should as
graf_watchbox is suposed to be called.

I was only trying to describe what was happening here, not saying that
graf_watchbox wasn't working.

>no click at all. You can perfom that, using Evnt_Multi with a click
>detection: while a click is detected, ask Wind_Find() to get the Handle
>of the clicked window. Dont' forget to check handle 0 (the background of
>the screen). If it's your window, perform an Obj_Find() to get the
>object number. Then perform a Form_Button() to let the AES driving
>correctly radio button.

Yes I do all of that (except using form_button, I just check the
object flags to identify what to do with the object and act upon it
with my own code)

>happened: if you don't want the window to be topped, you just have to
>peform first the clic, then the message and just forget the message.

Yes but the system freezes until the click is released and as such the
call to graf_watchbox just 'flows' through as the button is no longer
held down. Unless wind_set has been called using wf_bevent, in which
case the problem does not arise as the AES does not bother to send the
wm_topped and so the system does not freeze.

I don't know why the system freezes until the click is released as all the AES is doing is sending the wm_topped message to my program.

I have now been experimenting and it doesn't matter what I attempt to do after the click has been registered it does not perform until the button is released, this is despite calling evnt_multi with the number of clicks to $103, the button to click as 3 and the button state as $103.

David Knight

--

David@ritter.demon.co.uk

5658. Pamela & Tommy Lee's Secret Sex Tape

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: dasjfsdlj@asjfsadjfds.com
Message-ID: <33fb6ea4.0@news.inreach.com>
Source record: 6509

DON'T BE FOOLED BY IMITATIONS

There is only one Pam & Tommy Sex Tape and it is available here for a limited time only. Others may claim to have it for sale but this is the only Hard Core Copyrighten version in existence. See them bare their soles and bodies in public places, but observe closely, a very private blend of love and sex that they thought the public would never see.

Visit:

http://www.pamsex.com

http://www.pamsex.com

5659. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <96034662_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6510

In article <33F9E8A7.5A654D8A@swampdog.demon.co.uk>
Guy Harrison <guy@swampdog.demon.co.uk> wrote:-

>David Knight wrote:

>> Actually My very sparse AES docs that came with 'Introducing Atari ST
>> Machine Code' contains both these functions.
>>
>
>Does your compiler implement them? If not, you can add them.
>

Well since I program in assembly then a compiler has nothing to do
with it ;-)

Thanks to everyone who has replied to my less than clear question.

--

David@ritter.demon.co.uk

5660. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <12723839_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6511

In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-

>Ahaaa, this is what you mean. Well, here you just have bad luck. This is
>the philosophy of GEM. A window in the background won't see ANY mouse action,
>it only gets a TOPPED message when someone clicks into it. Of course the
>message isn't send before the user releases the mouse button; per definitionem
>an action under GEM is initiated when the button is *released*. It is all the
>same with clicking buttons, window closer or fuller, menu entries etc. Later
>people invented the BEVENT attribute, but you seem to not like it, as you wrote
>in your original message :

Its not so much as not liking it but not liking that it is not present
in all aes versions so some users get the ability and some don't.

>> Is there any way to implement background events with out using
>> wf_bevent and wind_set()?
>
>I can only recommend to use BEVENT for this ! If it conflicts with something
>else you wanna do, then it's bad luck, it won't work in any other way (well,
>at least not in a multitasking friendly manner - you can always use wind_update
>(BEG_MCTRL) and do all the mouse stuff by yourself).

No it doesn't conflict just the reason above.

David Knight

--

David@ritter.demon.co.uk

5661. Setcolor/vsetcolor fill problem (AGAIN!!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970820154239.25706C-100000@ganymede.cs.mun.ca>
Source record: 6512

```
Hello everybody,

I thought I had this SETCOLOR/VSETCOLOR problem figured out,
thanks to the many replies I recieved from the loyal atari
programmers/posters here. However, everything was working fine until I
filled the screen with the ARECT command in GFA BASIC 3.5E. Heres the
code I'm using....

' *** my standard-colors for Medium resolution
'
VSETCOLOR 0,0,0,0 !Background (BLACK)
VSETCOLOR 1,9,9,9 !Printed Text (WHITE)
VSETCOLOR 2,0,9,0 !Other Text color (GREEN)
VSETCOLOR 3,2,0,5 !Fill Colors (DEEP BLUE)
black=0
white=1 !Set the appropriate color numbers
green=2 !with the appropriate color varible
blue=3

These are the only colors I'll bee using in my program. Blue for
boxes/screen fills white and green for text, and black for background
(border).

When displaying a filled box on the screen such as PBOX x1,y1,x2,y2 and
using the DEFFILL blue,2,5, the colors are fine. The box comes out blue.
on a black background.

Now the problem. In another procedure I use the ARECT command to fill the
screen. This eliminates the closed box lines when using PBOX. However,
the colors do not work proper as withthe PBOX, DEFFILL command. Here's
the procedure...

PROCEDURE fill_screen
CLS !Clears the screen
GRAPHMODE 0 !Replace mode
pattern%=&X10001000100010 !My pattern for the fill (Anyone
know how to do this better?)
z%=V:pattern% !Find the patterns address
ACLIP 1,0,0,scrn.x.max,scrn.y.max !Clip the screen
ARECT 0,0,scrn.x.max,scrn.y.max,blue,0,z%,1 !Fill the screen in BLUE
ACLIP 0,0,0,scrn.x.max,scrn.y.max !Clip it again
END !END because I don't move on unitl
I've solved the problem
RETURN
```

The problem is, The screen gets filled with the pattern, but in white, not blue!, Whats the problem? I've defined the color to be blue, so why does the computer assume white?

Please help? Also if anyone has a better routine of doing this and wouldn't mind sharing, I'd be more than happy to accept :)

Scott.

5662. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5tedtn$4a3$1@sun27.hrz.th-darmstadt.de>
Source record: 6513

Hi!

In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>,
perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) writes:
> I can only recommend to use BEVENT for this ! If it conflicts with something
> else you wanna do, then it's bad luck, it won't work in any other way (well,
> at least not in a multitasking friendly manner - you can always use wind_update
> (BEG_MCTRL) and do all the mouse stuff by yourself).
Another possibility would be to use one thing AES has offered from the
first version to the latest: You can operate in background windows when
you hold the right mouse button pressed. That means, to select an item in
a background window, hold down the right button and then click onto the
left one.

There's nothing special to be done for this to work, a usual evnt_multi()
loop which waits for left-button-presses will do. After receiving a click
event, simply call wind_find() to get the handle of the window the click
was directed to.

This method may be a bit inconvenient for the user, but has the advantage
that it works with all AESes, whereas WF_BEVENT is a new window option
which is not present in AES < 3.30 (unless you are using WINX).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

5663. Re: Converting First Word files to MS Word

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970820153436.25706A-100000@ganymede.cs.mun.ca>
Source record: 6514

On Tue, 19 Aug 1997, Charles Richmond wrote:

> I have some First Word files on my 1040 ST and need to convert
> them to move to a Mac and use MS Word. Is there a conversion
> program I can download off the net (preferably), or maybe
> *purchase* (ick!!!).
>

I'm not certian on this, but it may work. There is a shareware program for atari called MARCEL. This word processor can save text/docs in many formats, RTF, First word plus e.t.c. Perhaps you could download a copy of this program and load your file into it. You can then save it in the format required by MS Word. I know it works for word perfiect to wordplus and vesa-versa. I'm not sure of the format MS Word uses to save its docs.

Hope this helps,

Scott.

5664. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-20 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <26272392_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6515

>Note non-modal dialogs does NOT mean they must be operable even if their
>window is in the background ! It is usually the better solution to just
>let them alone if in the background, and require the user to top them if
>he wants to play with them.

Yeh but its so much nicer not to have to top the window (and quicker
as well)

David Knight

--

David@ritter.demon.co.uk

5665. Re: Setcolor/vsetcolor fill problem (AGAIN!!!)

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <33fb8a9d.10319256@news.demon.co.uk>
Source record: 6516

On Wed, 20 Aug 1997 16:06:33 -0230, Scott Harris <harris@cs.mun.ca>
wrote:

>The problem is, The screen gets filled with the pattern, but in white, not
>blue!, Whats the problem? I've defined the color to be blue, so why does
>the computer assume white?

I can't help much here except to wonder about the mask. Depending on
what system calls the GFA commands actually make, the mask used can
alter the colour.

Apologies if I'm talking out of my **** ;-)

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5666. Re: Converting First Word files to MS Word

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <33fb89a1.10067254@news.demon.co.uk>
Source record: 6517

On Tue, 19 Aug 1997 20:54:04 -0500, Charles Richmond
<richmond@plano.net> wrote:

>I have some First Word files on my 1040 ST and need to convert
>them to move to a Mac and use MS Word. Is there a conversion
>program I can download off the net (preferably), or maybe
>*purchase* (ick!!!).

The Marcel word processor can read 1st word files and will save in
RTF.

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5667. VFAT.XFS for MiNT??

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <5tgb7g$t5a$1@cti01.citenet.net>
Source record: 6518

Given that I often have to exchange data with customers on Win95,
I was looking for a VFAT.XFS so I could be 100% compatible.

http://www-plateau.cs.berkeley.edu/people/chaffee/vfat.html

Seems to indicate that VFAT has been the default filesystem running
in Linux since quite a while, so I was wondering if there is anyone
competent enough to extract the VFAT routines and create a VFAT.XFS
that could run neatly along MINIX.XFS so that VFAT partitions could
be read/written when needed.

I know very well that MINIX is a *much* better filesystem than VFAT,
but compatibility is a key issue here. I make WebPages for a living
and often receive logos and images, on ZiP/Jaz or Floppies formatted
on VFAT under Win95, so I need to access the longnames, as truncated
names aren't good enough.

Additionally, Win95 cannot read/write Minix-formatted floppy or ZiP,
so to answer an obvious question, no, Minix isn't good enough. Also,
please avoid any replies mentionning Magic; it just isn't compatible
with MiNT and MiNTnet, so switching to Magic is out of the question.

Could anyone look into porting the Linux sources?

Thanks! ;-)

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

5668. Re: Converting First Word files to MS Word

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5thq3j$4re@alexander.INS.CWRU.Edu>
Source record: 6519

In a previous article, harris@cs.mun.ca (Scott Harris) says:

>
>
>On Tue, 19 Aug 1997, Charles Richmond wrote:
>
>> I have some First Word files on my 1040 ST and need to convert
>> them to move to a Mac and use MS Word. Is there a conversion
>> program I can download off the net (preferably), or maybe
>> *purchase* (ick!!!).
>>
IIRC, MS Word will read RTF files.
>
>I'm not certian on this, but it may work. There is a shareware program
>for atari called MARCEL. This word processor can save text/docs in many
>formats, RTF, First word plus e.t.c. Perhaps you could download a copy of
>this program and load your file into it. You can then save it in the
>format required by MS Word. I know it works for word perfiect to wordplus
>and vesa-versa. I'm not sure of the format MS Word uses to save its docs.
>
>Hope this helps,
>
> Scott.
>
>
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

5669. Key pressed or not, how do I find out?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: oskancke@online.no
Message-ID: <5thq72qap1@o.online.no>
Source record: 6520

hello, I'm currently working on a textviewer and have got a problem.
Now, this is the case; I use evnt_multi to wait for a keypress
(evnt_keybd()), and when I get that event and have detemined that the
pressed key is an arrow down (scancode $50 or $48, don't remember) I enter
my scroll down routine. Now, when this scroll down routine is finished
(one line scrolled), I want to check, somehow, to see if that key is still
pressed! This way I can loop this scrolling routine which speeds up the
scrolling quite much and avoid the keyboard overrun. I've tried to use
Bconin(), Cconis() and have messed with the iorec buffer for the keyboard,
but haven't managed to do it right. So, I would like to know if there's a
legal way of checking if the last key received from the keyboard ACIA was
a "make" or a "break" key. Kinda like checking if the mousebuttons are
still down by calling graf_mkstate(). Can anyone shed some light on this
subject?

~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

5670. Re: VFAT.XFS for MiNT??

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzu3gjpzld.fsf@issan.informatik.uni-dortmund.de>
Source record: 6521

Martin-Eric Racine <q-funk@citenet.net> writes:

|> Given that I often have to exchange data with customers on Win95,
|> I was looking for a VFAT.XFS so I could be 100% compatible.

|> http://www-plateau.cs.berkeley.edu/people/chaffee/vfat.html

|> Seems to indicate that VFAT has been the default filesystem running
|> in Linux since quite a while

This is wrong. The default filesystem in Linux is *ext2*. VFAT is only
the default *FAT* filesystem, but who wants to use a dog slow filesystem
anyway?
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5671. Re: Key pressed or not, how do I find out?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-21 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5tihhk$7dh$1@news3.isdnet.net>
Source record: 6522

On 21 Aug 1997 16:26:10, Odd Skancke wrote:
>
> hello, I'm currently working on a textviewer and have got a problem.
>Now, this is the case; I use evnt_multi to wait for a keypress
>(evnt_keybd()), and when I get that event and have detemined that the
>pressed key is an arrow down (scancode $50 or $48, don't remember) I enter
>my scroll down routine. Now, when this scroll down routine is finished
>(one line scrolled), I want to check, somehow, to see if that key is still
>pressed! This way I can loop this scrolling routine which speeds up the
>scrolling quite much and avoid the keyboard overrun.

The best way to avoid your problem is to make your scroll rout as fast
as the key envent !!! :)
Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

5672. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <33fdb437.535897@news.demon.co.uk>
Source record: 6523

On Wed, 20 Aug 97 20:14:12 GMT, David@ritter.demon.co.uk (David
Knight) wrote:

> In article <EF67Lz.MIK@suse.modem.stud.uni-hannover.de>
> perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) wrote:-
>
>>Ahaaa, this is what you mean. Well, here you just have bad luck. This is
>>the philosophy of GEM. A window in the background won't see ANY mouse action,
>>it only gets a TOPPED message when someone clicks into it. Of course the
>>message isn't send before the user releases the mouse button; per definitionem
>>an action under GEM is initiated when the button is *released*. It is all the
>>same with clicking buttons, window closer or fuller, menu entries etc. Later
>>people invented the BEVENT attribute, but you seem to not like it, as you wrote
>>in your original message :
>
>Its not so much as not liking it but not liking that it is not present
>in all aes versions so some users get the ability and some don't.

I wouldn't worry too much about that. (obviously ...) The worst is
that BEVENT isn't implemented and the window will be topped first.
Also, lower screen resolutions usually dictate that the window be
topped to see what's going on in any case. ;-)

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5673. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <33fdb340.288367@news.demon.co.uk>
Source record: 6524

On Wed, 20 Aug 97 20:11:14 GMT, David@ritter.demon.co.uk (David
Knight) wrote:

> In article <33F9E8A7.5A654D8A@swampdog.demon.co.uk>
> Guy Harrison <guy@swampdog.demon.co.uk> wrote:-
>
>>David Knight wrote:
>
>>> Actually My very sparse AES docs that came with 'Introducing Atari ST
>>> Machine Code' contains both these functions.
>>>
>>
>>Does your compiler implement them? If not, you can add them.
>>
>
>Well since I program in assembly then a compiler has nothing to do
>with it ;-)

Good Point! <G>

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5674. DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-22 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca>
Source record: 6525

Does anyone know how to setup a multi-dimensional array in GFA BASIC 3.5E. Eg items(10,10,10) This should create an array which is able to hold 3 varibles of information at 10 itmes each. Now how do I load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it items(1,1,1)=item

Scott.

5675. NOTATOR SL v3.xx. Is newsgroup exist?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-23 00:00:00 UTC
From: sergej@midijam.kiev.ua
Message-ID: <H.ekBL.JHYv_yYyaeA@midijam.kiev.ua>
Source record: 6526
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
Does anybody to know, has NOTATOR SL v3.xx own newsgroup or not?
Please, send any information.
--
+-----------------------------------------------------------------+
| Sergei KOKOUSHKIN: sergej@midijam.kiev.ua - MIDIJAM Records |
| |
| - - --===<<<< < ATARI MEGA4/STE > >>>>===-- - - |
| |
| TOS 2.05/Hermes 1.14/ConNect 2.46/Notator Sl 3.1/Calamus 1.0 |
| 4Mb RAM/48Mb Seagate 1557N HDD/30Mb Kyocera KC-30B HDD/SF314 FDD |
| SM124 monitor/MultiTech MT1932ZDX modem |
+-----------------------------------------------------------------+
```

5676. Re: DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-23 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HHXREJAFUP@alkor.sax.de>
Source record: 6527

In <Pine.SUN.3.95q.970822210708.26571A-100000@ganymede.cs.mun.ca> Scott Harris wrote:

>
> Does anyone know how to setup a multi-dimensional array in GFA
>BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>able to hold 3 varibles of information at 10 itmes each. Now how do I
>load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it
>items(1,1,1)=item
>
>Scott.

```
DIM items%(10,10,10)
FOR x%=1 TO 10
FOR y%=1 TO 10
FOR z%=1 TO 10
items%(x%,y%,z%)=x%*y%+z%
NEXT z%
NEXT y%
NEXT x%
FOR i%=1 TO 10
PRINT items%(i%,i%,i%)
NEXT i%
END
```

Other examples:

```
DIM array(23), array$(89,12), array!(1000,1000,1000)
```

```
OPTION BASE 1
1st element is array(1)
```

```
OPTION BASE 0
1st element is array(0)
```

```
a=DIM?(array())
highest index of array()
```

```
DIM array$(55)
PRINT DIM?(array$())
55
```

Greetings,
Uwe.

--
eMail: haase@alkor.sax.de

5677. Re: DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-23 00:00:00 UTC
From: !ynoT
Message-ID: <34194268.43517734@news.airtime.co.uk>
Source record: 6528

On Sat, 23 Aug 1997 18:07:02 +0200, haase@alkor.sax.de (Uwe Haase)
wrote:

>> Does anyone know how to setup a multi-dimensional array in GFA
>>BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>>able to hold 3 varibles of information at 10 itmes each. Now how do I

>DIM items%(10,10,10)
>FOR x%=1 TO 10

Hmm?....maybe GFA is different, but surely

DIM ITEMS(10)

Will produce 11 cells?...0-10

All my maths use 0

for loop = 0 to 9

A=0

ect...

Cheers !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5678. Re: DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-23 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970823225840809 56@zetnet.co.uk>
Source record: 6529

```
> > Does anyone know how to setup a multi-dimensional array in GFA
> >BASIC 3.5E. Eg items(10,10,10) This should create an array which is
> >able to hold 3 varibles of information at 10 itmes each. Now how do I
> >load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it
> >items(1,1,1)=item
> >
> >Scott.
>
> DIM items%(10,10,10)
> FOR x%=1 TO 10
> FOR y%=1 TO 10
> FOR z%=1 TO 10
> items%(x%,y%,z%)=x%*y%+z%
> NEXT z%
> NEXT y%
> NEXT x%

An array such as this does not hold 30 pieces of data (as I believe Scott
is looking for), but holds 10*10*10 (=1000) pieces of data.

explanation:

dim items%(10)
- creates an 1D array of 10 values.

dim items%(10,10)
- creates an 2D table of items 10 by 10 square - ie 10 columns and 10 rows

dim items%(10,10,10)
- creates a 3D cuboid table of data - 10 columns, 10 rows, and 10 deep

> FOR i%=1 TO 10
> PRINT items%(i%,i%,i%)
> NEXT i%

This little loop will of course only print a small number of the values stored
in this array - the diagonal line through the cube starting at 1,1,1 and ending
at 10,10,10. To extract the full data needs nested for loops as above.

If you only want to store 3 values for 10 items, then the easiest way
to do this
is a simple 2D array:

dim items%(10,3)

To access value 1 for item 5 use: item%(5,1)
- so to set the value, use item%(5,1)=45
```

- or to use it in something else: x% = 34 * item%(5,1)
To access value 2 for item 5 use: item%(5,2)
To access value 3 for item 5 use: item%(5,3)
To access value 1 for item 6 use: item%(6,1)
etc...

BTW. I dont know GFA at all, so I've just used the same syntax as Uwe...
(many languages start array indicies at 0, but I believe GFA defaults to 1)

Hope this helps...

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------
Please note the new email and WWW addresses. Thanks.

5679. SOFTWARE

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-24 00:00:00 UTC
From: ronald de lang <lang@globalxs.nl>
Message-ID: <33FF81FD.5B27@globalxs.nl>
Source record: 6530

for all the latest stuff!!!!!!!
call the O.K. CREW.
ASK OR FREE LIST
SOFTWARE FOR PC/PLAYSTATION/NINTENDO 64/SUPER NINTENDO

5680. Re: Background Events

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-24 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5tprfojci3@news2.isdnet.net>
Source record: 6531

On 19 Aug 1997 17:08:23, Peter Rottengatter wrote:
>Of course the
>message isn't send before the user releases the mouse button; per definitionem
>an action under GEM is initiated when the button is *released*.

I disagree with you : if it were what you say, why a GEM object can
have the "TOUCHEXIT" attribute set ???

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

5681. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-24 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5tpsh2gbl1@news3.isdnet.net>
Source record: 6532

On 24 Aug 97 10:13:50 G, Gary Priest wrote:
>I've currently been handling keyboard shortcuts by using the IKBD scan code
>returned by the evnt_keybd event. ie. $1e01 = CTRL A.
>
>This works fine on US/UK keyboards but not French. :(
>
>What is the best way to handle this? I'm thinking maybe I should use the
>ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
>held down. Is the the correct/best way??
>

Yes, this is a good way, but one is beter : using the keyboard
equivalence table fonction. You will find it with the name of :
Keytbl()

If your aim is to watch for menu shortcut, please look directly in
the ressource menu, so when you change it, it steel works. So you can
translate shortcut as well...
Good luck !

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

5682. Re: DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-24 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HHYMCCAQUP@alkor.sax.de>
Source record: 6533

In <34194268.43517734@news.airtime.co.uk> !ynoT wrote:

>On Sat, 23 Aug 1997 18:07:02 +0200, haase@alkor.sax.de (Uwe Haase)
>wrote:
>
>
>>> Does anyone know how to setup a multi-dimensional array in GFA
>>>BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>>>able to hold 3 varibles of information at 10 itmes each. Now how do I
>
>>DIM items%(10,10,10)
>>FOR x%=1 TO 10
>
> Hmm?....maybe GFA is different, but surely
>
>DIM ITEMS(10)
>
> Will produce 11 cells?...0-10
>
> All my maths use 0
>
> for loop = 0 to 9
>
> A=0
>
> ect...

Can you imagine what I mean with:

>OPTION BASE 1
> 1st element is array(1)
>
>OPTION BASE 0
> 1st element is array(0)

As you see, you can set the index value for the first element to 0 or 1.

Greetings,
Uwe.

--
eMail: haase@alkor.sax.de

5683. Re: DIM

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-24 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HHYVDDAKUP@alkor.sax.de>
Source record: 6534

In <19970823225840809 56@zetnet.co.uk> Anthony Jacques wrote:

```
>> > Does anyone know how to setup a multi-dimensional array in GFA
>> >BASIC 3.5E. Eg items(10,10,10) This should create an array which is
>> >able to hold 3 varibles of information at 10 itmes each. Now how do I
>> >load infor into this array. Is it items(1,1,1)=var1,var2,va3 or is it
>> >items(1,1,1)=item
>> >
>> >Scott.
>>
>> DIM items%(10,10,10)
>> FOR x%=1 TO 10
>> FOR y%=1 TO 10
>> FOR z%=1 TO 10
>> items%(x%,y%,z%)=x%*y%+z%
>> NEXT z%
>> NEXT y%
>> NEXT x%
>
>An array such as this does not hold 30 pieces of data (as I believe Scott
>is looking for), but holds 10*10*10 (=1000) pieces of data.
```

Ups, my failure.

```
>> FOR i%=1 TO 10
>> PRINT items%(i%,i%,i%)
>> NEXT i%
>
>This little loop will of course only print a small number of the values stored
>in this array - the diagonal line through the cube starting at 1,1,1 and ending
>at 10,10,10. To extract the full data needs nested for loops as above.
```

Correct. It's just a simple test for me, I've not used GFA for 3 years.
The output of these 3 lines shows me, that all was functioning as aspected.

```
>BTW. I dont know GFA at all, so I've just used the same syntax as Uwe...
>(many languages start array indicies at 0, but I believe GFA defaults to 1)
```

You can set the start index using

OPTION BASE <value>

with value = 0 or 1

This will set/change the start index for all arrays in the hole program.

BTW: The extension % of all variables in my listing stands for 4 long int.

Other types are:
! boolean (1 byte)
| signed byte (1 byte)
& signed word (2 byte)
% signed long (4 byte)
# float (8 byte) This is the default type!
$ String (up to 32767 byte)

So a!, a|, a&, a%, a# (or just a) and a$ are 6 different variables!

Greetings,
Uwe.

--
eMail: haase@alkor.sax.de

5684. Re: A bit of math I can't seem to figure out

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-27 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <3403D859.3E8A@parx.fr>
Source record: 6535

```
Dear Scott,

> I no longer know who's writeing this program, me or you guys :)
>
> I've made a box and placed it on the screen, I want to place a TEXT/string
> in the middle of it. This box is not centered on the screen, therefor I
> cannot use TEXT (scrn.x.max-(text.length))/2,y,text$ to place the text
> centered in the box. I need to find the center of the box in respect to
> the overall screen width, and then use that calculation to center the text
> in the box. Anyone got any ideas?
Strange. If you want to display a box, the best way is to draw it under
a RSC editor so to have this box as a form. After that under your RSC
editor, you put a string in this form and that's all.

Regards
```

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5685. Re: Iconify

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5u3ran$eq1@balaena.bio.vu.nl>
Source record: 6536

Jo Even Skarstein (josk@stud.ntnu.no) wrote:

: Does anybody have some detailed information on how to (un)iconify windows
: under AES 4.1?

Try: http://www.cs.man.ac.uk/~jacquesa/programming/index.html

-=Levjenno

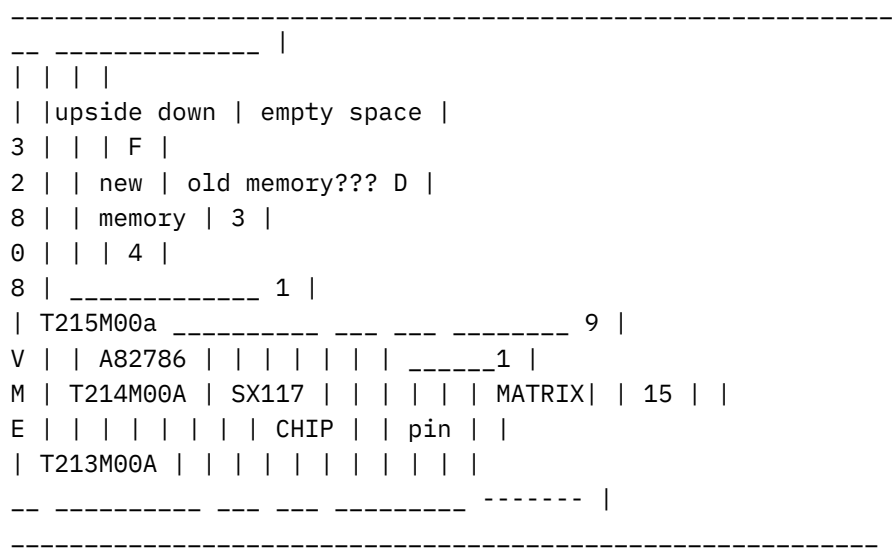
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

101 USES FOR A DEAD MICROPROCESSOR
(1) Scarecrow for centipedes
(2) Dead cat brush
(3) Hair barrettes
(4) Cleats
(5) Self-piercing earrings
(6) Fungus trellis
(7) False eyelashes
(8) Prosthetic dog claws
.
.
.
(99) Window garden harrow (pulled behind Tonka tractors)
(100) Killer velcro
(101) Currency

5686. test

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-28 00:00:00 UTC
From: bdc2@po.cwru.edu
Message-ID: <5u42bc$m33@alexander.INS.CWRU.Edu>
Source record: 6537

A test



A standard VME size board.The matrix chip was removed, added to the piggy-
back card with standoffs.
The 32808 is in the connector. The FD34191 is on the board foil.

5687. STOSSER

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-28 00:00:00 UTC
From: !ynoT
Message-ID: <34068fe9.20719758@news.airtime.co.uk>
Source record: 6538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech,comp.sys.atari.programmer,alt.binaries.atari

The STOSSER Web page has been updated,
Its a FRAME FREE ZONE!.......

Hey theres even a Graphical Puzzle game on line to play, but hurry
before it dissapears to make way for the next one!......

Over 50 STOSSER Titles to download, descriptions and screen shots
available too,News and screenshot of our next title as well as lots of
other tittle tattle to read, over half a meg of pure text before gfx,

Home of the Official STOS FAQ

This week will see the (True) Counter hit TEN THOUSAND (10.000) and
thats only from January 1st this year and does not include the last 2
years hits...

Please do sign the Guestbook!!!!
.

Cheers !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5688. Reverse imaging text in a window

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-28 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <95329909_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6539

Sometime ago I asked the following question:

If I have a window with lines of text in it, how do I reverse image a particular line as in an editor when you drag the mouse to copy a block.

Someone kindly posted some example code and I think it was to do with vro_cpyfm(?).

Now that I have time to try it, I have lost the relevant articles, due to a crash sometime ago :(

Could someone please tell me how I can do this?

TIA,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5689. CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-28 00:00:00 UTC
From: Kevin Tekel N2WTO <76362.2023@CompuServe.COM>
Message-ID: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
Source record: 6540
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
CompuServe is closing all their Atari forums at the end of this week.
Usenet members, please welcome the former CompuServe users and help them
get into the swing of things with Usenet.
Thanks.
--
Believe it or not, AM radio doesn't have to sound bad! Experience the whole
new world of high-fidelity AM STEREO with the Sony SRF-42 Walkman, available
for under $30 at any Radio Shack store. Simply ask for Catalog Number 12-127.
```

5690. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <340725C3.11CF@erols.com>
Source record: 6446
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
Maury Markowitz wrote:
>
> In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
> <76362.2023@CompuServe.COM> wrote:
>
> > CompuServe is closing all their Atari forums at the end of this week.
> > Usenet members, please welcome the former CompuServe users and help them
> > get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
> other such services, is anyone doing anything to protect this?
>
> Maury

I believe that a lot of the CIS stuff exists at UMICH and also on the
PoolDisk that was produced by Ernest and Bo Schreurs in The Netherlands
about two years ago, but I also see that William Kendrick replied to
your message, so I'm going to look at this reply before commenting
further on UMICH.
--
Alan

*****************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
*****************************************************
```

5691. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971631340001@199.166.204.230>
Source record: 6447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
> away. I need to sort through it, though. Anyone willing to help?

What sort of help do you need?

Maury

5692. choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: drojo@marlin.utmb.edu
Message-ID: <5u7iuj$55i@atlantis.utmb.edu>
Source record: 6448

Hello.

I'm about to get a BASIC language, and I think that GFA 3.6 is a
good choice but I ear of some problems running it on a Falcon. Any advice
on this subjet?

Is this language still being supported?.

Regards.

Daniel

--

Daniel Rojo daniel.rojo@utmb.edu
University of Texas Medical Branch, Galveston

5693. Re: A bit of math I can't seem to figure out

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970829024942.29813A-100000@ganymede.cs.mun.ca>
Source record: 6541

On Wed, 27 Aug 1997, Mika Poikonen wrote:

> > > I've made a box and placed it on the screen, I want to place a TEXT/string
> > > in the middle of it. This box is not centered on the screen, therefor I
> > > cannot use TEXT (scrn.x.max-(text.length))/2,y,text$ to place the text
> > > centered in the box. I need to find the center of the box in respect to
> > > the overall screen width, and then use that calculation to center the text
> > > in the box. Anyone got any ideas?
>
> Or if you use your own boxes as a 'window' why don't you use:
>
> TEXT box.x.start+(box.x.max-text.lenght)/2,box.y.start+y,text$

Yep that's the one. I figured it out after. I realized all I need was to find the amount of space between to two coordinates, and use that to find the center for the text. Thanks anyhow. However there's another one I've been working on. My program will be reading alot of files. Some of these may get quite lengthy. I want to put a status box on the screen which displays the amount of file read wiht a bar (PBOX). How do I go about converting that.

Eg.

Say I have a file of 9000 bytes, the status bar has 400 pixels and is centered on the screen in a box. How do I go about making the status bar move, or grow according to the amount of data read in, so it ends on the 400th pixel accurately. Such as the the ones displayed when formating disks and stuff. I know how to make the growing bar, but notso its accurate with the file being read in. Math was never my strong point. Once division was introduced in elementary school, the world became a very confusing place :)

Scott.

5694. STFM & memory above the 4 MByte limit.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: pls@no.spam
Message-ID: <5u6124$71e@bcrkh13.bnr.ca>
Source record: 6542
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I am posting this to the two groups as it's relevant to both.

I modified a 1/2 MByte STFM to 4 Megs using a 8 MByte 72 pin SIMM.
This works because the 8 MByte SIMM has the same number of address lines as the STFM MMU. It has two more RAS lines, but I just tied these 'high'.

So now I had a 4 MByte STFM & it works really well. I find it's more reliable than my Marpet Xtra ram board

I wondered if there was some way to use the upper 4 MBytes on the SIMM.
I wanted to use the STFM's MMU to access it because it seemed the easiest way (less wiring on the motherboard & it's cheaper).

AFAIK, there is no hardware in the STFM with the address range $400000 to $C000000. Read/writes to this area cause bus errors, generated by the GLUE chip. It's fairly easy to decode all or some of this range, so I decoded an extra 4 MBytes.

Because the ST's MMU only has 2 RAS lines, I expanded these with some more logic & the address decoder to generate a total of 4 RAS lines. It seems possible to generate more, i.e.. 8 MBytes also looks do-able, but all I want right now is the extra 4 MBytes.

So, I built this into the STFM & I can now access memory from $400000 through $7FFFFF. This only works because the memory bank configuration for the 'lower' 4 MBytes is the same as the 'upper' 4 MBytes. In reality, the MMU only really knows about the 'lower' 4 MBytes.

I still have some hardware bugs to iron out, but right away I see some other OS related problems.

I am using TOS 1.04, & it does not appear to like memory above the 4 MByte limit. It sets PHYSTOP to less than 4 MBytes, around 3.2 MBytes.

This may be a consequence of failing the ST's memory test, where $400000 is supposed to be the first unreadable location . I have manually reset this to $400000 & also set the ramtop to $3F8000. When I do the memory test, all 4 MBytes are found.

I have tried a few programs to see if they would detect this extra memory.

Sysinfo finds it , it reports $800000 of ST memory. I though that any memory above $400000 was called TT ram. Sysinfo complains that ST RAM is invalid because it's too high. Sysinfo finds 0 TT RAM.

Memtest also finds the extra memory, it also reports 8 MBytes of ST memory.

Manually setting the ramtop is not really good enough, as the OS still won't use it, so how do you reset all required memory structures so that the extra memory is found? I don't know how to fix this right now.

Also, the screen memory is still set below the 4 MByte limit, the MMU is not able to directly address the 'upper' 4 MBytes. I may be able to fix this later, but I could live with the screen set between $3F8000 & $$00000, as long as the OS can handle two large pools of memory.

I have not tried MiNT, but I was told that MiNT may be able to detect & use this memory right away. Is this true?

AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet expansion board board (8 MByte extra) needed TOS 2.06.

Has anybody else done anything like this?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5695. Re: STFM & memory above the 4 MByte limit.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <5u6j1b$8en$1@roch.zetnet.co.uk>
Source record: 6543

On 29 Aug 1997 08:25:53, Gerry O'Rourke wrote:

>I modified a 1/2 MByte STFM to 4 Megs using a 8 MByte 72 pin SIMM.
>This works because the 8 MByte SIMM has the same number of address lines as
>the STFM MMU. It has two more RAS lines, but I just tied these 'high'.
>
>So now I had a 4 MByte STFM & it works really well. I find it's more reliable
>than my Marpet Xtra ram board

Hey, that's bl**dy clever of you, Gerry. You must write it up so that
others can have a go.

>Because the ST's MMU only has 2 RAS lines, I expanded these with some more
>logic & the address decoder to generate a total of 4 RAS lines. It seems
>possible to generate more, i.e.. 8 MBytes also looks do-able, but all I want
>right now is the extra 4 MBytes.

I did something like this myself using a circuit by ????? (forget
now). The purpose of this was to be able to use an extra memory bank
so that you ended up with a "3Mb ST" (many people found they had a
spare memory board after swapping early 512Kb expansions for later 2Mb
ones) - ong story.

I couldn't get it to work on my STM as the circuit introduced a delay
which was just too long to be accommodated by the 120ns chips.

>AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet
>expansion board board (8 MByte extra) needed TOS 2.06.
>
>Has anybody else done anything like this?

Yes, this could be a worry. A lot of intimate software could well be
coded on the 4Mb assumption. Not that it was wrong to make this
assumption - you just have to count the address lines. They just
didn't reckon on a crafty bu**er like you to extend the address space.

I see that AiXit are selling RAM extensions over 4Mb. I think this
should give you some confidence as they wouldn't be doing this if it
meant using totally new OS. Why not ask them how they do it?

****
Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

5696. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971124040001@199.166.204.230>
Source record: 6544
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
<76362.2023@CompuServe.COM> wrote:

> CompuServe is closing all their Atari forums at the end of this week.
> Usenet members, please welcome the former CompuServe users and help them
> get into the swing of things with Usenet.

Seeing as much of the software from "those days" exists only on CIS and
other such services, is anyone doing anything to protect this?

Maury

5697. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u7584$p2j$1@nuke.csu.net>
Source record: 6545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
: <76362.2023@CompuServe.COM> wrote:

: > CompuServe is closing all their Atari forums at the end of this week.
: > Usenet members, please welcome the former CompuServe users and help them
: > get into the swing of things with Usenet.

: Seeing as much of the software from "those days" exists only on CIS and
: other such services, is anyone doing anything to protect this?

The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
away. I need to sort through it, though. Anyone willing to help?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
http://www.umich.edu/~archive/atari/8bit/

5698. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3409891f.26651521@news.inc.net>
Source record: 6449
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 29 Aug 1997 11:24:04 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>> CompuServe is closing all their Atari forums at the end of this week.
>> Usenet members, please welcome the former CompuServe users and help them
>> get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
>other such services, is anyone doing anything to protect this?

There's the UMICH archive....,.

There's Yogi....

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

5699. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u8213ege1@nuke.csu.net>
Source record: 6450
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
: > away. I need to sort through it, though. Anyone willing to help?

: What sort of help do you need?

Help discovering what all of the 8.3-named files are and getting
descriptions (blurbs) for them written and categorizing them.

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

5700. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-30 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5u9ooh$jqq@dfw-ixnews7.ix.netcom.com>
Source record: 6451
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <5u8213$ege$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick)
wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.
>

Is this a recent copy of their data? I know umich (?) has a bunch of stuff
from CIS but I know they don't have everything. I remember their being tons
of stuff more when I last used CIS in the 80's. When the new version of 1030
Express came out. In fact, there should be a program of mine up there that
converts version 2 to version 3 phone files.

If you want some help I could lend some time to it. I'm not sure how you
want to do it though. A large tar ball of some stuff would work for me.
(Guess I should get the Unix Atari emulator up and running...)

Karl

Karl Heller - Making the world safe once again.
-----------------------------------------------------------------------
| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
-----------------------------------------------------------------------
```

5701. Re: Iconify

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-30 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5ua5tgija1@news2.isdnet.net>
Source record: 6452

```
On 28 Aug 1997 08:59:06, Jo Even Skarstein wrote:
>Hi!
>
>Does anybody have some detailed information on how to (un)iconify windows
>under AES 4.1?
>
>Jo Even Skarstein
>
>.
It's realy quite simple : clic on the button just next to the
fuller one ;-)
Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr
```

5702. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-30 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5u83li$5hd$1@news.wco.com>
Source record: 6453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.

6.3-named files, if you can believe it.

5703. Problem with gdb?

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: john@JCordes.Phys.Dal.Ca
Message-ID: <5uaiuv$5n2$1@News.Dal.Ca>
Source record: 6454

I'm having a lot of trouble trying to get the GNU debugger (gdb) to work. Some help would be greatly appreciated! See below for a description of the problem.

Thanks,
John

==========

System:
AtariST (Mega STE, 4MB Ram, TOS 2.05). I'm not using MiNT or MultiTOS or ..., just plain old single tasking TOS.

Followed instructions in gcc-st.txt (dated 1992), by Frank Ridderbusch; using gulam (with appropriate environment variables set).

```
$ gcc -c -g hello.c
$ gcc -o hello.tos hello.o -lgnu
$ sym-ld -o hello.sym d:\gnu\lib\crt0.o hello.o -lgnu
```

('sym-ld -ohello.sym $GNULIB\crt0.o hello.o -lgnu' also works)

```
$ gdb
(gdb) exec-file hello.tos
(gdb) symbol-file hello.sym
```

gdb produces the message:

```
" Reading symbol data from d:/gnu/gnushell/examples\hello.sym...
Ranged type doesn't fit within known sizes. On an atariST this is
most likely due to objects compiled with the "-mshort" option to
gcc. Please re-try by specifying the "-mshort" option on the gdb
command line.
n2 == -559939584, n3 == -1389945743 "
```

==========

I've tried using 'gdb -mshort' but the same message results. I've also recompiled with 'gcc -mshort' and linked with -lgnu16; again, the same problem arises. Have also tried using gcrt0.o instead of crt0.o.

==========

Version numbers:
gcc Version 2.5.8 Pl 1
sym-ld Pl 36 (Jul 1/93)
gdb 2.6 Pl 18

==========

hello.c is:

```
#include <stdio.h>
main()
{
printf("Hello world\n");
}
================================
```

5704. Re: A bit of math I can't seem to figure out

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3408fec6.0@comnet.co.nz>
Source record: 6455

```
Anthony Jacques (jacquesa@zetnet.co.uk) wrote:
> > been working on. My program will be reading alot of files. Some of these
> > may get quite lengthy. I want to put a status box on the screen which
> > displays the amount of file read wiht a bar (PBOX). How do I go about
> > converting that.

> proportion = ammount_read / total_size
> width_to_draw = max_width * proportion

> eg: 9000 byte file, 3000 bytes read, 400 pixel bar.

> proportion = 3000 / 9000 = 0.33333333
> width_to_draw = 400 * 0.33333333 = 133.333332 (round to int = 133).

> You will notice that 133 pixels is a third of a 400 pixel bar. :)

Personally, I'd calculate it a little different:

width_to_draw = (amount_read * max_width) / total_size

which mimics the inline Lattice C code

width_to_draw = umul_div( amount_read, max_width, total_size )

This can all be done in integer arithmetic, leaving out any floating point
math which is _much_ slower (even with an FPU) which your algorithm seems
to require.

With my algorithm and your example data (assuming the range is 0..32767)
; d0 d1 d2
move.w amount_read,d0 ; 3000 <undef> <undef>
move.w max_width,d1 ; 3000 400 <undef>
move.w total_size,d2 ; 3000 400 9000
mulu.w d1,d0 ; 1200000 400 9000
divu.w d2,d0 ; 133 400 9000
move.w d0,width_to_draw ; 133 400 9000

Whereas your algorithm would need either an FPU or a floating point
library (using your algorithm with integer arithmetic would make your bar
either zero [lines zero through 8999] or full size at line 9000)

With an FPU ; fp0 fp1 fp2
; FPU will perform int-to-float and float-to-int conversions internally
fmove.w amount_read,fp0 ; 3000.0 <undef> <undef>
fmove.w total_size,fp1 ; 3000.0 9000.0 <undef>
fmove.w max_width,fp2 ; 3000.0 9000.0 400.0
fdiv.x fp1,fp0 ; 0.3333 9000.0 400.0
fmul.x fp2,fp0 ; 133.33 9000.0 400.0
```

```
fmove.w fp0,width_to_draw ; 133.33 9000.0 400.0
; FPU sets "INEX" inexact flag during round-to-int while processing
; fmove to memory (133.33 -> 133 is inexact ["data is lost"])
```

Without an FPU (Assume all float math is in 64-bit doubles)

```
; Assume all float math is done in 64-bit doubles.
; Operands are placed in _fop1, _fop2 as required
; Results are returned in _fres
; except for float_to_word which returns in d0
; and word_to_float which returns in d0/d1
move.w amount_read,d0 ; pass param to convert in d0
jsr _word_to_float ; convert it
movem.l d0/d1,_fop1 ; move double to float math operand 1
move.w total_size,d0 ; pass param to convert in d0
jsr _word_to_float ; convert it
movem.l d0/d1,_fop2 ; move double to float math operand 2
jsr _fmul ; multiply operand 1 and two
movem.l _fres,d0/d1 ; get double result
movem.l d0/d1,_fop1 ; move result to operand 1 for divide
move.w max_width,d0 ; pass param to convert in d0
jsr _word_to_float ; convert it
movem.l d0/d1,_fop2 ; move double to float math operand 2
jsr _fdiv ; divide operand two into operand 1
movem.l _fres,d0/d1 ; get double result
movem.l d0/d1,_fop1 ; move result to operand 1 for integer convert
jsr float_to_word ; convert operand 1 to 16 bit integer
move.w d0,width_to_draw ; store 16-bit value in memory
```

I don't recall which language you are using, so I hope what I've just spent about half-an-hour writing was helpful.

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"If you don't have anything good to say, say it often" - Ed The Sock

5705. Re: Reverse imaging text in a window

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34090d6a.4514365@news.demon.co.uk>
Source record: 6456

On Thu, 28 Aug 97 20:37:44 GMT, gary@the-gap.demon.co.uk (Gary Priest) wrote:

>Sometime ago I asked the following question:
>
>If I have a window with lines of text in it, how do I reverse image a
>particular line as in an editor when you drag the mouse to copy a block.
>
>Someone kindly posted some example code and I think it was to do with
>vro_cpyfm(?).

That'll do nicely.

>Now that I have time to try it, I have lost the relevant articles, due to a
>crash sometime ago :(
>
>Could someone please tell me how I can do this?

For screen memory not a lot has to be done. Clear the contents of the source and destination memory form structures (FDB structures in MWC compiler) and use the exclusive-or (or NOT destination) writing mode. Set the source and destination co-ordinates to the same values.

Sorry, I've no code for this atm. :-(

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5706. Re: STFM & memory above the 4 MByte limit.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <340a10a2.5337892@news.demon.co.uk>
Source record: 6457

On Fri, 29 Aug 1997 08:25:53 GMT, pls@no.spam (Gerry O'Rourke) wrote:

>AFAIK, TOS 2.06 may be able to address this memory, I remember the Marpet
>expansion board board (8 MByte extra) needed TOS 2.06.

Maddalt() exists from gemdos 0.19 and in (later at least) MagiC
versions. It's used to add memory areas not recognised by the BIOS.
For programs to use this, either their alternative ram load bit should
be set, or Mxalloc() should be used. [see compendium, section 2.81]

>Has anybody else done anything like this?

I believe Peter Rottengater has done so.

guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5707. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <EFsM8K.Lnp.0.sheppard@torfree.net>
Source record: 6458

Daniel Rojo (drojo@marlin.utmb.edu) wrote:
: Hello.

: I'm about to get a BASIC language, and I think that GFA 3.6 is a
: good choice but I ear of some problems running it on a Falcon. Any advice
: on this subjet?

I have heard that GFA 3.6 does work well with Falcon from someone who is programming with v3.6 on a Falcon. GFA 3.6 is designed for working with the TT. GFA 3.0 and 3.5e were designed with the ST in mind, v3.5e has some nice extras for the STe models.

There are of course other versions of BASIC...

STOS - Game creator BASIC, good for game and multimedia authoring, athough is powerful enough for creating other types of applications. Language can be extended by adding or writting extensions. Machine langage programs can also easily be incoporated to speed up time crittical operations. The biggest downside to STOS is it does't truly use GEM, although there is now an extension called GEMMA to add a GEM like interface to STOS applications.

Hisoft BASIC, although I've never programmed in this particular version of BASIC, I've read reviews, and listened to programmers who write in it. They say it's as good as GFA BASIC, some users say it's better (natural bias). :-)

GFA BASIC is nice, I write with v3.6 on my 4meg TOS 1.02 STFM, so I can't say I've got direct experience working with it on a Falcon. Good editor, fast interpreter, and a compiler. Also comes with a Resource Construction Set.

There are also a bunch of somewhat forgotten BASICs like Fast, or True BASIC, and of course the much loathed ST BASIC.

: Is this language still being supported?.

Hisoft BASIC should still be supported. If your worried about support from the manufacturers and distributers then maybe that's the version of BASIC you would want.

Times running out... TTYL...

5708. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: rdell@best.com
Message-ID: <5udaui$9tk$1@shell5.ba.best.com>
Source record: 6459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
>: <76362.2023@CompuServe.COM> wrote:
>
>: > CompuServe is closing all their Atari forums at the end of this week.
>: > Usenet members, please welcome the former CompuServe users and help them
>: > get into the swing of things with Usenet.
>
>: Seeing as much of the software from "those days" exists only on CIS and
>: other such services, is anyone doing anything to protect this?
>

OK, OK ... something convinced me to grab the files before
they vanish, so I now have all the files from section 11 and
12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
together into one place (section 11 was grabbed with Qmodem at work,
while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
I will have to write a parsing program to split out the file descriptions
into the individual description for each file that Tapcis does to get them
consistant, but that shouldn't be too much trouble. 1800 files in section 12,
I haven't yet looked into the section 11 stuff yet.

>
>The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>away. I need to sort through it, though. Anyone willing to help?
>
>
The paper listing I had at work is definitely gone ... I hope I have
the original files on a 6809 Flex disk someplace.

--
Richard Dell

5709. Re: A bit of math I can't seem to figure out

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970831215309809 56@zetnet.co.uk>
Source record: 6460

In message <3408fec6.0@comnet.co.nz>
gmiller@inca.co.nz (Gaven Miller) writes:

> Anthony Jacques (jacquesa@zetnet.co.uk) wrote:
> > > been working on. My program will be reading alot of files. Some of these
> > > may get quite lengthy. I want to put a status box on the screen which
> > > displays the amount of file read wiht a bar (PBOX). How do I go about
> > > converting that.
> >
> > proportion = ammount_read / total_size
> > width_to_draw = max_width * proportion
>
> Personally, I'd calculate it a little different:
>
> width_to_draw = (amount_read * max_width) / total_size

Yes, this is equaly valid (it is, after all a simple substitution of
proportion in my equations) - I was doing it in that order to hopefully
make it a little clearer were it came from...

> This can all be done in integer arithmetic, leaving out any floating point
> math which is _much_ slower (even with an FPU) which your algorithm seems
> to require.

Yes, that is true, although with big files (>10 meg) with a bar of 400 pixels
you could reach the limit of integer sizes...

> I don't recall which language you are using, so I hope what I've just
> spent about half-an-hour writing was helpful.

The original poster was using GFA, IIRC... (although I use Lattice/asm)
Interesting info though. :)

Anthony

5710. Re: A bit of math I can't seem to figure out

Newsgroup: comp.sys.atari.programmer
Date: 1997-08-31 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970831215719809 56@zetnet.co.uk>
Source record: 6461

```
> >proportion = 3000 / 9000 = 0.33333333
> >width_to_draw = 400 * 0.33333333 = 133.333332 (round to int = 133).
> >
> >You will notice that 133 pixels is a third of a 400 pixel bar. :)
>
> what if file size < box size ?

no problems :)

file size=9, done=3, box size=40.

proportion = 3 / 9 = 0.33333333
width_to_draw = 40 * 0.33333333 = 13.3333332 (round to int = 13).

Anthony
```

5711. What would you like fast searches of?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-01 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970901004123.26186A-100000@ganymede.cs.mun.ca>
Source record: 6462

Hello,

If you were using a data base program, what would you like to have fast searches of? Such as Last name, phone number, E-Mail, e.t.c. In other words what would you like to have stored in memory, so when searching for a particular person, phone number, you don't have to wait for file reads and stuff.

Also anyone know how to check and see if a file is a proper file to be used with ones program. My program brings about a file selector. The user can then select the particular file to load. IF the user chooses a different file, than the type intended, how do I tell? I'm currently using the MOD command to test the file length. If a remainder is returned than its not the file my program uses. This is not very efficent though, because a user can select a file which has the same record/field setup as mine.

Eg..

```
OPEN "R",1,file$,30
size=LOF(#1)
test=size MOD 30
IF test<>0
wrong.file!=TRUE
ELSE
wrong.file!=FALSE
ENDIF
```

What if the file they selected is divisble by 30? My program loads it and then mucks up all the array stuff.

Who would want to do something like that anyhow :)

Scott,

5712. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-01 00:00:00 UTC
From: Hartmut Bielefeldt <Hartmut.Bielefeldt@physik.uni-augsburg.de>
Message-ID: <340A8924.9D4333ED@physik.uni-augsburg.de>
Source record: 6463

There's a patch for GFABasic Compiler (and Interpreter) for running on
the Falcon, GFAPatch 1.07:

http://www.interlink.no/mediadrom/vegard/gfa.html

--
Dr. Hartmut Bielefeldt
Experimentalphysik VI
Universitaet Augsburg
D-86135 Augsburg, Germany
Tel. (+49)(0)821-598-3677, Fax -3652
e-mail: Hartmut.Bielefeldt@physik.uni-augsburg.de
WWW: http://www.physik.uni-augsburg.de/~hartmutb

5713. convert image dpi

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-01 00:00:00 UTC
From: janetom@hotmail.com
Message-ID: <NEWTNews.873160098.12778.infolink@infolink-2>
Source record: 6464
Cross-posted to: comp.sys.mac.programmer,comp.sys.ibm.pc.programmer,comp.sys.be.programmer,comp.sys.atari.programmer,comp.sys.apple2.programmer,comp.sys.amiga.programmer,comp.sys.acorn.programmer,comp.periphs.scanners,comp.os.os2.programmer.tools,comp.os.os2.programmer.porting,comp.os.os2.programmer.oop,comp.os.os2.programmer.misc,comp.os.os2.programmer,comp.os.ms-windows.programmer.winhelp,comp.os.ms-windows.programmer.win32,comp.os.ms-windows.programmer.vxd,comp.os.ms-windows.programmer.tools.winsock,comp.os.ms-windows.programmer.tools.owl,comp.os.ms-windows.programmer.tools.misc,comp.os.ms-windows.programmer.tools.mfc,comp.os.ms-windows.programmer.tools,comp.os.msdos.programmer.turbovision,comp.os.msdos.programmer

Hi all.

I have more than 1,000 TIF and JPEG images, and I want to decrease them from 200dpi to 78dpi in Batch program.

How can I do it ?

P.S - I know that there is a program "Image Alchemy" is doing it, but it costs money... (where can I find a free version and not only the Demo ?)

Please Help...

Jane Eden
Email: janetom@hotmail.com

5714. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-01 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970901183156809 56@zetnet.co.uk>
Source record: 6465

```
> >use GEM, although there is now an extension called GEMMA to add a GEM
> >like interface to STOS applications.
>
> NO....Sorry to butt into your otherwise excellent descriptions of the
> various BASIC packages,
>
> GEMMA is not for adding GEM like interface,, it is for accesing GEM
> the true GEM, it lets you read and write the command line, lets you
> call the gem fileselector, or even any replacement file selector you
> may be running, freedom ect, lets you sue all of GEM from within your
> STOS program, so that STOS does support GEM..GEMMA is for accesing and
> using GEM, not for something "like" GEM :)

Sorry to butt in Tony, but you're over emphasizing the file-selector
here. :) GEMMA allows access to all of GEM - there are various demo
programs making use of windows and dialogues etc. There are commands
implemented for all AES and VDI calls (even AES 4.x).

BTW. GEMMA is still a beta version...

Anthony
--
----------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
----------------------------------------+---------------------------------
Please note the new email and WWW addresses. Thanks.
--------------------------------------------------------------------------
```

5715. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-02 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <1OZPCYE@tos.pl.net>
Source record: 6466

Jeffery Thomas (cv436@torfree.net) wrote:
: Hisoft BASIC, although I've never programmed in this particular version
: of BASIC, I've read reviews, and listened to programmers who write in
: it. They say it's as good as GFA BASIC, some users say it's better
: (natural bias). :-)

I would certainly recommend HiSoft BASIC.

The IDE is, IMHO, much better than that of GFA BASIC, and a commandline version of the compiler is supplied also, so that you are not tied into the supplied IDE in any case.

HiSoft BASIC is supplied with libraries covering all of the BIOS, GEMDOS, VDI and AES, unlike GFA BASIC where what functions are included are often implemented in a nonstandard manner, but where many functions are not included at all.

HiSoft BASIC is fairly similar to other standard BASICs, which can be useful if you want to use the software on various different versions of BASIC, on different platforms for example.

I could go on, but I think you get the picture. If you have any specific queries you can contact me. I have used GFA BASIC, HiSoft BASIC and STOS I would recommend HiSoft BASIC over all of those.

I have heard that Omikron BASIC is very good, however, so you may want to look into this.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5716. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-02 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0209971110210001@199.166.204.230>
Source record: 6467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> OK, OK ... something convinced me to grab the files before
> they vanish, so I now have all the files from section 11 and
> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
> together into one place (section 11 was grabbed with Qmodem at work,
> while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
> I will have to write a parsing program to split out the file descriptions
> into the individual description for each file that Tapcis does to get them
> consistant, but that shouldn't be too much trouble. 1800 files in section 12,
> I haven't yet looked into the section 11 stuff yet.

Thank you thank you thank you thank you thank you!!

How large is it in total? I have a friend that has a few programs that were not released, and I think he'd like to add them.

Maury

5717. New ST User Needs Help!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-02 00:00:00 UTC
From: Jill Howe <howej@sunyit.edu>
Message-ID: <Pine.HPP.3.96.970902165942.22980C-100000@demeter.sunyit.edu>
Source record: 6468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

I got a bare-bones 520ST about a year ago, with one boot floppy, no manuals and no HD. Due to the scarcity of help and software, I'm on the verge of selling the system. Can anybody provide me with:

* The most modern OS that will work well on a 520ST. Remember, I don't have a hard drive!

* A decent terminal program so I can get the ST on the net (Zmodem download would be needed).

* Manuals? Any old pro out there who no longer needs to refer to their 520 ST manuals? Even photocopies are welcome.

* Pin-outs and or manual for the color SC1224 Atari monitor.

* Music software for a MIDI keyboard (this is why I got an ST).

Thanks,
Jill

5718. Re: What would you like fast searches of?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <XQ1PC0E@tos.pl.net>
Source record: 6469

Scott Harris (harris@cs.mun.ca) wrote:

: Also anyone know how to check and see if a file is a proper file
: to be used with ones program. My program brings about a file selector.
: The user can then select the particular file to load. IF the user chooses
: a different file, than the type intended, how do I tell? I'm currently
: using the MOD command to test the file length. If a remainder is returned
: than its not the file my program uses. This is not very efficent though,
: because a user can select a file which has the same record/field setup as
: mine.

You could put some identifying header on the file that would not be
present in other files. This way, to read in the file you would read the
header, and if the header indicated that the file was in the correct
format, for the correct version of the software etc., you would continue
loading the file. Otherwise, an alert could be displayed informing the
user that the file is not the right type, version etc.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5719. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <340D907D.36E5@neo-interaktiv.no>
Source record: 6470

Hartmut Bielefeldt wrote:
>
> There's a patch for GFABasic Compiler (and Interpreter) for running on
> the Falcon, GFAPatch 1.07:
>
> http://www.interlink.no/mediadrom/vegard/gfa.html

My pages have moved:

http://home.sn.no/~veg/

There you will also find info on my Face Value "visual basic" for GFA...

Vegard Hofsoy

5720. MagiC progr. docs

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5uk13c$nq1$1@due.unit.no>
Source record: 6471

Hi!

I've been trying to locate the docs on how to use the 'SM_M_SPECIAL'
message in MagiC. Does anybody know where I can find these? It was not in
the programming-docs from ASH.

Jo Even Skarstein

5721. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: witurne@ibm.net
Message-ID: <340dbb42.0@news1.ibm.net>
Source record: 6472
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Jill Howe <howej@sunyit.edu> writes: >
> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>
> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!
>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).
>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.
>
> * Pin-outs and or manual for the color SC1224 Atari monitor.
>
> * Music software for a MIDI keyboard (this is why I got an ST).
>
> Thanks,
> Jill
>
Somewhere in the distant past I used to play around with an ST....I upgraded it to
1 meg and added a hard drive.....Somewhere I reckon I still have lots of
source code....and probably some games.....I dumped the hard drive (sorry) but
I should have some magazines (ATARi User etc...) I will look them out.

I am in Scotland UK. Tell me where you want the stuff sent (I'll pay postage if it doesn't
cost an arm and a leg).

I can be found at Compuserve 101233,1641
or
witurne@ibm.net

Give me a call

Bill Turner

5722. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <61729347_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6473

In article <Pine.SUN.3.95q.970825093553.13278A-100000@ganymede.cs.mun.ca>
Scott Harris <harris@cs.mun.ca> wrote:-

>On Sun, 24 Aug 1997, Gary Priest wrote:
>
>> I've currently been handling keyboard shortcuts by using the IKBD scan code
>> returned by the evnt_keybd event. ie. $1e01 = CTRL A.
>>
>> This works fine on US/UK keyboards but not French. :(
>>
>> What is the best way to handle this? I'm thinking maybe I should use the
>> ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
>> held down.
>
>There are four different keyboards avalible for atari computers. German,
>English, USA, and French. You can determine which keyboard is attached
>with XBIOS 16 (Keytbl). Then perhaps you could use BSET(status|,bit) to
>test for a keypress.

Keytbl() doesn't tell you which keyboard is attached. And I've no idea what
you mean by BSET(status|,bit)????

>bit 0 = right <shift>
>bit 1 = Left <shift>
>bit 2 = control
>bit 3 = alternate
>bit 4 = capslock

Yep. These are the bits for Kbshift. But how do they relate to Keytbl?

>I've also read that BIOS 11 which your interested in, could be used.
>Something like status|BIOS(11-1). This has the same bit reading as the
>table above.
>
>Hope this helps,

Not really :-) I'm just as confused as before!

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5723. Re: choosing BASIC interpreter/compiler.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-03 00:00:00 UTC
From: !ynoT
Message-ID: <34139e31.29173037@news.airtime.co.uk>
Source record: 6474

On Mon, 1 Sep 1997 18:31:56 +0100, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> >use GEM, although there is now an extension called GEMMA to add a GEM
>> >like interface to STOS applications.
>>
>> NO....Sorry to butt into your otherwise excellent descriptions of the
>> various BASIC packages,
>>
>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
>> the true GEM, it lets you read and write the command line, lets you

>Sorry to butt in Tony, but you're over emphasizing the file-selector

I couldn't think of anything else usefull in GEM... Being as GEM and
its crappy green and white with a sprinkle of red and black is about
the last thing I would want in one of my titles, especialy those awful
sad alert boxes :(

>BTW. GEMMA is still a beta version...

Yep, and lets hope the release date isnt on a Saturday, all those
people passing burtons window looking at my arse ;-)

.

Cheers !ynoT (ATARI Programmer)
You can email: stosser@airtime.co.uk or atari@iname.com
STOSSER Software http://www.airtime.co.uk/users/stosser
Home of the Official STOS FAQ : TGC Examples Programmer

5724. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-04 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5uloev$bm4$1@due.unit.no>
Source record: 6475

Scott Harris <harris@cs.mun.ca> wrote:

> > What is the best way to handle this? I'm thinking maybe I should use the
> > ASCII code returned by evnt_keybd and then use Kbshift to check if CTRL is
> > held down.

The ASCII code should be in the lower eight bit of the scancode returned
by evnt_multi(). I'm not sure though, as the Atari Compendium isn't clear
about this. The SHIFT/ALT/CONTROL state is also returned by evnt_multi().

> There are four different keyboards avalible for atari computers. German,
> English, USA, and French. You can determine which keyboard is attached

What about Norwegian or Swedish keyboards? Or PC/Mac keyboards? Dvorak?
The keytable can be modified to any keyboard imaginable, so the correct
way to check for keypresses should be the ASCII-value, with shift-status
checked separately if necessary.

Jo Even Skarstein

5725. Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-04 00:00:00 UTC
From: pls@no.spam
Message-ID: <5ulo90$k2t@bcrkh13.bnr.ca>
Source record: 6476

I have an STFM with TOS 1.04

Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

One program reports GEMDOS @ version 0.15, the other at version 0.21.

Does anybody know which is correct for TOS 1.04?

Also, is the Atari Compendium still on sale ?

Btw, I heard that Caldera (the current copyright owners of Digital Research's stuff) have allowed the source code for GEM to be placed on a web site.

There is also something called CP\M 68K.

Am I correct in assuming this is the ancestor of the Atari OS?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5726. ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-04 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6477
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi guys

I posed this question a few months ago when I got my ZIP drive and never really got an answer.

I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver 6.0, and MagXDesk.

I have a ZIP drive attached to the SCSI port.

If I boot my Falcon and there is no disk in the ZIP drive then I can't access it at all even when I put a disk in. I have to reboot. All I get is a gemdos error (can't remember which one, something like invalid drive).

If I have a disk in the drive with say 3 partitions, and then eject it and insert a disk with one partition, and try to access it, I get the same gemdos error as above. :(

Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Seems very poor to me. If it is a bug, would it be possible to write a workaround (ie something that flushes the disk details and does a mediach)?

But surely the Falcon should recognise the disk has changed (or been inserted) and adapt to suit it?

Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5727. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-04 00:00:00 UTC
From: rdell@best.com
Message-ID: <5unrl0$j8k$1@shell5.ba.best.com>
Source record: 6478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-02099711102100001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> OK, OK ... something convinced me to grab the files before
>> they vanish, so I now have all the files from section 11 and
>> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
>> together into one place

done

>
> Thank you thank you thank you thank you thank you!!

welcome

>
> How large is it in total? I have a friend that has a few programs that
>were not released, and I think he'd like to add them.
>
total of 3159 files downloaded ... about 43 megs total with a separate
description file for each downloaded file, and a single collected
catalog file. Pkzip choked on it my first attempt though .. I'll try
again. I would really like to get a single file or three to simplify
and speed backing up.

--
Richard Dell

5728. Re: VT100 specs

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-04 00:00:00 UTC
From: szhays@dilbert.ucdavis.edu
Message-ID: <5umsfsphf2@mark.ucdavis.edu>
Source record: 6479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:
:
: Can anybody point me to a document with a specification of the VT100
: terminal, i.e. the description of the escape codes ?

Try this url: http://kipper.york.ac.uk/ctrlcode.html
perhaps better is: http://sundae.triumf.ca/pub2/vt100/vt100_2.html

Also, Boris Cahan (bdc2@po.cwru.edu) must know them, as he did the vt-102
terminal emulator that I currently can run with STing (although it is
terribly slow, for whatever reason).

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center http://icc.ucdavis.edu :
+-oOO-(_)-OOo---+

5729. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5uouqu$kgg@ccshst05.cs.uoguelph.ca>
Source record: 6480

Gerry O'Rourke (pls@no.spam) wrote:
: I have an STFM with TOS 1.04

: Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

: One program reports GEMDOS @ version 0.15, the other at version 0.21.

: Does anybody know which is correct for TOS 1.04?
[...]

It depends which way you look at the number. Another posting in this thread points out that the function which returns the GEMDOS version gives 0x1500. If you treat the upper byte as binary coded decimal, you get version 0.15; if you treat it as hexadecimal, you get version 0.21 (1*16+5=21). I remember reading somewhere about this, and the article/posting said that even Atari was inconsistent in which way to treat the version number.

THeo

5730. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de>
Source record: 6481

Gerry O'Rourke <pls@no.spam> writes:

|> I have an STFM with TOS 1.04
|> Using two different 'sysinfo-like' programs, I get conflicting GEMDOS numbers.

|> One program reports GEMDOS @ version 0.15, the other at version 0.21.

They only differ in the interpretation of the number. The value that
GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more
or less correct.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5731. Re: GFA / Face Value: Font selector doesn't work under MagicPC

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: Vegard Hofsoy <vegard@neo-interaktiv.no>
Message-ID: <34102394.773C@neo-interaktiv.no>
Source record: 6482

Hartmut Bielefeldt wrote:
>
> Can anybody give me an advise why the font selector which can be
> included in Face Value GFA programs
> doesn't work under MagicPC? Just nothing happens. Under "normal" MagiC
> 5.x (with NVDI) I can choose any TT font without problems, but on the PC
> that doesn't work. Is it a problem of the NVDI delivered with MagicPC,
> and is there a solution?

I am sorry I cannot help you (I do not have MagicPC), but as the author
of Face Value I would like to hear about it if you do find a solution.

Bye,
Vegard Hofsoy

PS: Look out for FV v2 sometime this fall...

5732. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0509971106180001@199.166.204.230>
Source record: 6483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> total of 3159 files downloaded ... about 43 megs total with a separate
> description file for each downloaded file, and a single collected
> catalog file.

Amazing isn't it? That an entire platform's files fits into a ZIP disk....

Is this the A8 files only, or 16bit too? Is this every file uploaded to CIS _ever_, or do they remove old files after some time?

> I would really like to get a single file or three to simplify
> and speed backing up.

Perhaps I can help? I have a ZIPper on my Mac that I find to be much more reliable than the ones on the PC, notably on large files like this.

Maury

5733. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <39527767_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 6484

In article <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk>
gary@the-gap.demon.co.uk (Gary Priest) wrote:-

>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?

This is one of the problems with removable media. If you run
NEWMEDIA.TOS after changing the disk it should be fine.

--

---

dbrewood@nest.demon.co.uk ~ NeST Zone Coordinator 90:90/0.0@nest.ftn
Atari - NeST - Psion - Red Haired Girls: http://www.nest.demon.co.uk/

5734. GFA BASIC OPENW 0

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.970905144600.19157B-100000@ganymede.cs.mun.ca>
Source record: 6485

I'm using OPENW 0 in my GFA BASIC program. When trying to enable thte cursor ~XBIOS(21,1,0) it does not appear at the coordinated I locate it at. Such LOCATE 20,5 and then ~XBIOS(21,1,0) the cursor appears in tthe upper left most part of the screen and refuses to move. WHY? Does OPENW 0 effect not allow cursor to be active in it. I know all GET x,y,x,y,screen$ commands y co-oordinates have to be increased by 19, because of menu bar area. What about the cursor. Also how do I get the cursor to blink?

5735. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34125d70.4325950@news.demon.co.uk>
Source record: 6486

On Thu, 4 Sep 97 23:30:54 GMT, gary@the-gap.demon.co.uk (Gary Priest)
wrote:

>Hi guys
>
>I posed this question a few months ago when I got my ZIP drive and never
>really got an answer.
>
>I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
>6.0, and MagXDesk.
>
>I have a ZIP drive attached to the SCSI port.
>
>If I boot my Falcon and there is no disk in the ZIP drive then I can't
>access it at all even when I put a disk in. I have to reboot. All I get is a
>gemdos error (can't remember which one, something like invalid drive).
>
>If I have a disk in the drive with say 3 partitions, and then eject it and
>insert a disk with one partition, and try to access it, I get the same
>gemdos error as above. :(

Sounds suspiciously like the system thinks the media is fixed. It
wouldn't surprise me at all if you got the same message off your main
hd then discovered the cable had come loose!

>Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Unfortunately I haven't a clue but finding out what HD driver thinks
it is would be the place to start. Assuming that it works ok under TOS
would imply the next place to look would be MagiC then finally
MagxDesk.

>Seems very poor to me. If it is a bug, would it be possible to write a
>workaround (ie something that flushes the disk details and does a mediach)?

I would *guess* that a simple mediach should do the job if it's going
to work at all because of the below ...

I remember yonks ago using Sysmon or something on the filing system
and saw my gasteiner driver was making oodles of pointless mediach
calls to my (fixed) hd. Except, they wouldn't be pointless if the
driver couldn't tell the difference between fixed and removable media
but still wanted to support removable media?

So give Mediach a whirl and see!

>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?

Dunno. I just discovered my Zip will not eject manually under NT. This
of course could be because I've done something wrong, more probably
BG! On the other hand it could be because there is no way for NT to
find out atm. NT does know the media is removable because it will
software eject. Perhaps something similar is going on in your case -
no hardware sensing (easily answered by someone) or no software
looking at it?

Oh - does hitting ESC on a window open on the zip's root dir have any
effect? Bit kludgy but better than nowt!

--
hazzell@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5736. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: Terence Kelly <kelly_t@mail.uwlax.edu>
Message-ID: <3410175A.7E83@mail.uwlax.edu>
Source record: 6487
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I don't know about the newest version of HD driver because Toad Computers retained my original 4.? version and never sent me the upgrade, but the version I have will not relog the drives without rebooting the computer. That means if a removable media is not active when the computer is booted it cannot be accessed without rebooting.

I had hoped that Uwe would fix that by adding an option to relog the hard disks to a CPX as ICD software does. Sounds like he hasn't done that yet. My version of HD driver does correctly deal with media changes if my Syquest drive was ready at bootup.

--Terry Kelly

5737. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: Terry.May@rebel.ronly.org
Message-ID: <7ad_9709051307@ronly.org>
Source record: 6488
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

On 04 Sep 97, after being fired by Jack Tramiel, Uwe Seimet said:

>> Seems very poor to me. If it is a bug, would it be possible to write a
>> workaround (ie something that flushes the disk details and does a
>> mediach)?
US>
US> A workaround makes no sense. Media changes have to be reported and
US> recognized. Anything else is not satisfying.

TCache has an option to force a media change each time the specified drive is accessed. I would think this would work for him.

* LED v1.51 * For a good time call 702/736-2282!
--
|Fidonet: Terry May 1:209/745
|Internet: Terry.May@rebel.ronly.org
|
| Standard disclaimer: The views of this user are strictly his own.

5738. Re: choosing BASIC interp

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-05 00:00:00 UTC
From: Jeff.Thomas@823.to.gryn.org
Message-ID: <b1a_9709060121@tor250.org>
Source record: 6489

JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
JA>> the true GEM, it lets you read and write the command line, lets you
JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
JA>here. :) GEMMA allows access to all of GEM - there are various demo
JA>programs making use of windows and dialogues etc. There are commands
JA>implemented for all AES and VDI calls (even AES 4.x).
So does that mean one could multitask under Geneva too, seeing as this is
allowing STOS to access GEM?
Later...

SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic

5739. Re: CHOOSING BASIC INTERP

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-06 00:00:00 UTC
From: Ken.Macdonald@823.to.gryn.org
Message-ID: <efa_9709060504@tor250.org>
Source record: 6490

k: ummm obviously, you've never seen a nice setup. Green
k: desktop? sad alerts? hmmm what atari do you have?? 520
k: stf? with TOS 1.0?
k: I better send you a snapshot of my desktop, that will
k: change your mind. :)
k: _____
k: _____ ____ Email:Kellis@primenet.com Web
heh heh heh
sock it too him! :^D
Ken Macdonald Toronto Atari Federation where Atari Rulz
TAF meets 3rd Wed of every month @ North York City Centre
FidoNET 1:250/823 macdonald@cfcsc.dnd.ca TAF(416)421-8999

... Hey Santa, how much for your list of naughty girls?
/// ReJoinDer v1.33 (Registered)

5740. Re: choosing BASIC interp

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970906114130809 56@zetnet.co.uk>
Source record: 6491

In message <b1a_9709060121@tor250.org>
Jeff.Thomas@823.to.gryn.org (Jeff Thomas) writes:

> JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
> JA>> the true GEM, it lets you read and write the command line, lets you
> JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
> JA>here. :) GEMMA allows access to all of GEM - there are various demo
> JA>programs making use of windows and dialogues etc. There are commands
> JA>implemented for all AES and VDI calls (even AES 4.x).
>
> So does that mean one could multitask under Geneva too, seeing as this is
> allowing STOS to access GEM?

Geneva hasn't been tested, but I dont see any reason why not. Due to some
dirty memory handling code in STOS (which is gradually being replaced),
there are potential problems under any multitasking system, so I wouldn't
care to say if it works... but it might.

Currently the release versions of GEMMA are interpreter only - so compiled
programs cannot (ATM) access GEM under single or multitasking systems.

BTW. GEMMA has a homepage at: http://www.users.zetnet.co.uk/pjones/

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------
Please note the new email and WWW addresses. Thanks.

5741. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-06 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <873559755.17544.0.nnrp-05.9e98f145@news.demon.co.uk>
Source record: 6492

On 4 Sep 1997 23:30:54 , Gary Priest wrote:

> I posed this question a few months ago when I got my ZIP drive and never
> really got an answer.
>
> I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
> 6.0, and MagXDesk.

I'm using an STE with TOS 1.62 and HD Driver 6.0

> I have a ZIP drive attached to the SCSI port.

I have a SyQuest EZ-135 on the DMA port, using Gasteiners host adapter.

> If I boot my Falcon and there is no disk in the ZIP drive then I can't
> access it at all even when I put a disk in. I have to reboot. All I get is a
> gemdos error (can't remember which one, something like invalid drive).

I can access the '135 if I manually load HD Driver.

> If I have a disk in the drive with say 3 partitions, and then eject it and
> insert a disk with one partition, and try to access it, I get the same
> gemdos error as above. :(

It could be that you've not set the sector size large enough and the new
disc has sectors larger than the minimum. I have a similar problem when I
change '135 discs where the partition sizes are different. This is
especially true when the first partition is of a very different size.
Usually when a disc is changed, I open drive C:s window and then have to do
a reboot.

> Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?

Since I have a similar problem under TOS, it would appear to be something to
do with HD Driver.

> Seems very poor to me. If it is a bug, would it be possible to write a
> workaround (ie something that flushes the disk details and does a mediach)?

I think it would need to completely read the partitioning information from
the discs and reset it's tables again.

> But surely the Falcon should recognise the disk has changed (or been
> inserted) and adapt to suit it?
>
> Gary
>
>

> --
>
> ---
> Gary Priest,Southampton,England gary@the-gap.demon.co.uk
> Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
> ---
>
> .

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

/***\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
***/

5742. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-06 00:00:00 UTC
From: rdell@best.com
Message-ID: <5uru86ist1@shell5.ba.best.com>
Source record: 6493
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-0509971106180001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> total of 3159 files downloaded ... about 43 megs total with a separate
>> description file for each downloaded file, and a single collected
>> catalog file.
>
> Amazing isn't it? That an entire platform's files fits into a ZIP disk....
>
> Is this the A8 files only, or 16bit too? Is this every file uploaded to
>CIS _ever_, or do they remove old files after some time?

A8 only .. libs 11 and 12 ... plus the St Transformer files from lib 5.
If I dig out an ancient CI$ listing from the old 8 bit forum, I should
have an idea if things were deleted .. I suspect yes, but perhaps someone
more active in the CI$ forums would know now.

>
>> I would really like to get a single file or three to simplify
>> and speed backing up.

Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
system (choked perhaps) possibly due to my own system memory constrants,
but the file was there deleted, so I undeleted it and it looks valid
(passes the Pkzip -t).

>
> Perhaps I can help? I have a ZIPper on my Mac that I find to be much
>more reliable than the ones on the PC, notably on large files like this.

Thanks, but I worked around (see above) Thursday nite. I did notice the

--
Richard Dell
(any further posts and I'll edit the newsgroups line for just the 8 bit)

5743. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: ajalkane@gamma.hut.fi
Message-ID: <5uunjo$ekh@nntp.hut.fi>
Source record: 6396

```
In article <4744243_000003_OASIS_NEWS@the-gap.demon.co.uk>,
Gary Priest <gary@the-gap.demon.co.uk> wrote:
> In article <5tpsh2$gbl$1@news3.isdnet.net>
>> Yes, this is a good way, but one is beter : using the keyboard
>>equivalence table fonction. You will find it with the name of :
>> Keytbl()
>
>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>give any examples on how to use this. It has three arrays; unshifted,
>shifted and caps. No mention of CONTROL!
>
>Surely I can't be the only person trying to make keyboard shortcuts work on
>all keyboards? How can I use Keytbl() to check for CTRL-A?

Not at all. I use the following piece of shit code in Kivi QWK
to get the stuff done (I'll add some explanation later):

void key_select(struct _key key)
{
struct keytab {
unsigned char *unshift;
unsigned char *shift;
unsigned char *capslock;
} *ktab;
short o=-1;

ktab=(struct keytab *)Keytbl((char *)-1,(char *)-1,(char *)-1);
key.ascii = ktab->unshift[key.scan];
if ((kstate & K_CTRL) && (kstate & (K_LSHIFT|K_RSHIFT))) {
switch(key.ascii) {
case 'w':
case 'g':
}
else if((kstate & K_ALT) && (kstate & (K_LSHIFT|K_RSHIFT))) {
switch(key.ascii) {
case 'r':
o=MENU_REPLYTO;
case 'e':
}
}
else if (kstate & (K_LSHIFT|K_RSHIFT)) {
switch(key.scan) {
case 75: /* nuoli vasemmalle */
case 77: /* sama oikealle */
}
```

```
}
else if (kstate & K_CTRL) {
switch(key.scan) {
case 115:
case 75: /* nuoli vasemmalle */
case 116:
case 77: /* sama oikealle */
default:
switch(key.ascii) {
case 'o':
case 'p':
case 'q': /* quit */
case 'w':
}
}
}
else if (kstate & K_ALT) {
switch (key.scan) {
case 120:
case 122:
default:
switch(key.ascii) {
case 'k':
case 'e':
case 'p':
}
}
}
}
```

As you can see I have removed much code, but you can see the basic frame. The parameter for the function is just the same keycode you get from the evnt_multi (was it ascii in first 8 bits and scan code in the upper part if I remember correctly). The kstate is also the value from evnt_multi.
Then I just use the Ktabl function to get the addresses of the tables and use the address to get the reliable ascii code from the scan code.

It should be pretty straight forward. If you have any question about that code, ask.

Oh yeah... the numeric codes there. For some keys there just isn't reliable ascii code, so I used scan codes to detect them. Keys like that are arrow keys, undo, help etc.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

5744. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5uuuj7$jv3$1@news2.isdnet.net>
Source record: 6397

On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
>I was just wondering... I remembered that TOS 4.04 still had
>a restriction on the number of windows. I even thought that
>it was something like in the old TOSs (7 windows if I
>remember correctly).

I've to say that the limit of the number of window is a LEGEND !
Only the LAME desktop limits it's number of window. But it is
desktop's fault, and NOT AES's.
Try to open 256 windows, I'm almost sure it will work (I've never
tried).

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

5745. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19970907100554105233@ppp68.tou.hol.fr>
Source record: 6398
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Jill Howe <howej@sunyit.edu> wrote (�crivait)�:

> I got a bare-bones 520ST about a year ago, with one boot floppy, no
> manuals and no HD. Due to the scarcity of help and software, I'm on the
> verge of selling the system. Can anybody provide me with:
>

Don't be silly ;-) We all try to be very helpful, and there is plenty of
software on the net!

> * The most modern OS that will work well on a 520ST. Remember, I don't
> have a hard drive!

Remember, the OS is in ROM, so upgrading TOS means replacing the ROM
chips. The latest version that will work on your ST is 2.06. There are
upgrade boards available that allow you to switch between the original
TOS and the new one, which is useful for compatibility with older games.

Without a HD, and with only 512K of RAM, I would forget about MagiC,
Geneva, Mint, etc... which are modern multitasking systems.

>
> * A decent terminal program so I can get the ST on the net (Zmodem
> download would be needed).

There are several ZModem capable terminal programs (I'm not a
specialist, but take a look at a few FTP sites), TCP/IP PPP and SLIP
connection is now available with STinG, Web browsing can be done with
CAB (you'll need at least a meg though), Usenet and email and FTP can be
done with Newsie... There is other stuff too.

>
> * Manuals? Any old pro out there who no longer needs to refer to their
> 520 ST manuals? Even photocopies are welcome.

The manuals won't tell you more than how to copy a file, format a disk
and save the desktop. I'm sure you can figure that sort of stuff on your
own. There's a chapter about that in the Quick FAQ (see below).

>
> * Pin-outs and or manual for the color SC1224 Atari monitor.

Pinouts can be found here:

http://www.teleport.com/~atari/STinternals.htm#MONITORPORT

>
> * Music software for a MIDI keyboard (this is why I got an ST).
>

Just like on other platforms, the best ones are commercial, Cubase,
Notator, Logic... you often see people selling second hand copies on
this group.

Otherwise, Alchemie or Sweet Sixteen are shareware seqencers that can be
found on the net. I don't have the exact addresses, but they can be
found.

> Thanks,
> Jill

I suggest you take a serious look at my Quick FAQ (the address is in my
.sig). The ST can probably fulfill most of your needs. Don't give up!

Nick
--
Nicholas Bales / The Atari ST Quick FAQ :
Toulouse / http://www.geocities.com/MotorCity/2090/quickfaq.htm
France / ftp://ftp.sn.no/user/hallvart/atari/info/quickfaq.txt

5746. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5uuv7m$l4q$1@news3.isdnet.net>
Source record: 6399

```
On 3 Sep 97 21:47:12 GM, Gary Priest wrote:
>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>give any examples on how to use this. It has three arrays; unshifted,
>shifted and caps. No mention of CONTROL!

The folowing lines does what you want to do. I'm sory if you don't
understand assembly language... but I hate C !!! To slow and unexpressive
(just have a look a PureC bindings and you will see what I mean...).

clr.l d7 ; We take the scan code returned by
move.b int_out+10,d7 ; evnt_multi() : the highest byte of int_ou+10 (int_out[5] in C).

Keytbl #-1,#-1,#-1 ; Let's find the ascii table coresponding to the
move.l d0,a0 ; scan code (UPPER CASE)

move.l 4(a0),a0
add.l d7,a0
move.b (a0),ascii_key

Have a try...

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr
```

5747. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <NB6PCQE@tos.pl.net>
Source record: 6494
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: I have a ZIP drive attached to the SCSI port.

: If I boot my Falcon and there is no disk in the ZIP drive then I can't
: access it at all even when I put a disk in. I have to reboot. All I get is a
: gemdos error (can't remember which one, something like invalid drive).

: If I have a disk in the drive with say 3 partitions, and then eject it and
: insert a disk with one partition, and try to access it, I get the same
: gemdos error as above. :(

I have a SyQuest 270MB removable drive on my TT with HDDriver, and
sometimes I do observe similar problems. Usually, however, swapping
cartridges "on-the-fly" works fine.

Occasionally, after I swap a cartridge, it appears as though no files are
present on the cartridge. Rebooting brings everything back to normal. I
have never figured out quite why this is.

In any case: remember to set the number of partitions to reserve
appropriately, and remember to set the sector size in the HDDriver setup
so that it is at least as large as the largest you will be using.

Hopefully this would help solve the problem.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5748. ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-07 00:00:00 UTC
From: DCroker@fortress.org.uk
Message-ID: <1235_DCroker@fortress.org.uk>
Source record: 6495

Nostrodamus phrophesised this from gary@the-gap.demon.co.uk to All...

Hi Gary!

g> Organization: Home of POPwatch, CoSTa and XURL

g> If I boot my Falcon and there is no disk in the ZIP drive then I
g> can't access it at all even when I put a disk in. I have to reboot. All
g> I get is a gemdos error (can't remember which one, something like
g> invalid drive).

I have a similar problem with my ST (but with a Syquest EZ135 drive)

Try running the mediachange.prg on the HDDriver master disk.

I'd also recommend that you take this to comp.sys.atari.st as Uwe Seimet is a
regular there and is likely to suggest a few things to try.

Speak to 'ya later!

--

5749. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <2P7PCBF@tos.pl.net>
Source record: 6400

I always found it much easier just to check the ASCII code and keyboard
shift state separately.

This is not only easier, but also ensures compatibility with any keyboard
layout.

Is there some reason why this is an undesirable method?

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5750. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: pls@no.spam
Message-ID: <5v0at2$j41@bcrkh13.bnr.ca>
Source record: 6401

In article <vyzu3g02bwu.fsf@issan.informatik.uni-dortmund.de>,
schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) wrote:
>Gerry O'Rourke <pls@no.spam> writes:
>
>|> I have an STFM with TOS 1.04
>|> Using two different 'sysinfo-like' programs, I get conflicting GEMDOS
> numbers.
>
>|> One program reports GEMDOS @ version 0.15, the other at version 0.21.
>
>They only differ in the interpretation of the number. The value that
>GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more
>or less correct.

That's exactly the problem, if somebody writes code to check the GEMDOS
version, look what can happen.

Prog #1 checks version of GEMDOS, gets 0.15.
Program quits because it needs functions included since GEMDOS 0.19.

Prog#2 checks (same) version of GEMDOS, gets 0.21.
Program then crashes because functions it needs are not present.

I am now fairly sure that I have version 0.15 & that the version should be
called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
upwards) & I don't have this function.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5751. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: pls@no.spam
Message-ID: <5v0a2t$ig0@bcrkh13.bnr.ca>
Source record: 6402

In article <5uofqu$rui@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Actually the Atari version of GEM was based on the DOS version. It was sort
>of a quick port to get a GUI :-/ It explains some of the curious "features"
>of GEM.
>
>: Also from what I've read some people believe that CP/M 68K was what the
>: TOS portion of the Atari is based on. Some books I read say that GEMDOS
>: and MSDOS share an eery similarity,
>
>The GEMDOS portion of TOS was actually based on MS-DOS. The original
>version of GEM ran on top of MS-DOS, so Atari needed a sort of MS-DOS-alike
>system to be able to adapt GEM for the Atari. This ended up being GEMDOS,
>wihich explains its name and, again, some curious "features" :-)

I was looking at some old example code that was supplied with Devpac.

One of the files had text refering to a CP/M 68K reference guide.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5752. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5v0i5a$t26$4@due.unit.no>
Source record: 6403

Gerry O'Rourke <pls@no.spam> wrote:
> >|> One program reports GEMDOS @ version 0.15, the other at version 0.21.
> >
> >They only differ in the interpretation of the number. The value that
> >GEMDOS returns is 0x0015, but 15 hexadecimal is 21 decimal. Both are more
> >or less correct.

The HEX number is the correct one. I.e. 0x1500 should be interpreted ad
0.15, 0x2100 is 0.21... If a sysinfo program returns the decimal value
it's simply wrong and misleading.

> Prog#2 checks (same) version of GEMDOS, gets 0.21.
> Program then crashes because functions it needs are not present.

It also crashes because it doesn't use Sversion correctly. All official
docs clearly states how the returned value should be interpreted.

Btw. I don't think 0.21 really exists, according to the Atari Compendium
the actual versions are 0.13 (1.00, 1.02), 0.15 (1.04, 1.06), 0.17
(1.062), 0.19 (2.0x, 3.0x, this is where alternative memory was
introduced) and 0.30 (4.0x, MultiTOS).

> I am now fairly sure that I have version 0.15 & that the version should be
> called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
> upwards) & I don't have this function.

I had a quick look at the MiNT-sources (1.14.3), and it looks like it only
supports Maddalt() if the original GEMDOS does. So it looks like you have
to either fit 2.06 or buy MagiC...

Jo Even Skarstein

5753. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5v0h9s$t26$3@due.unit.no>
Source record: 6404

Thomas Goirand <thomas.goirand@hol.fr> wrote:
> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
> >I was just wondering... I remembered that TOS 4.04 still had
> >a restriction on the number of windows. I even thought that
> >it was something like in the old TOSs (7 windows if I
> >remember correctly).

> I've to say that the limit of the number of window is a LEGEND !
> Only the LAME desktop limits it's number of window. But it is
> desktop's fault, and NOT AES's.

I guess that the AES has a limit, especially since WinX increases the limit to 40 windows, even under 4.04. According to the Atari Compendium the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite (memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS 4.04 is limited to seven windows.

Jo Even Skarstein

5754. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: pls@no.spam
Message-ID: <5v0rhe$se@bcrkh13.bnr.ca>
Source record: 6405

In article <5v0i5a$t26$4@due.unit.no>, Jo Even Skarstein <josk@stud.ntnu.no> wrote:

>Btw. I don't think 0.21 really exists, according to the Atari Compendium
>the actual versions are 0.13 (1.00, 1.02), 0.15 (1.04, 1.06), 0.17
>(1.062), 0.19 (2.0x, 3.0x, this is where alternative memory was
>introduced) and 0.30 (4.0x, MultiTOS).

Does this mean that MiNT + AES 4.1 support alternate memory, even if the
underlying TOS does not?

Does AES 4.1 replace all of TOS , or only the AES portion?

>I had a quick look at the MiNT-sources (1.14.3), and it looks like it only
>supports Maddalt() if the original GEMDOS does. So it looks like you have
>to either fit 2.06 or buy MagiC...

I was reading the Compute! TOS book & found a BIOS function called 'Getmpb'
(get Memory Parameter Block).

This is used by GEMDOS to initalise the memory management.

If you use this function, it returns three pointers to memory descriptors.

I looked at the structures & it seems that it should be possible to hook into
these, although the book warns about changing these after initalisation.

There is also a location ($49E is TOS 1.04) which appears to be a pointer to
another mpb. This is currently set to NULL. Would it be possible to create
another mpb & put the address here, then link to the main mpb?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5755. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5v110l$7et$1@due.unit.no>
Source record: 6406

Gerry O'Rourke <pls@no.spam> wrote:

> >introduced) and 0.30 (4.0x, MultiTOS).

> Does this mean that MiNT + AES 4.1 support alternate memory, even if the
> underlying TOS does not?

See below.

> Does AES 4.1 replace all of TOS , or only the AES portion?

AES 4.1 is strictly speaking a standard, not a program. But the GEM.SYS 4.1 that's floating around is just a new AES that runs on top of MiNT.

> >I had a quick look at the MiNT-sources (1.14.3), and it looks like it only
> >supports Maddalt() if the original GEMDOS does. So it looks like you have
> >to either fit 2.06 or buy MagiC...

> I was reading the Compute! TOS book & found a BIOS function called 'Getmpb'
> (get Memory Parameter Block).

MPB doesn't make any sense under MagiC or MiNT, so if you use it it will probably break under anything but plain TOS and perhaps Geneva.

> I looked at the structures & it seems that it should be possible to hook into
> these, although the book warns about changing these after initalisation.

And MiNT (and MagiC I believe) uses a completely different way of organizing memory, so it won't work unless you use plain TOS.

> There is also a location ($49E is TOS 1.04) which appears to be a pointer to
> another mpb. This is currently set to NULL. Would it be possible to create
> another mpb & put the address here, then link to the main mpb?

Haven't got a clue, but as a general rule you should not mess around with MPB. It's highly version-dependant and won't work at all under several OS'es. Upgrade to 2.06 or get MagiC! Unless you play a lot of old games I'd go for the 2.06-options, as it gives you more freedom than MagiC (E.g. you could use the alt. memory under MiNT and TOS as well.).

Jo Even Skarstein

5756. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5v12am$lsv@balaena.bio.vu.nl>
Source record: 6407

Gerry O'Rourke (pls@no.spam) wrote:

: I am now fairly sure that I have version 0.15 & that the version should be
: called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
: upwards) & I don't have this function.

If you wanna be really evil you can get a TOS image for TOS 2.06 off one of
the Atari Game sites, which is sort of illegalish. But anyway, you could
then load that TOS from disk on bootup and end up with a newer TOS and more
memory minus the size of the TOS image. May be worth a try?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Boo!

5757. GCC and GFA

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: marillat@alpes-net.fr
Message-ID: <1722marillat@alpes-net.fr>
Source record: 6408

Hi,

Anybody can tell me how to include GCC C procedure in GFA basic ?

I know sozobon can do that but for GNU C !!!???

Bye,
Christian

** I'm up to the eyes in work

Via *FIST* v2.52A beta Gate on alpes-net.fr (90:800/1.15)

--

5758. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0809971349550001@wilga.mtholyoke.edu>
Source record: 6409

In article <5uuuj7$jv3$1@news2.isdnet.net>, thomas.goirand@hol.fr (Thomas Goirand) wrote:

> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
> >I was just wondering... I remembered that TOS 4.04 still had
> >a restriction on the number of windows. I even thought that
> >it was something like in the old TOSs (7 windows if I
> >remember correctly).
>
> I've to say that the limit of the number of window is a LEGEND !
> Only the LAME desktop limits it's number of window. But it is
> desktop's fault, and NOT AES's.
> Try to open 256 windows, I'm almost sure it will work (I've never
> tried).
>

Not true. There *is* a limit of 7 windows total (the desktop is always "open", and it's #8) in all AES versions prior to the one included with the Falcon and MultiTOS. Trying to use wind_create() to create anything past 7 will result in an error code.

The lame desktop in older versions of the AES did have a ridiculously low limit: 4, even though the AES was capable of opening 7. This was prior to 2.x/3.x, IIRC.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5759. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0809971351320001@wilga.mtholyoke.edu>
Source record: 6410
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

...and I just heard this morning on the radio that AOL has purchased
Compuserve... Interpret that as you will.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5760. GFA Number format conversion query in sample files

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970908222841.17019D-100000@exeter>
Source record: 6411

Hi guys,

I need to be able to extract the sample rate from *.AIF format sample files, but the number is stored in the file in 80-bit IEEE floating point format, and I need to be able to convert this into a readable number.

GFA supports "double" values which are 8-byte IEEE floating point format, but this doesn't seem to help much, either.

So, any clues?

Here's some examples, with the 10 bytes of the IEEE format number, and some sample rates to which they represent:

8K = 64,11,252,160,0,0,0,0,0,1
16k = 64,12,252,160,0,0,0,0,0,1
22k = 64,13,171,108,0,0,0,0,0,1
32k = 64,13,244, 36,0,0,0,0,0,1
44k = 64,14,171,109,0,0,0,0,0,1
48k = 64,14,184,157,0,0,0,0,0,1

So, how can I interpret those 10 bytes into the corresponding sample rate with GFA?

|> | |
|> E |\| |-| /\ |_ |_

5761. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <26932263_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6412

Hi Uwe & Everybody

Today, due to my colour booting problem (another thread) and various unexplained crashes under MagiC, I zeroed my boot partition and reloaded HDDriver, NVDI, MagiC etc.

My ZIP drive seems to be behaving better now. So problem solved for now :) It certainly seems to recognise a disk now, even if I boot without one in the drive. I haven't checked the other problem (swapping from a 1 partition disk to a 3 partition disk and vice versa). If it's still a problem, then of course I'll repost in here :)

Regards,
Gary

In article <40111523_000003_OASIS_NEWS@the-gap.demon.co.uk> gary@the-gap.demon.co.uk (Gary Priest) wrote:-

>I am running a Falcon with MagiC 5.11 (also used to be 5.03) and HD Driver
>6.0, and MagXDesk.
>
>I have a ZIP drive attached to the SCSI port.
>
>If I boot my Falcon and there is no disk in the ZIP drive then I can't
>access it at all even when I put a disk in. I have to reboot. All I get is a
>gemdos error (can't remember which one, something like invalid drive).
>
>If I have a disk in the drive with say 3 partitions, and then eject it and
>insert a disk with one partition, and try to access it, I get the same
>gemdos error as above. :(
>
>Is this normal behaviour, or is it a bug in MagiC, MagxDesk, or HD Driver?
>
>Seems very poor to me. If it is a bug, would it be possible to write a
>workaround (ie something that flushes the disk details and does a mediach)?
>
>But surely the Falcon should recognise the disk has changed (or been
>inserted) and adapt to suit it?
>
>Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5762. Re: ZIP drives and MagiC problems

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: DCroker@fortress.org.uk
Message-ID: <1274_DCroker@fortress.org.uk>
Source record: 6413

Nostrodamus phrophesised this from us@ooc.de to All...

Hi Uwe!

u> Gary Priest wrote:
>>
>> If I have a disk in the drive with say 3 partitions, and then eject it
>> and insert a disk with one partition, and try to access it, I get the
>> same gemdos error as above. :(

u> A workaround makes no sense. Media changes have to be reported and
u> recognized. Anything else is not satisfying.

I have the same problem with a Syquest EZ135 as discussed in email BTW.

Speak to 'ya later!

--

5763. Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Centek <centek@eeb.fr>
Message-ID: <01bcbcaf$492e48c0$190844c3@p-d-mou>
Source record: 6414

<encoded_portion_removed>
Cmh0dHA6Ly93d3cuZWViLmZyL2NlbnRlaw==

5764. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-08 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970908202854809 56@zetnet.co.uk>
Source record: 6415

```
> limit to 40 windows, even under 4.04. According to the Atari Compendium
> the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite
> (memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS
> 4.04 is limited to seven windows.

This part of the compendium has a couple of typos - I cannot find the
corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
I also seem to remember that they said that they corrected it to say that
it was AES 3.3 that changed the limit, but I'm not certain on this point...

Anthony

--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------
Please note the new email and WWW addresses. Thanks.
-------------------------------------------------------------------------
```

5765. Re: New ST User Needs Help!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5v2gkp$1bc$1@News.Dal.Ca>
Source record: 6416
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

Most of the good MIDI stuff needs 1 meg to run. Also you need the SM124
mono monitor for most of them. Chances are the TOS in your 520 is the
dreaded 1.0, and that the floppy drive is only single sided.

best of luck with it.

JG

5766. Re: Key pressed or not, how do I find out?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: Daniel H&#65533;gg <kalle@kula>
Message-ID: <01bcbceb$495b7c00$23334b92@sme0323.marine.combitech.se>
Source record: 6417

```
Andreas Kromke <and@imr.uni-hannover.de> wrote in article
> : >Now, this is the case; I use evnt_multi to wait for a keypress
> : >(evnt_keybd()), and when I get that event and have detemined that the
> : >pressed key is an arrow down (scancode $50 or $48, don't remember) I
enter
> : >my scroll down routine. Now, when this scroll down routine is finished

> : >(one line scrolled), I want to check, somehow, to see if that key is
still
> : >pressed! This way I can loop this scrolling routine which speeds up
the
> : >scrolling quite much and avoid the keyboard overrun.
>
> 3. Try evnt_multi() with timer=0 and check if further key events are
> waiting (i.e. poll the events). Ignore these events if the key is
> a cursor key.
> Continue the loop until no further keys are waiting.
>

If you access the hardware direct, you will receive a
message from the IKBD when the key is pressed
and another message when the key is released.
But you should of course not do this! :-)

/
/ Daniel
```

5767. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5v2uom$bph@balaena.bio.vu.nl>
Source record: 6418

Centek (centek@eeb.fr) wrote:

: Q0VOVEVLIC0gQVVHVVNUIDE5OTcNCg0KKioqKioqKioqKioqKioqKioqKioqKioqKioNCiog
: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioq

Ah, I see...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

If little green men land in your back yard, hide any little green women
you've got in the house.
-- Mike Harding, "The Armchair Anarchist's Almanac"

5768. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5v3a03$8ai$1@triglav.iwaynet.net>
Source record: 6419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-06 rdell@best.com(RichardDell) said:
>Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
>system (choked perhaps) possibly due to my own system memory
>constrants, but the file was there deleted, so I undeleted it and
>it looks valid (passes the Pkzip -t).
>> Perhaps I can help? I have a ZIPper on my Mac that I find to be
>>much more reliable than the ones on the PC, notably on large files
>like this.
>Thanks, but I worked around (see above) Thursday nite. I did
>notice the

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.
PKZIP should just get a error from MS-DOS and exit.And PKZIP (2.04g) uses XMS
memory.(and EMS,but nobody uses that anymore)

How much MS-DOS and XMS memory do you have?

Net-Tamer V 1.09 - Test Drive

5769. Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R0909971409240001@newsserver.cilea.it>
Source record: 6420

Does anyone know how can I make (and display) a little color-sprite on
the screen ?
Have you a little C source code to show me ?

Thank you very much!

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

5770. Re: Which GEMDOS version do I have.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <5v3g34$83s$1@due.unit.no>
Source record: 6421

Levien van Zon <lvzon@bio.vu.nl> wrote:
> Gerry O'Rourke (pls@no.spam) wrote:

> : I am now fairly sure that I have version 0.15 & that the version should be
> : called 0.15, because the 'Maddalt' function is included in GEMDOS 0.19 (&
> : upwards) & I don't have this function.

> If you wanna be really evil you can get a TOS image for TOS 2.06 off one of
> the Atari Game sites, which is sort of illegalish. But anyway, you could
> then load that TOS from disk on bootup and end up with a newer TOS and more
> memory minus the size of the TOS image. May be worth a try?

I had a look at BigDOS 8 today, and it seems like it supports Maddalt(). So try
BigDOS and see what happens.

Jo Even Skarstein

5771. Re: How may windows can be opened?

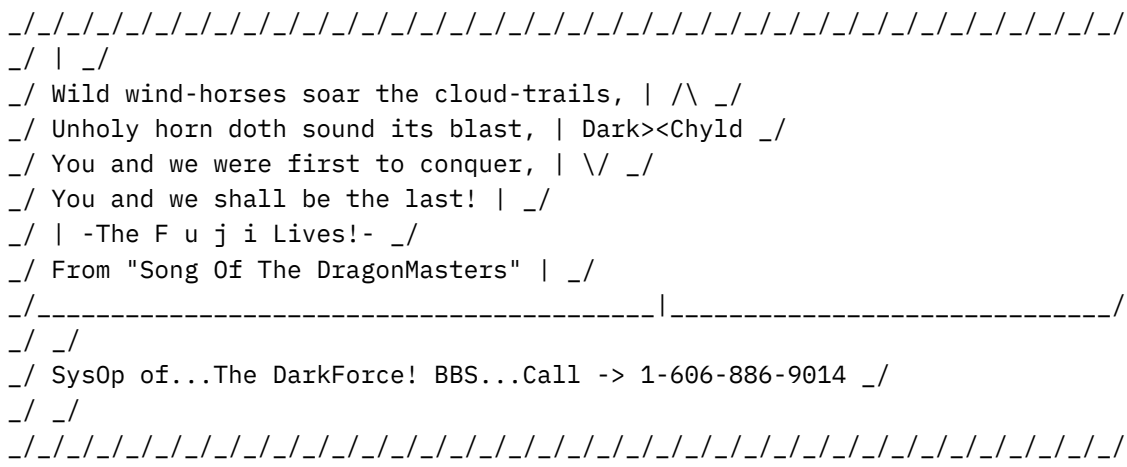
Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873825920_OASIS_@pcc-uky.campus.mci.net>
Source record: 6422

In article <19970908202854809 56@zetnet.co.uk>
Anthony Jacques <jacquesa@zetnet.co.uk> said:-

>This part of the compendium has a couple of typos - I cannot find the
>corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
>I also seem to remember that they said that they corrected it to say that
>it was AES 3.3 that changed the limit, but I'm not certain on this point...
>
>Anthony

Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
it goes to 4 open windows before saying I must close a currently open window
before I can open another one... Tried the same thing with my TOS 1.04 Mega
ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on
my Falcon...the number there did increase to 7... :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

5772. FS: Retro Comp System

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: Rob <orion5@sunherald.infi.net>
Message-ID: <34158C61.52F0@sunherald.infi.net>
Source record: 6423

```
Atari 2600 Hardware
Wico bat handle joysticks ...($8.00 with Console and Power Supply)..
$ 10.50
2600 6 switch .....................................................
$ 15.00
2600 Jr. ..........................................................
$ 15.00
power supply ......................................................
$ 6.00

Atari 7800 Hardware
Consoles ..........................................................
$ 15.00
Power Supply (1 each) ..............($5.00 with Console).............
$ 8.00
Joysticks ..........................($5.00 with Console).............
$ 8.00

Atari 1040 STFM Computer.................................................
$100.00
This is a (1) Megabyte 68000 System.
(1) Built-in Floppy Reads 720k, 3.5 in disks
formatted on an IBM Compatible.
(2) I/O includes Cart Port, Par. Printer Port,
Atari's SCSI for Hard Drive, Modulator for TV,
Hi-res Port for Paper white or HR Color Monitor
and finally (2) Joysticks/Mouse ports.
(3) This system has been checked to the best of
my ability the system runs I've down loaded
Donkey Kong, Space Invaders off the Inter Net
and played them using the Joy Stick No problem.
This System will include the above listed games
(4) Option's (Add 50% if not purchased with 1040 STFM)
a. Wico bat handle Joystick (Steel Shaft).......................
$ 8.00
b. SC-124 monochrome Monitor...................................
$ 20.00

Radio Shack Model 100 .....................................................
$100.00
(1) Fully operational Expanded to 32 K Memory
(2) Owners Manual and Leatherette Cover

Sega Master System
Base System/No Power Supply .....................................
```

$ 30.00
Base System/with PS ....
$ 45.00
Controller Pad ....(8.00 with purchase of console).............
$ 10.00

Contact orion5@sunherald.infi.net

Buyer pays Shipping

Thanks

5773. Re: VT100 specs

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-09 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <42355858_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6424

Jason J Railton had an article on escape codes in a recent edition og ICTARI.
Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

Have Fun,
"Augeas"

--

_ _____ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ _______ H | |\\| | | |\/| | | ___| THE
\/ \ \ | | \ | | | | | | |___
_/_____/ E |_| _| |_| |_| |_____| ENEMY

5774. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <5v58pf$69@usenet.pa.dec.com>
Source record: 6425

In article <5v2uom$bph@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon)
wrote:
>Centek (centek@eeb.fr) wrote:
>
>: Q0VOVEVLIC0gQVVHVVNUIDE5OTcNCg0KKioqKioqKioqKioqKioqKioqKioqKioqKioNCiog
>: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioq
>
>Ah, I see...
>
> -=Levjenno

They actually file attached a text file to the posting. You need a news
reader which understands file attachment.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX66/16Mb/1GB/W95

5775. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: 404on040@remove2reply.iwvisp.com
Message-ID: <5v5hur$472@news.iwvisp.com>
Source record: 6426

On 9 Sep 97 17:25:20 GM, Ronald J. Hall wrote:
> In article <19970908202854809 56@zetnet.co.uk>
> Anthony Jacques <jacquesa@zetnet.co.uk> said:-
>
>>This part of the compendium has a couple of typos - I cannot find the
>>corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
>>I also seem to remember that they said that they corrected it to say that
>>it was AES 3.3 that changed the limit, but I'm not certain on this point...
>>
>>Anthony
>
> Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
> it goes to 4 open windows before saying I must close a currently open window
> before I can open another one... Tried the same thing with my TOS 1.04 Mega
> ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on
> my Falcon...the number there did increase to 7... :)
>

Shame on you. Forcing your son to use a 1040 with TOS 1.0:).
I "loaned" my Mighty Sonic Falcon to my 14 yearold with the hope that he is
able to pick-up Calamus and Papyrus. Everytime I go into the room, he has
some game fired-up......He has done some work with M.A.G.E., but only with
sprites so far. Wait until the book reports are due:). Last year I got him
going with PageStream, but I was hoping he could teach me how to use those
fancy ones:).

Mike

5776. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: Chris Gray <grayc@se.bel.alcatel.be>
Message-ID: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>
Source record: 6427
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5v3a03$8ai$1@triglav.iwaynet.net> dklugh@iwaynet.net writes:

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.

And if the requested amount of memory is not available then the OS will say so.
And of course every programmer always
- checks the result of every system call
- writes appropriate code to deal with the case that the system call failed
- actually tests all of these special cases to see that nothing bad happens.

And I have a claim on some Martian real estate that you really should buy.

--

Chris Gray

(^_^)/~~

5777. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5v5vh6$i8b@balaena.bio.vu.nl>
Source record: 6428

William Wong (wongck@letterbox.com) wrote:

: >: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioq
: >
: >Ah, I see...

: They actually file attached a text file to the posting. You need a news
: reader which understands file attachment.

You mean to say that not everyone uses TIN? :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Give thought to your reputation. Consider changing name and moving to
a new town.

5778. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: ajalkane@gamma.hut.fi
Message-ID: <5v6ir2$sr6@nntp.hut.fi>
Source record: 6429

In article <5v0h9s$t26$3@due.unit.no>,
Jo Even Skarstein <josk@stud.ntnu.no> wrote:
>Thomas Goirand <thomas.goirand@hol.fr> wrote:
>> On 3 Sep 1997 16:40:07 , Arto Jalkanen wrote:
>> I've to say that the limit of the number of window is a LEGEND !
>> Only the LAME desktop limits it's number of window. But it is
>> desktop's fault, and NOT AES's.
>I guess that the AES has a limit, especially since WinX increases the
>limit to 40 windows, even under 4.04. According to the Atari Compendium
>the limit was raised from seven (Only 4 under 1.00 and 1.02) to infinite
>(memory permitting :-) in MultiTOS, a.k.a AES 4.0. This suggests that TOS
>4.04 is limited to seven windows.

Hmm.. perhaps it was raised to infinite already in TOS 4.04?
I can open over 25 windows (I got bored opening them after that)
with TOS 4.04. Of course not with the desktop...

Although I do remember reading back when MultiTOS was released
that MultiTOS expanded the number of windows open to infinite.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

5779. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <5v6vbl$5u5$1@news2.isdnet.net>
Source record: 6430

On 9 Sep 1997 14:09:24 , Max Farina wrote:
>
>Does anyone know how can I make (and display) a little color-sprite on
>the screen ?
>Have you a little C source code to show me ?

In wich environement are you working ? It is under TOS or
is it for a game or something like that ? (i.e do you want to
use the VDI...)

Thomas Goirand : musicien Sound-Track+MIDI et programmeur
E-MAIL : thomas.goirand@hol.fr

5780. Re: choosing BASIC interp

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: paulat.jones!ANTI-SPAM@zetnet.co.uk
Message-ID: <5v6qq2$h2r$2@irk.zetnet.co.uk>
Source record: 6431

On 6 Sep 1997 11:41:30 , Anthony Jacques wrote:

>> JA>> GEMMA is not for adding GEM like interface,, it is for accesing GEM
>> JA>> the true GEM, it lets you read and write the command line, lets you
>> JA>Sorry to butt in Tony, but you're over emphasizing the file-selector
>> JA>here. :) GEMMA allows access to all of GEM - there are various demo
>> JA>programs making use of windows and dialogues etc. There are commands
>> JA>implemented for all AES and VDI calls (even AES 4.x).
>>
>> So does that mean one could multitask under Geneva too, seeing as this is
>> allowing STOS to access GEM?
>
>Geneva hasn't been tested, but I dont see any reason why not. Due to some
>dirty memory handling code in STOS (which is gradually being replaced),
>there are potential problems under any multitasking system, so I wouldn't
>care to say if it works... but it might.

Currently GEMMA works fine under MultiTOS and even a multitasking GEM
application has been programmed which works in the STOS interpreter!
There is no visable methods to tell a GEMMA/STOS program to another
language.

Paul

_____ _____
/\ _ `\ * It's good to talk, but even better to email! * /___ \
\ \ \L\ \ * Internet email: paulat.jones@zetnet.co.uk * \/__/\ \
\ \ ,__/ * PJCO & GEMMA member 1. * _\ \ \
\ \ \ * Check out the homepage at: * /\ _\ \
\ \ \ * http://www.users.zetnet.co.uk/pjones/home.htm * \ ____/
\/_/ * HBASIC tutorial writer for Atari Computing * \/___/

5781. Re: Handling keyboard shortcuts

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <42956131_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6432

Hi Thomas

Thanks for the example below. It's just what I needed. I do indeed
understand assembly language. It's what I write *all* my Atari programs in.
I'm not much of a C programmer at all :)

Thanks to everyone, who responsded to this thread, it's much appreciated.
I am now able to put proper keyboard shortcut handling in POPwatch, CoSTa
etc.

Cheers,
Gary

In article <5uuv7m$l4q$1@news3.isdnet.net>
thomas.goirand@hol.fr (Thomas Goirand) wrote:-

>On 3 Sep 97 21:47:12 GM, Gary Priest wrote:
>>I'm at a complete loss about Keytbl! I've read the Compendium but it doesn't
>>give any examples on how to use this. It has three arrays; unshifted,
>>shifted and caps. No mention of CONTROL!
>
> The folowing lines does what you want to do. I'm sory if you don't
>understand assembly language... but I hate C !!! To slow and unexpressive
>(just have a look a PureC bindings and you will see what I mean...).
>
> clr.l d7 ; We take the scan code returned by
> move.b int_out+10,d7 ; evnt_multi() : the highest byte of int_ou+10 (int_out[5] in C).
>
> Keytbl #-1,#-1,#-1 ; Let's find the ascii table coresponding to the
> move.l d0,a0 ; scan code (UPPER CASE)
>
> move.l 4(a0),a0
> add.l d7,a0
> move.b (a0),ascii_key

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5782. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970910201159809 56@zetnet.co.uk>
Source record: 6433

> >This part of the compendium has a couple of typos - I cannot find the
> >corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
> >I also seem to remember that they said that they corrected it to say that
> >it was AES 3.3 that changed the limit, but I'm not certain on this point...
>
> Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
> it goes to 4 open windows before saying I must close a currently
open window
> before I can open another one... Tried the same thing with my TOS 1.04 Mega
> ST, and it went to 4 open windows also...

Yes, this is the desktop - try it again with something like Everest - you'll
get 7 windows (like I just did on my 1.00 STfm).

> Then I tried it with TOS 4.04 on
> my Falcon...the number there did increase to 7... :)

Strange - Desktop on my Falcon allows 8 windows - but this is a desktop
limitation, not the AES - in Thing there is a limit of 16 windows (I
expect forced by Thing), while Everest (3.5e) allows me to open 10...

Try it. :-)

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------
Please note the new email and WWW addresses. Thanks.

5783. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873932370_OASIS_@pcc-uky.campus.mci.net>
Source record: 6434

In article <5v5hur$472@news.iwvisp.com>
404on040@remove2reply.iwvisp.com (Michael Grove) said:-

>Shame on you. Forcing your son to use a 1040 with TOS 1.0:).

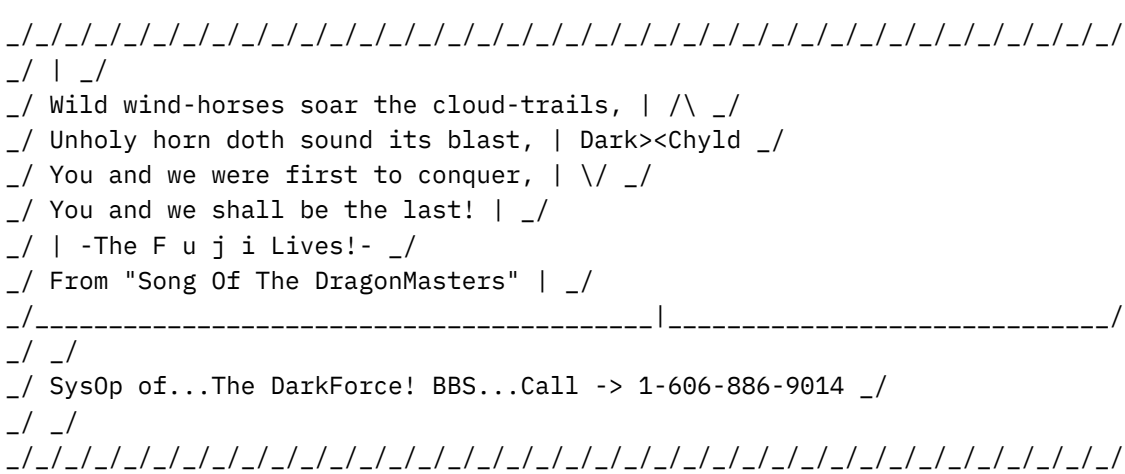
<grin> Well, he is just 6 years old, so he mostly does games...He does
use Art For Kids, H.E.R.O (Falcon version), and Running, on my Falcon.
A lot... :)

>I "loaned" my Mighty Sonic Falcon to my 14 yearold with the hope that he is
>able to pick-up Calamus and Papyrus. Everytime I go into the room, he has
>some game fired-up......He has done some work with M.A.G.E., but only with
>sprites so far. Wait until the book reports are due:). Last year I got him
>going with PageStream, but I was hoping he could teach me how to use those
>fancy ones:).

I've just recently bought PageStream 2.2se for my Falcon so I'm just really
getting used to it. Do you have any suggestions on how to get it to bootup
faster on the Falcon? I've set the fastload bit, and I've gotten the paths
correctly set to my hard drive, but it still seems to take a long time to
start (especially compared to most other programs) I'm hoping Kyle will
develop a taste for more "serious" stuff as we go along...! :)

Thanks for any suggestions...!

--



5784. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-10 00:00:00 UTC
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Message-ID: <5v5knb$491$1@infomania.emw.ericsson.se>
Source record: 6435

Ronald J. Hall wrote:
>
> In article <19970908202854809560@zetnet.co.uk>
> Anthony Jacques <jacquesa@zetnet.co.uk> said:-
>
> >This part of the compendium has a couple of typos - I cannot find the
> >corrections file atm, but I know that TOS 1.00 also had a max of 7 windows.
> >I also seem to remember that they said that they corrected it to say that
> >it was AES 3.3 that changed the limit, but I'm not certain on this point...
> >
> >Anthony
>
> Just out of curiosities sake, I booted up my sons 1040 ST with TOS 1.0 and
> it goes to 4 open windows before saying I must close a currently open window
> before I can open another one... Tried the same thing with my TOS 1.04 Mega
> ST, and it went to 4 open windows also...Then I tried it with TOS 4.04 on
> my Falcon...the number there did increase to 7... :)

I would suspect that this has got more to do with the desktop than the
TOS/AES
limit it self. The desktop has also got a limit in how many icons you
can have
on the desktop so it wouldn't suprise me if it has got the same limit
with
windows. Try to run an alternative desktop and see what the limit is
or make a program that opens as many windows as possible.

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

5785. Re: VT100 specs

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: bdc2@po.cwru.edu
Message-ID: <5v7r2r$ptf@alexander.INS.CWRU.Edu>
Source record: 6436

```
>
> Re: VT100 specs
>
> From: augeas@elis.demon.co.uk (G Greenway)
> Reply to: G Greenway
> Date: Tue, 9 Sep 97 20:39:18 GMT
> Organization: Thee Augean Stables
> Newsgroups:
> comp.sys.atari.programmer
> Followup to: newsgroup(s)
> References:
> <EFyDEs.AAJ@suse.modem.stud.uni-hannover.de>
> <341035d0ca5193@post1.com>
>
>
>Jason J Railton had an article on escape codes in a recent edition og ICTARI.
>Get thee to:
>
> http://www.elis.demon.co.uk/ictari/ictari.htm

WHERE??? I scoured thru the index, and found
NUFFIN!!

Boris D. Cahan

> Have Fun,
> "Augeas"
>
>
>
>--
>
> _ _________________________ _ _ _ _ _____
>/ \ \ T | \ | | | \ / | | ___| ARE
>| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
>\/__\ _________________________\__ H | |\\| | | |\/| | | ___| THE
> \/ \ \ | | \ | | | | | | |___
> \_/_________________________/ E |_| \_| |_| |_| |_____| ENEMY
```

5786. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-1109971023230001@wilga.mtholyoke.edu>
Source record: 6437

> I've just recently bought PageStream 2.2se for my Falcon so I'm just really
> getting used to it. Do you have any suggestions on how to get it to bootup
> faster on the Falcon? I've set the fastload bit, and I've gotten the paths
> correctly set to my hard drive, but it still seems to take a long time to
> start (especially compared to most other programs) I'm hoping Kyle will
> develop a taste for more "serious" stuff as we go along...! :)

IIRC, each of the printer drivers is an executable program, as well. You
can make PGS load faster by removing any drivers you don't usually use,
and also by setting their fastload bits. But if you start getting crashes,
the fastload bits should be the first thing you change back.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5787. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EGCuBx.7uv@cix.compulink.co.uk>
Source record: 6438

>This part of the compendium has a couple of typos - I cannot find the
>corrections file atm,
More than just typos :-)

The TAC errata file (errata from Scott himself and other stuff collected by
myself) can be found at my website:
http://www.stsd.demon.co.uk/linnhe.html

Slainte mhath
Mark

--
* Mark S Baines *
* Linnhe Computing - Quality Atari Software *
* Inver, Scotland *
* http://www.stsd.demon.co.uk/linnhe.html *

5788. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EGD8Dx.ML4@suse.modem.stud.uni-hannover.de>
Source record: 6439

In article <5v5vh6$i8b@balaena.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) writes:
> William Wong (wongck@letterbox.com) wrote:
>
>: >: UEhFTklYIDA0ML8gLyBQSEVOSVggMDYwvyAqDQoqKioqKioqKioqKioqKioqKioqKioqKioq
>: >
>: >Ah, I see...
>
>: They actually file attached a text file to the posting. You need a news
>: reader which understands file attachment.
>
> You mean to say that not everyone uses TIN? :-)

Naah, TIN sucks, KNEWS is it ! ;-)

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5789. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <874018136_OASIS_@pcc-uky.campus.mci.net>
Source record: 6440

In article <!SPAMdwilga-1109971023230001@wilga.mtholyoke.edu>
!SPAMdwilga@mtholyoke.edu (Dan Wilga) said:-

>IIRC, each of the printer drivers is an executable program, as well. You
>can make PGS load faster by removing any drivers you don't usually use,
>and also by setting their fastload bits. But if you start getting crashes,
>the fastload bits should be the first thing you change back.
>
>Dan Wilga !SPAMdwilga@mtholyoke.edu

Hey, Dan! Mucho thanks for the tip, I'll try it out and let you know...!

Thanks again... :)

--

```
_/_/_/
```

5790. Re: choosing BASIC interp

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-11 00:00:00 UTC
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Message-ID: <5v8464$2fh$1@infomania.emw.ericsson.se>
Source record: 6441

Paul Jones wrote:

> >Geneva hasn't been tested, but I dont see any reason why not. Due to some
> >dirty memory handling code in STOS (which is gradually being replaced),
> >there are potential problems under any multitasking system, so I wouldn't
> >care to say if it works... but it might.
>
> Currently GEMMA works fine under MultiTOS and even a multitasking GEM
> application has been programmed which works in the STOS interpreter!
> There is no visable methods to tell a GEMMA/STOS program to another
> language.

So, would it be possible to put a STOS game in a GEM window then?
That would be cool. Just open a window and all drawings to the screen
will be redirected to that window. Mqybe not that usefull on a ST, but
on a Falcon or Hades ir would be cool. :-)

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

5791. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-12 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R1209971120050001@newsserver.cilea.it>
Source record: 6442

In article <5v6vbl$5u5$1@news2.isdnet.net>, thomas.goirand@hol.fr (Thomas Goirand) wrote:

> In wich environement are you working ? It is under TOS or
> is it for a game or something like that ? (i.e do you want to
> use the VDI...)
>

I want to try to make a game using VDI/AES standard functions
(for compatibility of all Atari machines lines...)

Thank you

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

5792. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5vbf22$2m3@balaena.bio.vu.nl>
Source record: 6443

Max Farina (massimo@irfmn.mnegri.it) wrote:

: I want to try to make a game using VDI/AES standard functions
: (for compatibility of all Atari machines lines...)

You'd best use vro_cpyfm() then... I could look up some example
code for this function if you like. Only problem would be getting
rid of flickering. You could try double buffering, but it'll use
a lot of CPU time on a system without blitter (and a lot of bus time
on a system with blitter).

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

I must have slipped a disk -- my pack hurts

5793. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <341ca522.12324421@news.demon.co.uk>
Source record: 6444

On 12 Sep 1997 13:11:30 GMT, lvzon@bio.vu.nl (Levien van Zon) wrote:

>Max Farina (massimo@irfmn.mnegri.it) wrote:
>
>: I want to try to make a game using VDI/AES standard functions
>: (for compatibility of all Atari machines lines...)
>
>You'd best use vro_cpyfm() then... I could look up some example
>code for this function if you like. Only problem would be getting
>rid of flickering. You could try double buffering, but it'll use
>a lot of CPU time on a system without blitter (and a lot of bus time
>on a system with blitter).

Not having written a game I've not done this but it should work:

The likes of vro_cpyfm() are much easier to use if they work on the screen. So, if we declared a second block of suitably sized and aligned memory for a shadow screen we could toggle logbase to write to each with a simplified vro_cpyfm() and physbase to show the required screen.

If multitasking is a consideration then the only problem which should arise is when logbase is not set to the original place. Either we could stipulate the game be installed singletasking, or block task switching until logbase reverts to the original place which it will do often enough with a half decent frame rate. By its very nature, there wouldn't even be a need to allow a user preference which method is used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5794. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-12 00:00:00 UTC
From: Centek <centek@eeb.fr>
Message-ID: <01bcbfcb$818e8a80$LocalHost@p-d-mou>
Source record: 6445

Hello,

Levien van Zon <lvzon@bio.vu.nl> a crit dans l'article
<5vbf22$2m3@balaena.bio.vu.nl>...
> Max Farina (massimo@irfmn.mnegri.it) wrote:
>
> : I want to try to make a game using VDI/AES standard functions
> : (for compatibility of all Atari machines lines...)
>
> You'd best use vro_cpyfm() then... I could look up some example
> code for this function if you like. Only problem would be getting
> rid of flickering. You could try double buffering, but it'll use
> a lot of CPU time on a system without blitter (and a lot of bus time
> on a system with blitter).

For double buffering you will not need to make copy of screen
but use the xbios (first) to set your new screen for your game
with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
Setscreen(your buffer,your screen,-1.W). Don't forget to swap the address
of the screen before do it. The Xbios will perform a Vbl sync to swap
the adress.

Sacha

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5795. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-13 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970913124306809 56@zetnet.co.uk>
Source record: 6346

```
> > : I want to try to make a game using VDI/AES standard functions
> > : (for compatibility of all Atari machines lines...)
> >
> > You'd best use vro_cpyfm() then... I could look up some example
> > code for this function if you like. Only problem would be getting
> > rid of flickering. You could try double buffering, but it'll use
> > a lot of CPU time on a system without blitter (and a lot of bus time
> > on a system with blitter).
>
> For double buffering you will not need to make copy of screen
> but use the xbios (first) to set your new screen for your game
> with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a

Thats not a very portable solution though - they clearly say that they want
it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
is a Falcon call...

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------
Please note the new email and WWW addresses. Thanks.
-------------------------------------------------------------------------
```

5796. HELP! TT floppies died again!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: bdc2@po.cwru.edu
Message-ID: <5vfmb0$l4t@alexander.INS.CWRU.Edu>
Source record: 6347

This is absurd! I have two TT's, and have been trying to
rearrange them so I can give one to my daughter. A couple of nights ago,
I posted about my floppies "disappearing" on one of them. Under thing,
when clicked on a floppy, or typing alt-A, which should open it, it just
dings. Under the desktop, I get a message

Device A: does not exist

And then after making the post to CSAS, and playing with the SCSI port,
un-plugging and then plugging in my ZIP drive, it started working.
Tonight, I swappped memory between them, (one had 4+4, and the other
10+16, both Atari boards) and now the other computer has the floppy locked
out!!! Is there a virus that does this shit? Has anyone ever heard of this?
If I try cold booting for a floppy, the light doesn't even go on.
It's not power shortage, cause the second TT is in a tower case, with a
separate, large power supply. UI am going wild, trying to figure it out.

Can anyone help? Has anyone encountered this before?
CPX's that look at the disks don't see it. It makes no sense to me.

HELP!!!
Boris Cahan
bdc2@po.cwru.edu

5797. De Re Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: Emmett York <emmetty@erols.com>
Message-ID: <01bcc0ff$b9db9420$b72aaccf@emmett>
Source record: 6348

A while ago I d/l De Re Atari but since lost it. Anyone have that for download?

Thanks

5798. Re: HELP! TT floppies died again!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HIOPCAAUUP@data.rhein-main.de>
Source record: 6349

In <5vfmb0$l4t@alexander.INS.CWRU.Edu> bdc2@po.cwru.edu wrote:

>out!!! Is there a virus that does this shit? Has anyone ever heard of this?

First check your software..
Have a look to my last message.

I not heard about this before!

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5799. Programming info for PPP Connect

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <21031993_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6350
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I've ordered CAB2.5 inc. PPP Connect from System Solutions and should hopefully get it in a couple of weeks.

I might be interested in modifying POPwatch to use PPP Connect (as well as STiK etc.). To do this I obviously need programming docs for PPP Connect.

Does anyone know if these are publicly available? If so, where I can get them? I guess they'll be in German which is going to be a pain :(

Cheers,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5800. Re: Keyboard Processor / Joystick Input / Games / Speed

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: warpstar@typhoon.xnet.com
Message-ID: <5vha33ibo1@flood.xnet.com>
Source record: 6351

Hi,

Welcome me to this group, its the first time that I posted.

I'm trying to write a simple game demo for the Atari STe utilizing both the blitter chip and the joystick.

My blitter routines work fine. It's the joystick part thats messing up. I'm using keyboard command $14, which seems like the accepted conventional way of doing it. It seems to work fine, until I place the joystick routines in a loop with my blitter routines. Then command $14 likes to place $ff into the buffer for the joystick input. This makes the control spotty at best.

BTW, my blitter routines all use HOG mode.

What I'd really like to know is how to gather keyboard and joystick information directly from the hardware, and bypass TOS altogether in this regard. I'll probably have my own routines for directly writing the score to the screen as well.

I tried to grab the info at $fffc02 which is the input for the Keyboard ACIA. I know that in this case, my program would have to understand the difference between keyboard and joystick input. No big deal. Well, when I use this approach along with my blitter routines in the same loop, it still does not work out. I think that the keyboard processor is still trying to work with the system while the blitter is in HOG mode, and in that case does not know what to do, as HOG mode hogs the bus entirely. In that case it gets confused and says that input is ff, which it isn't.

I will entertain even flames on this subject at this point. But, I have a few more ideas to try.

Jason (Warpstar) Damisch

5801. occasion

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: Vos nom et pr&#65533;nom <abd-thierry@infonie.fr>
Message-ID: <01bcc140$23788560$451965c3@pentium>
Source record: 6352

```
Recherche ST-Book d'occase
adb-thierry@infonie.fr
```

5802. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: Centek <centek@eeb.fr>
Message-ID: <01bcc10e$7e316300$LocalHost@p-d-mou>
Source record: 6353

> > For double buffering you will not need to make copy of screen
> > but use the xbios (first) to set your new screen for your game
> > with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
>
> Thats not a very portable solution though - they clearly say that they
want
> it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
> is a Falcon call...
Yes, but it is an example, you can use also mode 0,1,2 for ST: it will be
not very
beautiful but you can test the computer with cookie and do the right thing

Sacha,
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5803. Looking for info on the Atari ST Instruction set

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-14 00:00:00 UTC
From: Ron Hayes <rhayes@cgocable.net>
Message-ID: <341C7C62.2ED32923@cgocable.net>
Source record: 6354

I would like to find some information on the Atari ST Instruction
set,memory maps and file registers, can anyone help?
I have programmed in ass'y before on another platform and would like to
give it a try on the old Atari and see what I can come up with.
rhayes@cgocable.net

5804. ST Programers, please read

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-15 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <5vi10v$e6p@news2.tds.net>
Source record: 6355

I'd like to ask current and former Atari ST programmers with software
available for downloading or other forms of distribution to stop by my site
and take a few minutes to fill out a form.
I'm trying to provide a one-stop source for up-to-date registration
information on programs whose authors may have moved, physically or
electronically, since their software was made available. In addition,
I plan on providing a synopsis of programs and system requirements for all
programs.
Don't pay too much attention to the rest of the site yet, as geocities
doesn't allow passive connections, which I seem to be limited to with
TOS 1.62, and I have to use a local internet cafe to upload my pages. At
the moment I am concentrating on compiling as much information as
possible.

NOTE: There is one area in the form, under the heading "Support"
that works fine with CAB, but I'm not sure whether it works
with Netscape. I ran a test of it at the cafe, and it only
returned 1 selection (I really can't remember whether I
selected more than one item or not). Multiple items were
returned from my tests with CAB.

Anyway, thanks for reading, and please visit the following page at
your convenience:

http://www.geocities.com/siliconvalley/peaks/6320/author01.htm

Terry

---
tross3@hamtel.tds.net
http://www.geocities.com/siliconvalley/peaks/6320

5805. So, how do the pros do joystick input on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-15 00:00:00 UTC
From: warpstar@typhoon.xnet.com
Message-ID: <5vi7l5sdm2@flood.xnet.com>
Source record: 6356

Hey, how do they? Do they reprogram the 6301 and then send it new message commands by controling the 68901 to know when to poke the 6850's register? Or, does the 68901 create an interrupt which executes a routine which happens to be the proper time to peek the 6850?

Pleeeeeeeeeeeeeeeeze teeeeeeeel meeeeeeee!!!!!!!!!!

5806. Re: Programming info for PPP Connect

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-15 00:00:00 UTC
From: michael@ghf.augusta.de
Message-ID: <HIPSEAALUP@ghf.augusta.de>
Source record: 6357
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hello to all

In <21031993_000003_OASIS_NEWS@the-gap.demon.co.uk> Gary Priest wrote:

>I might be interested in modifying POPwatch to use PPP Connect (as well as
>STiK etc.). To do this I obviously need programming docs for PPP Connect.
>
>Does anyone know if these are publicly available? If so, where I can get
>them? I guess they'll be in German which is going to be a pain :(

i was told, that the BLIP-Docus are the same then the Docus to PPP-Connect.

You need the documentation (the commands are the same as used in unix:
sock_init(), socket(), bind(), listen()) the only differencies are:

sread(), swrite(), sfcntl(), sclose()

which have all an "s" in front of the command.

But you hade to use an Library, in which these commands are defined.

With these Informations i tried to write a program, but i earned always an
errormessage from "socket()". So i the compiled program doesn't run.

The programmer of PPP-Connect (Sven.Kopacz@LB.maus.de) is now learning for
his university exam's, so he is now had to think about another problems.

Should i send you the BLIP-Archive icluding the Programmingdocumentation.
But it's in German!

Greatings Michael

--
==
Michael Pieper /\ /\ privat: michael@ghf.augusta.de
<*> <*> Michael_Pieper@ll.maus.de
+49-821-2991133 -^- http://www.augusta.de/~michael/
==

5807. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-15 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <5vhv6v$geb@usenet.pa.dec.com>
Source record: 6358

In article <5v5vh6$i8b@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>William Wong (wongck@letterbox.com) wrote:
>
>: They actually file attached a text file to the posting. You need a news
>: reader which understands file attachment.
>
>You mean to say that not everyone uses TIN? :-)
>

Nope, I don't use TIN. There are some other, just as capable readers, out
there.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX66/16Mb/1GB/W95

5808. Re: Favourite...

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-16 00:00:00 UTC
From: sven@dit.lth.se
Message-ID: <5vllip$a6m$1@news.lth.se>
Source record: 6359

In article <341e37e2.0@comnet.co.nz>, Gaven Miller <gmiller@inca.co.nz> wrote:
>I sometimes run into a snag in my programming, and find that if I just
>walk away from the computer and go somewhere else.
>
>Other times, I get a flash of inspiration while doing something completely
>unrelated to programming.
>
>Does this happen to you? If so, where are the favourite places you go to
>when you have a thorny programming problem.
>

I usually take a walk or go out jogging or something. Excercise usuall
makes me focus on a problem. Otherwise going to a movie or watching TV
can help too. However since I use computers at work I usually takes
a walk in the corridores...

Sometimes listening to music can help too..

>
>Also, it has often been said (and is probably part of the hacker image)
>that programmers sit at their computers and consume large quantities of
>junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come
>to mind)
>
>Does this sound familiar?
>

Not at all. I very seldom eat junk food. I also try to awoid softdrinks..

Regards
Sven Karlsson - Istari Software - Atari Software and Hardware developer

5809. Re: Color sprite

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-16 00:00:00 UTC
From: sven@dit.lth.se
Message-ID: <5vllvt$a7l$1@news.lth.se>
Source record: 6360

In article <01bcc10e$7e316300$LocalHost@p-d-mou>, Centek <centek@eeb.fr> wrote:
>> > For double buffering you will not need to make copy of screen
>> > but use the xbios (first) to set your new screen for your game
>> > with Setscreen(0.L,0.L,3.W,mode.W) and switch your screen (second) by a
>>
>> Thats not a very portable solution though - they clearly say that they
>want
>> it to work on all Atari machines, and VSetScreen (setscreen with res= 3)
>> is a Falcon call...
> Yes, but it is an example, you can use also mode 0,1,2 for ST: it will be
>not very
>beautiful but you can test the computer with cookie and do the right thing

SetScreen don't work on for instance Hades. You would have to test
the video cookie to see if you are running on a Atari at all..

However being an old demo and game programmer I must add that
double/triple buffering is essential. It however hard to use that
with VDI/AES.

Regards
Sven Karlsson - Istari Software - Atari Software and Hardware developer

5810. Favourite...

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-16 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <341e37e2.0@comnet.co.nz>
Source record: 6361

(Slightly off-topic)

I sometimes run into a snag in my programming, and find that if I just walk away from the computer and go somewhere else.

Other times, I get a flash of inspiration while doing something completely unrelated to programming.

Does this happen to you? If so, where are the favourite places you go to when you have a thorny programming problem.

Also, it has often been said (and is probably part of the hacker image) that programmers sit at their computers and consume large quantities of junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come to mind)

Does this sound familiar?

Just curious - I wanna see if I fit the Atari Hacker prototype.

(Sorry for being slightly off topic, but at least it is programmer related)

--

Any email sent to my address will bounce, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

--

Quote For The Month:

"I have Attention Deficit Disorder"

"Hold that thought for a minute"

("Dr Katz, Professional Therapist", TV4, Monday and Friday)

5811. Port adresse, C-Comiler

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-16 00:00:00 UTC
From: bbs2 <bbs2@linux01.gwdg.de>
Message-ID: <341E67A0.7DE5@linux01.gwdg.de>
Source record: 6362

Hallo

does anybody know the adress of the parrallel and seriell port of the ATARI 520 ST or how I can comunicate with these Ports unter GFA Basic or ST BASIC?

Are there C-Compiler for ATARI 520 ST or is it possible to run linux at that System

TiA Riepenhausen, Germany

5812. Re: Favourite...

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-16 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19970916182604809 56@zetnet.co.uk>
Source record: 6363

> Other times, I get a flash of inspiration while doing something completely
> unrelated to programming.
>
> Does this happen to you? If so, where are the favourite places you go to
> when you have a thorny programming problem.

Yes, I recognise this... I frequently find this happens if I play a game
which doesn't require much thought, but requires concentration (eg Llamazap).

> Also, it has often been said (and is probably part of the hacker image)
> that programmers sit at their computers and consume large quantities of
> junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come
> to mind)

I drink quite a bit of Coca-cola... and I have been known to eat the odd
chocolate biscuit... :)

Anthony

5813. Re: Port adresse, C-Comiler

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-17 00:00:00 UTC
From: sven@dit.lth.se
Message-ID: <5vo6g7$20l$1@news.lth.se>
Source record: 6364

In article <341E67A0.7DE5@linux01.gwdg.de>, bbs2 <bbs2@linux01.gwdg.de> wrote:
>Hallo
>
>does anybody know the adress of the parrallel and seriell port of the
>ATARI 520 ST or how I can comunicate with these Ports unter GFA Basic or
>ST BASIC?

What type of communication do you want to do? The easiest way to
use the serial and parallell port is to use BIOS or TOS.

>
>Are there C-Compiler for ATARI 520 ST or is it possible to run linux at
>that System

There are lots of C-compilers working on ST's including GCC...
I would recommend Lattice or Pure.

Regards
Sven Karlsson - Istari Software - Atari Software and Hardware developer

5814. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-17 00:00:00 UTC
From: DCroker@fortress.org.uk
Message-ID: <1387_DCroker@fortress.org.uk>
Source record: 6365

Nostrodamus phrophesised this from thechyld@pcc-uky.campus.mci.net to All...

Hi Ronald!

t> I've just recently bought PageStream 2.2se for my Falcon so I'm just
t> really getting used to it. Do you have any suggestions on how to get it
t> to bootup faster on the Falcon? I've set the fastload bit, and I've

a) Disable all the drivers you don't need
b) Set the fastload bits on the rest

Speak to 'ya later!

--

5815. Re: How may windows can be opened?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <874572972_OASIS_@pcc-uky.campus.mci.net>
Source record: 6366

In article <1387_DCroker@fortress.org.uk>
DCroker@fortress.org.uk (Derryck Croker) said:-

>Nostrodamus phrophesised this from thechyld@pcc-uky.campus.mci.net to All...
>
>Hi Ronald!
>
>a) Disable all the drivers you don't need
>b) Set the fastload bits on the rest
>
>Speak to 'ya later!

Thank, I had others send me that tip as well, and it does seem to make a
difference. Thanks again! :)

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

5816. Re: Favourite...

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-18 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <874573112_OASIS_@pcc-uky.campus.mci.net>
Source record: 6367

In article <19970916182604809 56@zetnet.co.uk>
Anthony Jacques <jacquesa@zetnet.co.uk> said:-

>> Other times, I get a flash of inspiration while doing something completely
>> unrelated to programming.
>>
>> Does this happen to you? If so, where are the favourite places you go to
>> when you have a thorny programming problem.
>
>Yes, I recognise this... I frequently find this happens if I play a game
>which doesn't require much thought, but requires concentration (eg Llamazap).
>
>> Also, it has often been said (and is probably part of the hacker image)
>> that programmers sit at their computers and consume large quantities of
>> junk food and high caffeine drinks ("Mountain Dew" and "Jolt Cola" come
>> to mind)
>
>I drink quite a bit of Coca-cola... and I have been known to eat the odd
>chocolate biscuit... :)
>
>Anthony

When I'm working with BBS Express's scripting language, (very BASIC like) I
tend to go one of two routes...thats (like you, Anthony) Coca-Cola and the
unsurpassed Cashew...until my sweet-tooth kicks in, then its a major attack
on -raw- chocolate chip cookie dough...chased down with a cold glass of milk
(of course!). <grin>

--

```
_/_/_/
```

5817. Re: Phenix

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-18 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5vqnpi$9hr@balaena.bio.vu.nl>
Source record: 6368

William Wong (wongck@letterbox.com) wrote:

: >You mean to say that not everyone uses TIN? :-)

: Nope, I don't use TIN. There are some other, just as capable readers, out
: there.

Not on this system. We've got, let's see...Pine, TIN and Nn. Great.
And this is a University computer network :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Do not meddle in the affairs of troff, for it is subtle and quick to
anger.

5818. Re: choosing BASIC interp

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-18 00:00:00 UTC
From: paulat.jones@zetnet.co.uk
Message-ID: <5vrtaneci1@irk.zetnet.co.uk>
Source record: 6369

On 11 Sep 1997 08:45:59, Magnus Kollberg wrote:

>> Currently GEMMA works fine under MultiTOS and even a multitasking GEM
>> application has been programmed which works in the STOS interpreter!
>> There is no visable methods to tell a GEMMA/STOS program to another
>> language.
>
>So, would it be possible to put a STOS game in a GEM window then?
>That would be cool. Just open a window and all drawings to the screen
>will be redirected to that window. Mqybe not that usefull on a ST, but
>on a Falcon or Hades ir would be cool. :-)

Possibly, I've had an idea to create a new traps routine for windows
- to use real windows instead... but I hardly think it would be that
good :-)

And because of the way STOS works, games wouldn't be multitasking, you
could run them with MultiTOS, but not be able to change to another
application/run another :-(

And BTW, I've created another extension called "NetWorld". It's
another extension for STOS which lets to interface with STiK to
connect to the internet! 8-)

Paul

_____ _____
/\ _ `\ * It's good to talk, but even better to email! * /___ \
\ \ \L\ \ * Internet email: paulat.jones@zetnet.co.uk * \/__/\ \
\ \ ,__/ * PJCO & GEMMA member 1. * _\ \ \
\ \ \ * Check out the homepage at: * /\ _\ \
\ \ \ * http://www.users.zetnet.co.uk/pjones/home.htm * \ ____/
\/_/ * HBASIC tutorial writer for Atari Computing * \/___/

5819. Stik Programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-19 00:00:00 UTC
From: David@ritter.demon.co.uk
Message-ID: <97264509_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 6370
Body handling: Inline uuencoded payload not displayed: SOURCE.ZIP

I've recently started playing around with STik programming and
have run up against a small problem.

I'm trying to write a small talker program to enable others to
log on to my machine and send messages directly to me. (sort of
like an internet pager)

The problem is that data transfer only seems to take place when
my program is the top application or I interact with one of its
windows.

The problem is not with the programs evnt_multi loop as I include
timer events in that.

I have included the asm source code for the data transfer parts
of my program. Could anyone possible help me out?

David

[Section: 1/1 of SOURCE.ZIP OASIS Coder UUENCODE]

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: SOURCE.ZIP]

[End Of Section: 1 of SOURCE.ZIP OASIS Coder UUENCODE]

--

David@ritter.demon.co.uk

5820. HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-21 00:00:00 UTC
From: SEX APPEAL INSTANTLY <jason@compuserve.com>
Message-ID: <6026ce$lud@new1.sundial.net>
Source record: 6371

HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal

PURE INSTINCT PHEROMONE ATTRACTANT FOR MEN
WILL GIVE YOU AN UNFAIR ADVANTAGE WITH WOMEN
GUARANTEED

(or your money back)!

Everyone knows that some men (a tiny minority) are able to instantly attract women. It used to be known as "animal magnetism". Scientists now say this natural attraction is due to pheromones - body smells that are not consciously detected, but that effect the behavior of others towards the person giving off these chemical signals. It's natures way of attracting the opposite sex. Scientists have now isolated and synthesized two natural Attractants- androstenol and androstenone pheromone. Carefully controlled experiments show they work and have been widely reported on television and in both the British and international press. Androstenone pheromone has been successfully tested on BBC TV's "TOMORROWS WORLD" and by Desmond Morris (Author of "The Naked Ape" and "Manwatching" and renowned human behaviorist) on BBC TV's "Friday Night... Saturday Morning."

New improved formula PURE INSTINCT from ICT Research Technology contains both ANDROSTENOL and ANDROSTENONE pheromone and produces and undetectable scent that subconsciously attracts women to the wearer. PURE INSTINCT is the world's number one selling and the most concentrated (5 - 7 x normal active strength) pheromone spray for men - don't be misled by cheaper (or more expensive) imitations.

WHAT THE PRESS SAY:

* Lowell Ponte, a former consultant on exotic weapons and a Readers Digest science writer, said in an interview that "use of the recently discovered chemical Androstenone should be banned. Congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable.
- The San Francisco Chronicle -

* "The stuff attracts women like you wouldn't believe"
- Colorado Telegraph

* "And now this pheromone has been marketed, we've tested it - and good grief it works"
- Koave

* "pheromones influence human behavior in a subtle way. Women are attracted to the smell"
- The Daily Telegraph

* "Pure Instinct is likely to produce a state of sexual excitement or arousal"
- Men Only (Vol. #44 No. 4)

Much of our sales of PURE INSTINCT are reorders from existing users, reports confirm success. "PURE INSTINCT really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting."
-DT Cardiff

"I Knew PURE INSTINCT wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office."
-SD Nottingham

PURE INSTINCT comes in a discreet 15ml pocket roll on container with full instructions, Ideal for any man who wants to join that lucky few who have more than their fair share of sex appeal.

30 DAY MONEY BACK GUARANTEE

If you are not 100% delighted with the results from using PURE INSTINCT simply return remainder within 30 days for a full refund- No questions asked!

C O N F I D E N T I A L I T Y Note:

We do not sell our database to any other company,
all of our order processing is done by our company alone, and orders are sent in plain, nondescript packaging. The confidentiality of our customers is maintained above all.

To order the " Pure Instinct Pheromone Sex Attractant" please fill out the following form and mail it to the address below.
(Feel free to write out the order form by hand, All funds must equal US dollars.

OVERSEAS ORDERS WELCOME BUT MUST PAY WITH US CASH
INTERNATIONAL MONEY ORDER OR TRAVELLERS CHECK

Yes! I want to attract more women please send me _____ bottles of
PURE INSTINCT Price $29.95(U.S.) + $4.00 S/H U.S. OVERSEAS $8.00 S/H.
Please allow 1-2 WEEKS FOR DELIVERY.

I understand that if I'm not 100% delighted, simply return remainder within 30 days for a full refund.

I have enclosed check, cash or money-order for _____ (U.S.)

Name (Please use block letters)

_____

Address: _____

City, St.: _____

Zip: _____

E-Mail : _____
Please Mail to:

ICT Inc
12319 S. Orange Blossom Trail
Orlando Fl. 32837

5821. Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-22 00:00:00 UTC
From: pls@no.spam
Message-ID: <605nh5$kd2@bcrkh13.bnr.ca>
Source record: 6372
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

I have put an extra 4 mbytes of DRAM above the MMU 4 Mbyte limit on an STFM.
I am using the original MMU + a small GAL to address this new memory.

Initially, I had problems where TOS 1.04 was not able to use this memory.

TOS 2.06 is able to use the memory, I use the Maddalt function to let it know
about the new memory.

I noticed that TOS 2.06 grabbed a chunk (16000 bytes) of this new memory for
itself right away. It appears to be using this memory as a buffer, for drop
down menus, window operations & possibly disk operations. Is this normal?

I believe this memory should be of the type 'TT Fastram', which means that It
cannot be used for screen or DMA operations. I expected it would be available
for programs only, I had hoped the system would not use it, but perhaps I am
mistaken here.

Does anybody know how/what happens when the ST finds extra memory?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5822. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60591j$8d6$9@triglav.iwaynet.net>
Source record: 6373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
>And if the requested amount of memory is not available then the OS
>will say so. And of course every programmer always
>- checks the result of every system call

Well,yeah!
How else would you do it???

>- writes appropriate code to deal with the case that the system
>call failed

Well at least show the error code and exit.

>- actually tests all of these special cases to see that
>nothing bad happens.

Well there has to be something for memory.Or else PKZIP would just keep eating
up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
PKZIP was writen long beofre there were 16MB PCs.

Net-Tamer V 1.09 - Test Drive

5823. Looking for Pascal programmer who can compile program for me

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <71MQCWH@tos.pl.net>
Source record: 6374

I have Pascal source code to some software, but I have no experience with Pascal and do not have a compiler.

I am looking for someone who could compile the program for me for 68K TOS.

I believe it was previously used with "Turbo Pascal" on an IBM compatible machine, if this makes any difference, and the source code is quite large.

If you could help me at all with this, please get back to me. Your assistance would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5824. Re: Looking for Pascal programmer who can compile program for me

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <607vvr$kdu@balaena.bio.vu.nl>
Source record: 6375

Mario Becroft (mb@tos.pl.net) wrote:

: I have Pascal source code to some software, but I have no experience with
: Pascal and do not have a compiler.

Lucky you :)

: I am looking for someone who could compile the program for me for 68K TOS.
: I believe it was previously used with "Turbo Pascal" on an IBM compatible
: machine, if this makes any difference, and the source code is quite large.

Pascal isn't known for its portability. Still, you gould try and
grab "p2c" from any good FTP site. p2c is a Pascal to C converter, which
has been used among other things to create a C version of TeX...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

FLASH! Intelligence of mankind decreasing. Details at ... uh, when
the little hand is on the ....

5825. Re: Looking for Pascal programmer who can compile program for me

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <608gtf$c0g@ccshst05.cs.uoguelph.ca>
Source record: 6376

: I have Pascal source code to some software, but I have no experience with
: Pascal and do not have a compiler.

: I am looking for someone who could compile the program for me for 68K TOS.

: I believe it was previously used with "Turbo Pascal" on an IBM compatible
: machine, if this makes any difference, and the source code is quite large.

: If you could help me at all with this, please get back to me. Your
: assistance would be much appreciated.

Assuming nothing in the source is machine specific (e.g., low level port IO, embedded ASM, weird text or graphics modes), you should be able to have it compiled under Pure Pascal, which is supposedly completely compatible with Turbo, including the object-oriented stuff and BGI graphics.

THeo

5826. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>
Source record: 6377
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <605nh5$kd2@bcrkh13.bnr.ca>, pls@no.spam (Gerry O'Rourke) wrote:

> I have put an extra 4 mbytes of DRAM above the MMU 4 Mbyte limit on an STFM.
> I am using the original MMU + a small GAL to address this new memory.
>
> Initially, I had problems where TOS 1.04 was not able to use this memory.
>
> TOS 2.06 is able to use the memory, I use the Maddalt function to let it know
> about the new memory.
>
> I noticed that TOS 2.06 grabbed a chunk (16000 bytes) of this new memory for
> itself right away. It appears to be using this memory as a buffer, for drop
> down menus, window operations & possibly disk operations. Is this normal?

Yes, the AES allocates a buffer of 1/2 the screen size (1/4 in pre-1.4
TOS) for that exact purpose.

> I believe this memory should be of the type 'TT Fastram', which means that It
> cannot be used for screen or DMA operations.

It is correct that you cannot set the screen display base to point to
alternate RAM, but the VDI can copy to/from it. The Blitter can't be used
to do the copies, though, so I'd imagine the VDI does a straight CPU-based
copy in this case.

> I expected it would be available
> for programs only, I had hoped the system would not use it, but perhaps I am
> mistaken here.

TOS is free to use any memory you add to the system as it sees fit. In
fact, you'll probably notice that desk accessories always load into
alternate RAM, regardless of their header flags. If you really wanted to,
you could probably write a hack to prevent it from doing so, but why
bother?

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

5827. Memory above 4 MByte lim

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <ffc_9709231707@conchbbs.com>
Source record: 6378

```
p > Does anybody know how/what happens when the ST finds extra
p > memory?

Normally, any request for memory (Pexec or Malloc) gets the largest
block of contiguous RAM, wherever that is, unless otherwise
restricted by the program flags or by calling Mxalloc().

Unless you have a blitter chip, there is no advantage for using ST
RAM for anything except the screen image and the floppy/ACSI DMA
buffer.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5828. ICTARI 49 Now Available.

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-23 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <96257322_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6379
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here we go again, sorry it's rather late.

The new addition of ICTARI, the Atari programmer's disk-zine
is available at:

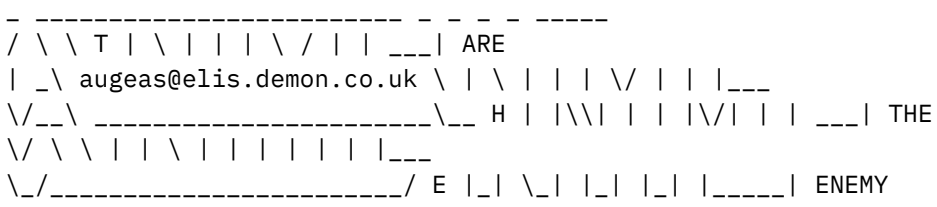
http://www.elis.demon.co.uk/ictari/ictari49.zip

(Demon's WEB-server seems to be taking a while to catch up,
the main site is http://www.elis.demon.co.uk/ictari/ictari.htm)

Anyone who's been threatening me with articles might consider
carrying those threats out if there;s going to be an ICTARI 50.

Have Fun,
"Augeas"

--



5829. ❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-24 00:00:00 UTC
From: "URGENT !!! email97"@email-now4.com
Message-ID: <240997155450@email-now4.com>
Source record: 6380

❓ ❓ ❓ F R E E V A C A T I O N S !!! ❓ ❓ ❓

3 Day / 2 Night Vacation
for up to a family of 5

http://www.vacationpromotions.com

=<=>=>=>=<>><><=>>><

5830. The Virtual Mac Project

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-25 00:00:00 UTC
From: eonic man <eonicman@erols.com>
Message-ID: <60d26r$b1i@winter.news.erols.com>
Source record: 6381

Gentlemen and Ladies,

There is a project going on to create a Virtual Macintosh Plus. It is operational at this time and is available as source code. It has been ported over to quite a few platforms. It would be nice if it were to be ported to MiNTOS. Being able to run Mac in a GEM window under MultiTOS would be quite nice. Especially if LAN support can be created and further support to bring it up to Mac II emulation. Here is the website to download the source code and other necessary files.

http://leb.net/vmac/

5831. Where can I find the NOS source?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-26 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <V990QGArP8K0IwAZ@sotnops.demon.co.uk>
Source record: 6382
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Can anybody tell me where I can find the source for KA9Q NOS (preferably
the Atari version)?

Cheers,
Gary

--
Gary Priest

5832. Call for patches: mintlib PL48

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-27 00:00:00 UTC
From: Yves Pelletier <ypell@CAM.ORG>
Message-ID: <Pine.GSO.3.94.970927121734.22177B-100000@Stratus.CAM.ORG>
Source record: 6383
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello MiNT programmers/users...

I am in the process of collecting patches for PL48 of the MiNT library. If you have been working with PL46 or PL47, and made modifications that are of general interest to the users of the library, why not have your contribution become part of the public release?

If you do not subscribe to the MiNT mailing list, and are unaware of changes since PL46, please dowload PL47 at funet.fi or ftp://ftp.cam.org/users/ypell, and verify that there is no duplication of effort between previous patches and yours.

Thanks

Yves Pelletier

5833. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-28 00:00:00 UTC
From: rdell@best.com
Message-ID: <60m7m1$2tf$1@shell5.ba.best.com>
Source record: 6384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <60591j$8d6$9@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
> >And if the requested amount of memory is not available then the OS
> >will say so. And of course every programmer always
> >- checks the result of every system call
>
>Well,yeah!
>How else would you do it???
>
> >- writes appropriate code to deal with the case that the system
> >call failed
>
>Well at least show the error code and exit.
>
> >- actually tests all of these special cases to see that
> >nothing bad happens.
>
>Well there has to be something for memory.Or else PKZIP would just keep eating
>up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
>PKZIP was writen long beofre there were 16MB PCs.
>

Not trimming, cause I missed the in-between posts, (but found them on DejaNews).

I speculate that PKZIP crashed in parsing the file names for some sort
of final directory totals or something ... who knows exactly, but
not many programs can handle that many individual files (about 6300).
It may just have been a conflict with QEMM7.5 .. I do have to use
the PKZIP switch to turn off 32 bit DPMI usage as a mater of course.

I mostly wanted the PkZip file as a means to save redundant backups easily
(it takes too long to do anything with 6300 files individually).
I've got it done, and have the files individually on the Zip disk.

--
Richard Dell
```

5834. wanted 68000 op code list!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-28 00:00:00 UTC
From: David Stuart Aspey <David@thezone.force9.co.uk>
Message-ID: <01bccc3f$fef36060$c482a6c3@h7s8v7>
Source record: 6385

```
can any body provide a complete op code list for the atari 68000
processor!.
so I can make a 68000 Dissasembler!.

Email: ice_all@hotmail.com

thanks
```

5835. Re: wanted 68000 op code list!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-28 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <60mf77$ma2$1@roch.zetnet.co.uk>
Source record: 6386

On 28 Sep 1997 20:02:22, "David Stuart Aspey" wrote:
>can any body provide a complete op code list for the atari 68000
>processor!.
>so I can make a 68000 Dissasembler!.

So you don't need the addressing modes, then?

Whoops, sorry, sarcasm will be my downfall!

It's all been done, download e.g. EASYRIDER

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

5836. Z80 assembler found

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <J2TQCXM@tos.pl.net>
Source record: 6387

Some of you may remember my post a while ago about a Z80 assembler. I was looking for such an assembler suitable for using with an Atari ST series machine (actually a TT in this case).

I obtained Pascal source to such an assembler but was unable to compile it since I don't have a compiler (hence my post regarding the Pascal compiler) but fortunately I have found C source code to a Z80 assembler (also included in the package are 6800, 6801, 6802, 6803, 6804, 6805, 6808, 6809, 6811, 8085 and 8080 assemblers).

It compiled first time with Lattice C 5.6, and the resultant assembly seems to be correct, although I haven't checked every possibility. In combination with the supplied linker, the assembler can generate Motorola S19 or Intel Hex format output.

Now I just have to find out the format of the Motorola S19 or Intel Hex, although they look simple enough so I'm sure this won't be a problem.

If anyone else wants any of these assemblers, I would be happy to send them.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5837. Re: Z80 assembler found

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <60o018$4ag@balaena.bio.vu.nl>
Source record: 6388

Mario Becroft (mb@tos.pl.net) wrote:

: Now I just have to find out the format of the Motorola S19 or Intel Hex,
: although they look simple enough so I'm sure this won't be a problem.

I believe the Motorola S Record specification can be found in one
of the Appendices in some of the CPU Manuals. Have a look at www.mot.com,
try a search for S Record or something...

: If anyone else wants any of these assemblers, I would be happy to send
: them.

Try uploading to one or more of the Atari FTP Sites :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off
during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

5838. mp3 on atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <343010F9.3C30@pi.net>
Source record: 6389

Hello fellow programmers,

is there anyone who has tried to mp3 en/decoding on the atari (falcon).
I haven't yet found any atari related mp3 stuff, but since the source
code for mp3 en/decoding is pub. domain, I can't be the only one trying?

I got the source compiled, but it doesn't work, at least it can't get a
sync on the input mp3 file; I think it's got something to do with
little/big endian conversion of the input file to mp3 bitstream, but
right now I'm stuck.

any info or help appreciated..

greetz,
Vince

5839. Re: mp3 on atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se>
Message-ID: <60obfgpkc3@infomania.emw.ericsson.se>
Source record: 6390

```
Vincent Bakker wrote:
>
> Hello fellow programmers,
>
> is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> I haven't yet found any atari related mp3 stuff, but since the source
> code for mp3 en/decoding is pub. domain, I can't be the only one trying?

Yes there is a port on its way. I havn't heard from it for a while, but
I guess it's getting there. Last time I heard from him (Thomas
Berndtson)
he was busy with studies and wanted some help for speeding the
develpoment
up. Maybe you want to help?

Anyway, it sounded very promessing so I guess we will get a player one
day.

//Magnus Kollberg
--
+--------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------------------+
```

5840. Re: mp3 on atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <60ofaj$ble@balaena.bio.vu.nl>
Source record: 6391

Vincent Bakker (bakkerv@pi.net) wrote:

: is there anyone who has tried to mp3 en/decoding on the atari (falcon).
: I haven't yet found any atari related mp3 stuff, but since the source
: code for mp3 en/decoding is pub. domain, I can't be the only one trying?

Where did you find the code? I spent ages looking for that... :(

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Of course it's the murder weapon. Who would frame someone with a
fake?"

5841. New: The TOS Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <60oudk$d6n$1@cti01.citenet.net>
Source record: 6392
Body handling: HTML body converted to readable text

Thomas Much and Gotz Hoffart are begining work on The TOS Book.

This freeware HyperGuide and HTML document will eventually
document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
to become the definite replacement for reference materials
such as The Atari Compendium and the Atari Profibuch. Best
of all, IN PLAIN ENGLISH! ;-)

Should people with expertise in MiNT, MiNTnet, STiK, STinG,
OLGA, WDIALOG, NVDI or just plain Resource styling contribute
to this ongoing project, it might ensure the future of Atari.

Check it out on Thomas' Homepage:

http://www.uni-karlsruhe.de/~Thomas.Much

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

5842. WTB: SuperBase Professional v3.02

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-29 00:00:00 UTC
From: t.poling2@genie.com
Message-ID: <60ngtp$jbm@rock101.genie.net>
Source record: 6393

```
Greetings.....

Anybody have SuperBase Professional v3.02 or later for sale?
How about ScanX?

-Tony-
```

5843. Re: wanted 68000 op code list!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-30 00:00:00 UTC
From: Bob Beattie <robert.beattie@nmp.nokia.com>
Message-ID: <3431A564.5CE4@nmp.nokia.com>
Source record: 6296

David Stuart Aspey wrote:
>
> can any body provide a complete op code list for the atari 68000
> processor!.
> so I can make a 68000 Dissasembler!.
>
> Email: ice_all@hotmail.com
>
> thanks

Hi Dave,

I think I have the 68000 codes in a file on my Amiga. Will have a dig around and send them to you, here. Give me a couple of days mate....

Bob....

5844. Re: New: The TOS Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-30 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <60rengpeb1@roch.zetnet.co.uk>
Source record: 6297

On 29 Sep 1997 19:09:39, Martin-Eric Racine wrote:
>Thomas Much and Gotz Hoffart are begining work on The TOS Book.

Great news!

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

5845. Pure Debugger patch

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-30 00:00:00 UTC
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Message-ID: <7358_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Source record: 6298

Here I try again to find somebody who can help finding a PureC 1.1 of 22 Gen
1993 (not 1992):

I've found on a BBS:

PD_PATCH.ZIP 76k [1] V1.01 des Patchprogramm f�r den PureDebugger. Er
behebt Probleme die haupts�chlich unter Multitasking
auftreten, benutzt XBRA, TT-RAM als Grafikspeicher, Esc H
Ausgabe kann abgestellt werden. Au�erdem kann eine
2-Monotorversion erstellt werden. Alles incl. Quellcodes
in C und Assembler (Pure C/Pure Assembler)

And in a file of this archive:

```
/* Patch_PD
(c) 1997 by Dimitri Junker
Adenauerallee 30
52066 Aachen */

/* Meine Version -> allgemein: f_name; EdDI_1_1;vq_extnd; */
```

I would like to contact this author by email, as I do not understand German.

I would really like to set up a PureC-Debugger environment on my system with
MagiC and the Crazy Dots2 NVDI ET4000, this seems possible, but I can't
understand enough, can anybody help me ?

I cannot compile the program for v1.1 of 1992, libraries and headers missing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5846. Re: The Virtual Mac Project

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-30 00:00:00 UTC
From: Olivier Landemarre <Olivier.landemarre@utbm.fr>
Message-ID: <3430c4de.0@news.utbm.fr>
Source record: 6394

>Gentlemen and Ladies,

>There is a project going on to create a Virtual Macintosh Plus. It is
>operational at this time and is available as source code. It has been
>ported over to quite a few platforms. It would be nice if it were to be
>ported to MiNTOS. Being able to run Mac in a GEM window under MultiTOS
>would be quite nice. Especially if LAN support can be created and >further support to
bring it up to Mac II emulation. Here is th=
e website >to download the source code and other necessary files.

Intersting, but the WEB address is not good

>http://leb.net/vmac/

--
Olivier.landemarre@UTBM.FR
http://www.utbm.fr/les.personnes/olivier.landemarre/
Auteur de : GCCShell, Decoupe, GNUGenC

5847. [NEW] Eureka 2.12 2D Graph describer 3D modeller

Newsgroup: comp.sys.atari.programmer
Date: 1997-09-30 00:00:00 UTC
From: Francois LE COAT <lecoat@ief.u-psud.fr>
Message-ID: <3431003C.3C773D79@ief.u-psud.fr>
Source record: 6395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello everybody,

I've put on my home page the October release of Eureka 2.12.
It's a 2D Graph Describer and a 3D Modeller. It's freeware
and will run on all Atari platforms and most emulators.
It has now, thanks to Karl SAMYN, an English documentation.
All the program is in two languages : French and English.
You may tell me more about the English translation, and
mistakes I would have made. I'm expecting a feedback for
it. Thanks to all ... Bye for now,

-- Francois LE COAT
WEB : http://www.ief.u-psud.fr/~lecoat
E-mail : mailto:lecoat@ief.u-psud.fr

PS : You will also find Persistence Of Vision 3.02 and
EB_MODEL 3.26 (The POV III modeller) on my page.

5848. Re: Where can I find the NOS source?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-01 00:00:00 UTC
From: Newsmaster@pwomar.demon.co.uk
Message-ID: <19971001014401259586@pwomar.demon.co.uk>
Source record: 6299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Gary Priest <Gary@the-gap.demon.co.uk> wrote:

> Can anybody tell me where I can find the source for KA9Q NOS (preferably
> the Atari version)?

It's on ftp.demon.co.uk/pub/atari/ka9q/nos042_s.tos or something very
similar.

5849. Re: The Virtual Mac Project

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-01 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <60t64i$1p7@balaena.bio.vu.nl>
Source record: 6300

Olivier Landemarre (Olivier.landemarre@utbm.fr) wrote:

: >ported over to quite a few platforms. It would be nice if it were to be
: >ported to MiNTOS.

We'd need the Unix sources, though. These seem to be (temporarily?)
offline.

: Intersting, but the WEB address is not good
: >http://leb.net/vmac/

The URL seems fine, as long as you don't use Lynx...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off
during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

5850. Re: New: The TOS Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-01 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <60t695$1p7@balaena.bio.vu.nl>
Source record: 6301

Martin-Eric Racine (q-funk@citenet.net) wrote:

: This freeware HyperGuide and HTML document will eventually
: document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
: to become the definite replacement for reference materials
: such as The Atari Compendium and the Atari Profibuch. Best
: of all, IN PLAIN ENGLISH! ;-)

Now _that's_ a project worthwile :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Sharks are as tough as those football fans who take their shirts off
during games in Chicago in January, only more intelligent.
-- Dave Barry, "Sex and the Single Amoeba: What Every
Teen Should Know"

5851. Re: New: The TOS Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-02 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <34336f567e51b0@xs4all.nl>
Source record: 6302

on Mon 29-09-97 19:09 Martin-Eric Racine wrote:

>Thomas Much and Gotz Hoffart are begining work on The TOS Book.
>
>This freeware HyperGuide and HTML document will eventually
>document ever TOS enhancement (NVDI, WDIALOG, MiNT, etc.)
>to become the definite replacement for reference materials
>such as The Atari Compendium and the Atari Profibuch. Best
>of all, IN PLAIN ENGLISH! ;-)
>
>Should people with expertise in MiNT, MiNTnet, STiK, STinG,
>OLGA, WDIALOG, NVDI or just plain Resource styling contribute
>to this ongoing project, it might ensure the future of Atari.
>
>Check it out on Thomas' Homepage:
>
> http://www.uni-karlsruhe.de/~Thomas.Much

Couldn't find anything.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

5852. Re: New: The TOS Book

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-03 00:00:00 UTC
From: SSweet@fortress.org.uk
Message-ID: <1597_SSweet@fortress.org.uk>
Source record: 6303

FROM: SSweet@fortress.org.uk
SUBJ: New: The TOS Book

r> On 29 Sep 1997 19:09:39, Martin-Eric Racine wrote:
>> Thomas Much and Gotz Hoffart are begining work on The TOS Book.

r> Great news!

Especially if its in english. I wonder if JOe Connor knows about this, he's
go scoop out a review copy?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4 Meg ST 16 Meg TT RAM Link 97 SCSI II *
-= I am Locutus of Borg. This Tagline was assimilated.
--

5853. Re: wanted 68000 op code list!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-03 00:00:00 UTC
From: PWest@fortress.org.uk
Message-ID: <1593_PWest@fortress.org.uk>
Source record: 6304

FROM: pwest@fortress.org.uk
SUBJ: wanted 68000 op code list!!

In a message of <29.09.97>, rcain@zetnet.co.uk (90:102/0.99) writes:
r> It's all been done, download e.g. EASYRIDER

Or HEX_EDIT which is also a disk monitor. All I've got to do is find out what
it all /means/... ;-(

Regards
Peter

--
Don't be so open-minded your brains will fall out.

--

5854. Pleeease compile freeware for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-04 00:00:00 UTC
From: Look What the Cat Dragged In <news@NlOwStPcAdMi.prestel.co.uk>
Message-ID: <01bcd103$412e6d40$LocalHost@default>
Source record: 6305

HI!!

I've written an RTF to HTML converter using ANSI C standard libraries, it's freeware for various computers, but I want to make an ST version for Marcel users. So, if I send someone the source code, can they compile it in Atari ST C (pref.68000 code), and send me the object code? I'll give you full credit for it, and post the object file on Atari.Binaries and my Webpage.

Thanks.
--

To reply by Email, remove the capital letters from the address.

Well, well, well... Look What the Cat Dragged In - Humorous Magazine
http://www.geocities.com/SoHo/7691

5855. DEVPAC FORSALE(UK)

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-05 00:00:00 UTC
From: brond <brond@compuserve.com>
Message-ID: <34379F7B.E0076A70@compuserve.com>
Source record: 6306
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book

Offers
```

5856. Atari STuff Forsale (UK) S/W H/W Books

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-05 00:00:00 UTC
From: brond <brond@compuserve.com>
Message-ID: <34379FFD.FBFA5564@compuserve.com>
Source record: 6307
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Make me an offer on the following:

Atari ST :

HARDWARE
SOLD : Xtra-Ram Delux Internal Board, populated with 2x256k SIMMS,
with disk and manual, Can take
upto 4x1meg simms,Upgrade 520-1040

Supra DMA -> SCSI Interface with clock

A number of 256k SIMMS 50p Each

2 x Atari mouse

Atari STFM PSU

Atari 720k internal floppy drive

2 x Atari Keyboards

Atari STF 1040 motherboard (not sure if working, okay for parts)

Atari STFM 520 motherboard (not sure if working, okay for parts)

SOFTWARE
Neodesk 3.04

HiSoft WERCS - RSC Editor

HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book

HiSoft Forth 1.01a, With manual

HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler,
Librian, Shell)
ST/STe/TT/Falcon,Full set of manuals

Prospero Pascal 2.131,With 3 manuals

ST Cover Disks 50p each
ST Format Disks 21 - 69

ST Format Specials

- Sequencer One/Canvas

- Spec Code/Spectrum 512/Radical

- Write On

- GFA Basic 3.5/GFA Assembler/GFA Raytrace

- Animaster/ STOS

- GFA Draft Plus 3

- K Spread 2

Atari St User Sept 1991 - Sept 1994

Atari ST Review 17,26,28

GAMES

BOOKS
SOLD : Introducing Atari ST Machine Code zzSoft (with Disk)

Atari ST VDI Vol1 Technical Reference Guide

SOLD : Atari ST 3D Graphics Programming Concepts & Techniques
(Abacus Software)

68000 Assembley Language Programming 2nd Edition (Osborne
McGrawHill)

The Concise Atari St 68000 Programmer's Reference Guide, Covers
Mega, Blitter , Katherine Peel

Other Stuff :

Akai S950 8 outs, 2 Memory upgrades to 2.25 meg, Mint condition
still boxed.

Korg KMS30 2xMIDI Out, 1xMIDI In, 2x Sync 24/48 Out, 1xSync 24/48
in, Tape Sync out/in, Sync up
two TB-303's

386 33 Motherboard with Maths CoPro and 2 meg of SIMMS

Intel 486dx33

5857. HiSoft Lattice C 5.52 FORSALE(UK)

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-05 00:00:00 UTC
From: brond <brond@compuserve.com>
Message-ID: <34379F50.FE572A61@compuserve.com>
Source record: 6308
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler, Librian,
Shell)
ST/STe/TT/Falcon,Full set of manuals

Offers
```

5858. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-06 00:00:00 UTC
From: pls@no.spam
Message-ID: <61ar3u$l2u@bcrkh13.bnr.ca>
Source record: 6309
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>, !SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:

** Stuff deleted about alternate RAM hack. **

>It is correct that you cannot set the screen display base to point to
>alternate RAM, but the VDI can copy to/from it. The Blitter can't be used
>to do the copies, though, so I'd imagine the VDI does a straight CPU-based
>copy in this case.

I still have a few hardware bugs to sort out.

One of these is the 'wavy' lines that appear when the mouse is moved onto the menu bar & a new drop down menu appears.Some screen pixels are getting corrupted.

This happens to a lesser extent when a window is redrawn.I don't have a blitter installed.

Is the VDI copy operation particularly fast, or does it have some special way of reading/writing to memory?

>> I expected it would be available
>> for programs only, I had hoped the system would not use it, but perhaps I am
>> mistaken here.
>
>TOS is free to use any memory you add to the system as it sees fit. In
>fact, you'll probably notice that desk accessories always load into
>alternate RAM, regardless of their header flags. If you really wanted to,
>you could probably write a hack to prevent it from doing so, but why
>bother?

I was hoping to use this memory only for programs, I recently installed MiNTnet & find the lack of memory a problem. I was hoping to use the new memory for daemons & drivers, leaving the ST ram for programs that need it.

Until I solve the screen corruption, the new memory is of limited use.

One thing I did find strange is that a program called RAMTEST finds many errors in the new 4 Mbyte block, while my own memory testing routines do not.

Anybody familiar with the program RAMTEST?

Sysinfo reports a weird memory configuration, ie.

8192 Kbytes of ST RAM
3910346 bytes of Free ST RAM

0 bytes of TTRAM
4104657 bytes of Free TT RAM
8015003 bytes of used ST & TT RAM
Total ST & TT RAM 8192 Kbytes.

I don't know of any way to tell the ST that the memory above $400000 is alt ram, does it know this already? Is there some location, like the MMU configuration register that the OS reads for alt ram?

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5859. STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-06 00:00:00 UTC
From: A.B.Whittle@ncl.ac.uk
Message-ID: <n7180913-0610971550420001@knogley.ncl.ac.uk>
Source record: 6310

Does anyone know why the STOS compiler comes up with a file error when
compiling files on the Pacifist Emulator 0.46?
Any help much appreciated
Andy

5860. Re: STOS Compiler

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-06 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971006195030809 56@zetnet.co.uk>
Source record: 6311

> Does anyone know why the STOS compiler comes up with a file error when
> compiling files on the Pacifist Emulator 0.46?

Things that frequently cause "file error"s...

1) Corrupt files in \compiler\
2) With PaCifiST 0.45, STOS worked better from a disk image - try this.
3) Too many files on the "drive" - STOS seems to have a limit on the
number of files on the partition that it is run from. If you are
mounting your entire PC's hard-disk, try a smaller subset of the
drive. (I have witnessed this error on my Falcon).
4) What version of the compiler are you using? If it is my beta 3 then
download the beta 2 as several major bugs were introduced (including
one which sometimes generates file errors). Hopefully a fixed beta 4
will be ready soon...

If this doesn't help, mail me and I'll see what I can do.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

5861. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-06 00:00:00 UTC
From: sven@dit.lth.se
Message-ID: <61b1apiom1@news.lth.se>
Source record: 6312
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61ar3u$l2u@bcrkh13.bnr.ca>, Gerry O'Rourke <pls@no.spam> wrote:
>In article <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>, !SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:
>
>One of these is the 'wavy' lines that appear when the mouse is moved onto the
>menu bar & a new drop down menu appears.Some screen pixels are getting
>corrupted.

Could you please describe how these "wavy" lines look like?. I had a similar
problem due to a ground loop that made the GLUE produce wrong video timing.

Are some memory positions corrupted? In that case I would suspect EMI
or faulty soldering/ground.

>I don't know of any way to tell the ST that the memory above $400000 is alt
>ram, does it know this already? Is there some location, like the MMU
>configuration register that the OS reads for alt ram?

There are some Alt ram related system variables. Have you set them
correctly?

If you use MiNT the most easy solution would be to alter the mint kernel
since it handle all M(x)alloc's itself. Otherwise you can setup the
Alt-ram related system variables using a small auto folder program.

Regards

5862. tfork()

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: oskancke@online.no
Message-ID: <61c27o$li6$1@o.online.no>
Source record: 6313

I've just read someone mentioning a tfork() call. This would be a
mintspecific call, but I can't find any info on it. Anyone?

~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

5863. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: pls@no.spam
Message-ID: <61cp32$ctr@bcrkh13.bnr.ca>
Source record: 6314
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61b1apiom1@news.lth.se>, sven@dit.lth.se (Sven Karlsson) wrote:
>In article <61ar3u$l2u@bcrkh13.bnr.ca>, Gerry O'Rourke <pls@no.spam> wrote:
>>In article <!SPAMdwilga-2309971102290001@wilga.mtholyoke.edu>,
> !SPAMdwilga@mtholyoke.edu (Dan Wilga) wrote:
>>
>>One of these is the 'wavy' lines that appear when the mouse is moved onto the
>>menu bar & a new drop down menu appears.Some screen pixels are getting
>>corrupted.
>
>Could you please describe how these "wavy" lines look like?. I had a similar
>problem due to a ground loop that made the GLUE produce wrong video timing.
>

The lines appear then the mouse moves between two horizontal entries on the
menu bar, never when moving vertical.

The lines are temporary, in that they go away when the mouse is still. The
line appear to be approx 16 pixels long (in 640X400 mono) & are white on the
desktop background.Sometimes a few desktop pixels are changed, but these
revert to normal when the desktop is redrawn.

They are horizontal & are spaced 12 mm appart. The number of lines appears to
be related to memory activity, ie. clicking on a desktop icon produces a few
lines, highlighting an icon & then moving it around the screen causes more.

It definitly appears to be screen related, perhaps when the OS is moving
things around the screen.

>Are some memory positions corrupted? In that case I would suspect EMI
>or faulty soldering/ground.

When the memory is tested on its own, there appears to be no problems.

>>I don't know of any way to tell the ST that the memory above $400000 is alt
>>ram, does it know this already? Is there some location, like the MMU
>>configuration register that the OS reads for alt ram?
>
>There are some Alt ram related system variables. Have you set them
>correctly?

All I have done is to use 'Maddalt' to tell the system about the memory.

I don't know about any other variables, do you have specific information?

I am concerned the OS thinks the new memory is ST ram & is trying to access it
like memory below the 4 Mbyte limit. Is the vdi copy process different from

other memory operations?

>If you use MiNT the most easy solution would be to alter the mint kernel
>since it handle all M(x)alloc's itself. Otherwise you can setup the
>Alt-ram related system variables using a small auto folder program.

An Auto folder prograqm sounds like the best way to go.

>
>Regards

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5864. NEO to BMP converter

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: Paul 'Ozymandias' Harman <ozzy@kasterborus.demon.co.uk>
Message-ID: <61dio7$6qa@pepper.compnews.co.uk>
Source record: 6315

I have written a Neochrome screen to Windows BMP converter for the ST. It was written in STOS.

If anyone is interested I can send ST executables or STOS source code.

I am working on a STOS compressed screen to BMP converter, and a STOS Sprite to BMP converter too.

Ozzy

5865. Re: 2 keys pressed...

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8yb451snr.fsf@tindra.lysator.liu.se>
Source record: 6316

massimo@irfmn.mnegri.it (Max Farina) writes:

> Have anybody tried to read (in C language) the status of 2 (yes, two!) keys
> pressed on the keyboard...?
>
> Have you a little C example?
>
> I'm making an arcade game for Atari machines but I need to use the "fire"
> key and to drive the "ship" at the same time...

This is a little complicated problem on Atari's unfortunetely. I don't have a C example, but I'll try to explain how it's done.

The hardware register $fffc02 gives a scancode for a key when it's pressed down and another code (scancode OR'd with $80) when the key is released. So, what you need to do, is to have saved in a small buffer which keys are pressed down, when you get a "keypress" code, and then remove the key from the buffer when you recieve a "keyrelease" code for that key. This works with two keys at the same time, but not more due to restrictions in the keyboard processor.

Another common solution to the problem is to use Shift keys, Alternate or Control for fire. These keys are handled in a different way by the keyboard processor, and it is therefore possible to have shift pressed together with another key.

Hope it helped a little. :)

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5866. Re: mp3 on atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8201x37u6.fsf@tindra.lysator.liu.se>
Source record: 6317

Magnus Kollberg <Magnus.Kollberg@**emw**.ericsson.se> writes:

> Vincent Bakker wrote:
> >
> > Hello fellow programmers,
> >
> > is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> > I haven't yet found any atari related mp3 stuff, but since the source
> > code for mp3 en/decoding is pub. domain, I can't be the only one trying?
>
> Yes there is a port on its way. I havn't heard from it for a while, but
> I guess it's getting there. Last time I heard from him (Thomas

-h, otherwise right...

> Berndtson)
> he was busy with studies and wanted some help for speeding the
> develpoment
> up. Maybe you want to help?

Yes please, do help! ;)

I'm doing a little at a time, since I don't have that much time now
when studying. That means I haven't stopped programming on it, it's
just going a little/much slower right now.

> Anyway, it sounded very promessing so I guess we will get a player one
> day.

Some day, hopefully :)

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5867. 2 keys pressed...

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R0710971034060001@newsserver.cilea.it>
Source record: 6318

Have anybody tried to read (in C language) the status of 2 (yes, two!) keys pressed on the keyboard...?

Have you a little C example?

I'm making an arcade game for Atari machines but I need to use the "fire" key and to drive the "ship" at the same time...

Help!

Thank you.


```
-------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------------------------------
```

5868. Re: mp3 on atari?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-07 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8u3ets8ph.fsf@tindra.lysator.liu.se>
Source record: 6319

lvzon@bio.vu.nl (Levien van Zon) writes:

> Vincent Bakker (bakkerv@pi.net) wrote:
>
> : is there anyone who has tried to mp3 en/decoding on the atari (falcon).
> : I haven't yet found any atari related mp3 stuff, but since the source
> : code for mp3 en/decoding is pub. domain, I can't be the only one trying?
>
> Where did you find the code? I spent ages looking for that... :(

Sources for encoding has been very hard to find for a long time, but
here is where you can get them:

ftp://ftp.tnt.uni-hannover.de/pub/MPEG/audio/mpeg2/software/technical_report/

I haven't tried to compile them on Atari, and I don't think I want
to. My brother says it is MUCH slower than the shareware, binary-only
l3enc that is available for some platforms, obviously not Atari.

In my conversion into DSP assembler, I use "amp" as base. It's C
sources and is compilable in Linux on my Falcon, but of course there's
no chance of realtime playing with it there. You can find amp and some
other free players through http://www.mpeg3.com along with a bunch of
other info.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

5869. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <61fpu0$s5l@balaena.bio.vu.nl>
Source record: 6320
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Gerry O'Rourke (pls@no.spam) wrote:

: Until I solve the screen corruption, the new memory is of limited use.

Have you tried relocating the screen base to original RAM?

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

You too can wear a nose mitten.

5870. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-08 00:00:00 UTC
From: pls@no.spam
Message-ID: <61g52p$lf6@bcrkh13.bnr.ca>
Source record: 6321
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61fpu0$s5l@balaena.bio.vu.nl>, lvzon@bio.vu.nl (Levien van Zon) wrote:
>Gerry O'Rourke (pls@no.spam) wrote:
>
>: Until I solve the screen corruption, the new memory is of limited use.
>
>Have you tried relocating the screen base to original RAM?

The video base is still in ST ram, but the buffer the OS uses for drop down
menu's is in Alt ram.

I tried using the 'rdisc_tt.ttp' program; I hoped I could sieze all of the alt
ram before the OS took some away, but the ram disk program was not able to
find the Alt Ram.

> -=Levjenno
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>
>You too can wear a nose mitten.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5871. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-08 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <61gah7$jp3$1@due.unit.no>
Source record: 6322
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Gerry O'Rourke <pls@no.spam> wrote:

> >: Until I solve the screen corruption, the new memory is of limited use.
> >
> >Have you tried relocating the screen base to original RAM?

> The video base is still in ST ram, but the buffer the OS uses for drop down
> menu's is in Alt ram.

Do you use 2.06 or MagiC? Both handles "TT-ram" without problems, "lesser"
versions doesn't. With 2.06/MagiC and upwards it should (atleast in theory) be
sufficient to register the new memory with Maddalt().

Perhaps you need to set some system-variables as well, but I really doubt that.

Jo Even Skarstein

5872. Sending codes to printer.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-08 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
Source record: 6323

Hey everyone,

I'm trying to send codes to a printer, such as text styles, line spaceing, initialization e.t.c. However when sending the codes to the printer Via LPRINT it prints what I'm sending or at least some of it, and does not set the configuration.

Example:

Esc command for double strike mode on an epson printer is ESC G with decimal 71.

```
Double.strike.on$=chr$(27)+"G"+chr$(71)
LPRINT double.strike.on$
```

Once this is sent the printer prints G and nothing changes. Does anyone know how to send esc codes to the printer in string format. I can use the OUT command with varibles but it gets very lengthy, especially when sending many codes with ,'s seperating them. Anyhow I'm doing this in GFA BASIC. Any advice on how to do this would be greatly appreciated.

Scott.

5873. Pleeease compile freeware for Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <+g4Q7RAImBP0EwEF@thedruid.demon.co.uk>
Source record: 6324

```
Path: thedruid.demon.co.Remove.To.Reply.uk!johnr
From: johnr@thedruid.demon.co.Remove.To.Reply.uk (John Richardson)
Newsgroups: comp.sys.atari.programmer
Subject: Pleeease compile freeware for Atari ST
Message-id: <1_johnr@thedruid.demon.co.Remove.To.Reply.uk>
Date: Thu, 09 Oct 97 00:21:28
MIME-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-transfer-encoding: 8BIT
Organization: The Druid Wales UK
Reply-To: johnr@thedruid.demon.co.Remove.To.Reply.uk
X-Mailer: Net2Net (3.683) BETA (NON WINDOW VERSION)
Lines: 23

Hi,

> I've written an RTF to HTML converter using ANSI C standard
libraries,
> it's freeware for various computers, but I want to make an ST version
> for Marcel users. So, if I send someone the source code, can they
> compile it in Atari ST C (pref.68000 code), and send me the object
> code?

Sure no problem, sling it over here.

Jr,

--

+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-----------------------------------------------+ | |
| InterNet: pcarr@thedruid.demon.co.uk | |
+-------------------------------------------------------------+ |
+---------------------------------------------------------------+

--
The Druid Wales UK >*< InterNet GateWay
```

5874. Re: 2 keys pressed...

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <343C8817.21C6@parx.fr>
Source record: 6325

```
Max Farina wrote:
>
> In article <yz8yb451snr.fsf@tindra.lysator.liu.se>, Tomas Berndtsson
> <tobe@lysator.liu.se> wrote:
>
> >
> > Another common solution to the problem is to use Shift keys, Alternate
> > or Control for fire. These keys are handled in a different way by the
> > keyboard processor, and it is therefore possible to have shift pressed
> > together with another key.
> >
>
> I'll try.
> Thank you very much for the suggest...
Hou... I've done that a few years ago in an arcade GAME and I was
driving 4 keys at the same time. I think that it will be more easilly in
ASM that in C. In fact one of the main problem with that (key and
joystick) is that if you put your routine in hardware (eg $118) you will
disabled your debugger. So try to find other vector (using Iorec and
Kbdvbase).
Good Luck

--
```

+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5875. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: pls@no.spam
Message-ID: <61i2fm$1aq@bcrkh13.bnr.ca>
Source record: 6326
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <61gah7$jp3$1@due.unit.no>, Jo Even Skarstein <josk@stud.ntnu.no> wrote:
>In comp.sys.atari.st.tech Gerry O'Rourke <pls@no.spam> wrote:
>
>> >: Until I solve the screen corruption, the new memory is of limited use.
>> >
>> >Have you tried relocating the screen base to original RAM?
>
>> The video base is still in ST ram, but the buffer the OS uses for drop down
>> menu's is in Alt ram.
>
>Do you use 2.06 or MagiC? Both handles "TT-ram" without problems, "lesser"
>versions doesn't. With 2.06/MagiC and upwards it should (atleast in theory) be
>sufficient to register the new memory with Maddalt().

I am using TOS 2.06 & I just have small program that uses Maddalt() to
register the new memory. When I look at the memory descriptor blocks
afterwards, I can see the new memory & the chunk the OS has grabbed for
itself.
>
>Perhaps you need to set some system-variables as well, but I really doubt that.

I think you are correct, I am not able to find any documentation about what
the variables are or might be.

TT owners may be able to help here, the TT's Ram can be both ST & TT.
The ST memory configuration is written to a location in memory, the value of
which is dependant on the memory found at startup.

How does the TT record the value for TT Ram?

I have looked at the file which gives the Atari registers for all of the
machines & there is no memory configuration for the TT in the file.

There is for the ST, but surely this cannot work for both machines.

How do the machines distinguish between ST & TT Ram?

Is it automatically given that any Alt Ram must be TT Ram by definition & the
OS ensures that DMA access cannot take place?

I now feel that I would be better off having 8 Mbyte of ST Ram, at least this
would mean the screen would be at 7F8000 & all the memory would be in one
block.

Doing this is not easy, however.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5876. Re: Sending codes to printer.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: Hartmut Bielefeldt <Hartmut.Bielefeldt@physik.uni-augsburg.de>
Message-ID: <343CFF71.C1065C11@physik.uni-augsburg.de>
Source record: 6327

```
LPRINT doesn't work properly in GFABASIC. Instead, try writing to the
file PRN: or LST: (I don't remember exactly which one of the two is the
right one)

open "O",#1,"LST:"
print #1, doublestrikeon$
close #1

That might work better.

Hartmut
--
Dr. Hartmut Bielefeldt
Experimentalphysik VI
Universitaet Augsburg
D-86135 Augsburg, Germany
Tel. (+49)(0)821-598-3677, Fax -3652
e-mail: Hartmut.Bielefeldt@physik.uni-augsburg.de
WWW: http://www.physik.uni-augsburg.de/~hartmutb
```

5877. Re: Memory above 4 MByte limit

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EHsoqI.5r3@cix.compulink.co.uk>
Source record: 6328
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

>Sysinfo reports a weird memory configuration, ie.
Check out PROFILE 2 on my site for THE most thorough system check of
practically everything you can think off including memory.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

5878. HBASIC mailing list

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: paulat.jones@ANTI-SPAMzetnet.co.uk
Message-ID: <61j9j7$1t5$1@irk.zetnet.co.uk>
Source record: 6329

If you program HiSoft BASIC, there is now a mailing list available.
Email me to join:

paulat.jones@ANTI-SPAMzetnet.co.uk

I can imagine you know what to do to the address :-)

Paul

```
_____ _____
/\ _ `\ * It's good to talk, but even better to email! * /\___ \
\ \ \L\ \ * Internet email: paulat.jones@zetnet.co.uk * \/__/\ \
\ \ ,__/ * PJCO & GEMMA member 1. * _\ \ \
\ \ \ * Check out the homepage at: * /\ \_\ \
\ \ \ * http://www.users.zetnet.co.uk/pjones/home.htm * \ \____/
\/_/ * HBASIC tutorial writer for Atari Computing * \/___/
```

5879. ++++++++++++ M S O F F I C E P R O 97 $1 4 5 ++++++++++++

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-09 00:00:00 UTC
From: "$AVEBIG payless4more"@callnow4.com
Message-ID: <091097201806@callnow4.com>
Source record: 6330

/_/_/_

5880. Reading printer setup.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971010003251.21313B-100000@ganymede.cs.mun.ca>
Source record: 6331

Another problem incountered while'st programing rountines for printing on the printer. I want to read the printer configuration from the printer, NOT a file. Such as the maximium printable columns and lines e.t.c.

Anyone know how without GDOS or anything like that installed?

Scott.

5881. Re: Reading printer setup.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <61l0um$1qm@balaena.bio.vu.nl>
Source record: 6332

Roger Cain (rcain@zetnet.co.uk) wrote:

: AFAIK printers will not send "property" codes. Nor will they send
: "status" for bad codes.

Hmm, some seem to, mostly the expensive big laser ones...
I don't know if the Atari printer port can handle them, though...

: It's a good point though. Why WON'T printers tell us what they
: look/feel like??

Hmmm, I wonder how Windows 95 does it, the
auto-sense-hardware-taking-ages-thing...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

The hearing ear is always found close to the speaking tongue, a custom
whereof the memory of man runneth not howsomever to the contrary,
nohow.

5882. WTB: anything STOS

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: crdaugh@ibm.net
Message-ID: <343dc15d.2690944@news-s01.ny.us.ibm.net>
Source record: 6333

Hi Folks

I'm looking to recreate my STOS programming setup. I'm looking to buy STOS Basic, STOS Sprites and the STOS Compiler. All with original disks and Manuals. I'd also like to pick up the Game Makers Manual. Anyone looking to sell?

Carl Daugherty

crdaugh@IBM.net

5883. Re: 2 keys pressed...

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <61lj80$ja6$4@news3.isdnet.net>
Source record: 6334

```
On 9 Oct 1997 09:30:31 , Pierre-Louis Lamballais wrote:
>Max Farina wrote:
>>
>> In article <yz8yb451snr.fsf@tindra.lysator.liu.se>, Tomas Berndtsson
>> <tobe@lysator.liu.se> wrote:
>>
>> >
>> > Another common solution to the problem is to use Shift keys, Alternate
>> > or Control for fire. These keys are handled in a different way by the
>> > keyboard processor, and it is therefore possible to have shift pressed
>> > together with another key.
>> >
>>
>> I'll try.
>> Thank you very much for the suggest...
>Hou... I've done that a few years ago in an arcade GAME and I was
>driving 4 keys at the same time. I think that it will be more easilly in
>ASM that in C. In fact one of the main problem with that (key and
>joystick) is that if you put your routine in hardware (eg $118) you will
>disabled your debugger. So try to find other vector (using Iorec and
>Kbdvbase).
>Good Luck
>+--------------------------------------+
> Pierre-Louis Lamballais - plamball@parx.fr
>+--------------------------------------+

When you will use Centinel, this thing wont make any problem because
of the use of the VBR !!!

--- end of message ---
-----------------------------------------------------------------
--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
-----------------------------------------------------------------
--- EMAIL : thomas.goirand@hol.fr ---
--- thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---
-----------------------------------------------------------------
```

5884. STF / STFM

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: nanard800@aol.com
Message-ID: <19971010180901.OAA19962@ladder01.news.aol.com>
Source record: 6335

What is exactly the difference between STF and STFM ?
I know STE features but have never heard of STFM ones.

..--= NaNaRd / DgRt =--..
~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~

5885. Re: Reading printer setup.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <61kpd4urb1@roch.zetnet.co.uk>
Source record: 6336

On 10 Oct 1997 00:36:01, Scott Harris wrote:
>
>Another problem incountered while'st programing rountines for printing on
>the printer. I want to read the printer configuration from the printer,
>NOT a file. Such as the maximium printable columns and lines e.t.c.
>
>Anyone know how without GDOS or anything like that installed?

AFAIK printers will not send "property" codes. Nor will they send
"status" for bad codes.

This means that printer properties are always registered manually
somewhere i.e. in a program's "inf" file or in a devices property
record (for GDOS or NVDI).

It's a good point though. Why WON'T printers tell us what they
look/feel like??

****
Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

5886. HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-11 00:00:00 UTC
From: INSTANT SEX APPEAL <larry@sprynet.com>
Message-ID: <61moda$p8u$8325@ddi2.digital.net>
Source record: 6337

HOW TO ATTRACT GIRLS INSTANTLY....Secrets to instant sex appeal

PURE INSTINCT PHEROMONE ATTRACTANT FOR MEN
WILL GIVE YOU AN UNFAIR ADVANTAGE WITH WOMEN
GUARANTEED

(or your money back)!

Everyone knows that some men (a tiny minority) are able to instantly attract women. It used to be known as "animal magnetism". Scientists now say this natural attraction is due to pheromones - body smells that are not consciously detected, but that effect the behavior of others towards the person giving off these chemical signals. It's natures way of attracting the opposite sex. Scientists have now isolated and synthesized two natural Attractants- androstenol and androstenone pheromone. Carefully controlled experiments show they work and have been widely reported on television and in both the British and international press. Androstenone pheromone has been successfully tested on BBC TV's "TOMORROWS WORLD" and by Desmond Morris (Author of "The Naked Ape" and "Manwatching" and renowned human behaviorist) on BBC TV's "Friday Night... Saturday Morning."

New improved formula PURE INSTINCT from ICT Research Technology contains both ANDROSTENOL and ANDROSTENONE pheromone and produces and undetectable scent that subconsciously attracts women to the wearer. PURE INSTINCT is the world's number one selling and the most concentrated (5 - 7 x normal active strength) pheromone spray for men - don't be misled by cheaper (or more expensive) imitations.

WHAT THE PRESS SAY:

* Lowell Ponte, a former consultant on exotic weapons and a Readers Digest science writer, said in an interview that "use of the recently discovered chemical Androstenone should be banned. Congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable.
- The San Francisco Chronicle -

* "The stuff attracts women like you wouldn't believe"
- Colorado Telegraph

* "And now this pheromone has been marketed, we've tested it - and good grief it works"
- Koave

* "pheromones influence human behavior in a subtle way. Women are attracted to the smell"
- The Daily Telegraph

* "Pure Instinct is likely to produce a state of sexual excitement or
arousal"
- Men Only (Vol. #44 No. 4)

Much of our sales of PURE INSTINCT are reorders from existing users, reports
confirm success. "PURE INSTINCT really does seem to work! The most dramatic
instances have occurred when wearing it at discos. Girls just drift towards
me and start flirting."
-DT Cardiff

"I Knew PURE INSTINCT wasn't a gimmick when one of the girls at work, quite
out of character, started to seduce me when we were alone in the office."
-SD Nottingham

PURE INSTINCT comes in a discreet 15ml pocket roll on container with full
instructions, Ideal for any man who wants to join that lucky few who have
more than their fair share of sex appeal.

30 DAY MONEY BACK GUARANTEE

If you are not 100% delighted with the results from using PURE INSTINCT simply
return remainder within 30 days for a full refund- No questions asked!

C O N F I D E N T I A L I T Y Note:

We do not sell our database to any other company,
all of our order processing is done by our company alone, and orders
are sent in plain, nondescript packaging. The confidentiality of our
customers is maintained above all.

To order the " Pure Instinct Pheromone Sex Attractant" please fill out the following form
and mail it to the address below.
(Feel free to write out the order form by hand, All funds must equal US dollars.

OVERSEAS ORDERS WELCOME BUT MUST PAY WITH US CASH
INTERNATIONAL MONEY ORDER OR TRAVELLERS CHECK
_____

Yes! I want to attract more women please send me _______ bottles of
PURE INSTINCT Price $29.95(U.S.) + $4.00 S/H U.S. OVERSEAS $8.00 S/H.
Please allow 1-2 WEEKS FOR DELIVERY.

I understand that if I'm not 100% delighted, simply return remainder within
30 days for a full refund.

I have enclosed check, cash or money-order for __________ (U.S.)

Name (Please use block letters)

_____

Address: _____

City, St.: _____

Zip: _____

E-Mail : _____
Please Mail to:

SMG Enterprises
1970 E. Osceola Pkwy
Suite 242
Kissimmee Fl.34743

5887. OberonV4 beta for Atari-ST available

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-11 00:00:00 UTC
From: eglis@ubaclu.unibas.ch
Message-ID: <1997Oct11.100803.47627@yogi.urz.unibas.ch>
Source record: 6338

A new release of ETH Oberon System V4 for Atari ST & TT computers is
now available. Oberon is a programming language together with a complete
operating system, developped at ETH Zuerich by Nicklaus Wirth, the inventor of
pascal and modula-2. For more info about Oberon have a look at
http://www.math.tau.ac.il/~guy/Oberon/

The release can be downloaded at ftp.inf.ethz.ch in the folder
pub/Oberon/OberonV4/AtariST

The system is supplied with an Oberon(-1) compiler, a linker and
comes with complete source code. Please remeber that the Compiler does not
support all Oberon-2 features, to wich some of the documentation is referring
to.

ST-Oberon has been tested on TOS 1.0 and 1.4 on a 1040STF, a MEGA ST2
and a Stacy. It may be that the current version of Oberon won't run
on the newer TOS versions, since it uses some system variables, and
modifies the exeption vectors.

Hardware Requirements:

Atari ST or TT computer with at least

2 MB RAM (for serious use, altough ST-Oberon will also run with
only 1 MB)

4 MB of harddisk space, preferably on a harddisk connected to the
ACSI port.

have fun!

please send bug reports or feedback to eglis@ubaclu.unibas.ch
under the subject "stoberon".

5888. Re: STF / STFM

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-11 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <61nm7hkfr1@roch.zetnet.co.uk>
Source record: 6339

On 10 Oct 1997 18:09:52, Nanard800 wrote:
>What is exactly the difference between STF and STFM ?

The STFM has an in-built TV 'M'odulator.

Roger Cain, Manchester, UK e-mail:rcain@zetnet.co.uk
STM 4Mb/MagiC 2/NVDI 2 rcain@nest.demon.co.uk
TT 6Mb/MagiC 4/NVDI 4 NeST:90:100/103

5889. Re: STF / STFM

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-11 00:00:00 UTC
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Message-ID: <Pine.OSF.3.95.971011151655.8927A-100000@venus.wmid.amu.edu.pl>
Source record: 6340

On 10 Oct 1997, Nanard800 wrote:

> What is exactly the difference between STF and STFM ?
> I know STE features but have never heard of STFM ones.
> ..--= NaNaRd / DgRt =--..
> ~~~~~~~~~~~~~~~~~
>
in STFM, F menas Floppy
M means TV socket

l8er,

artur.

5890. Re: Pleeease *don't* compile freeware 8-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-11 00:00:00 UTC
From: Look What the Cat Dragged In <news@idctwl.prestel.co.uk>
Message-ID: <01bcd5d3$51c65760$LocalHost@default>
Source record: 6341

Well, I must say I had an excellent response from this newsgroup. Thanks, everyone!! It's compiled now, however, so you don't need to reply anymore!! (I just don't want to waste anyone's time...)

As for the compiled program itself, if anyone wants to get hold of it, I'll post it on de.alt.binaries.tos, assuming that's actually for the Atari, and not something... unsavoury. I'll also upload it to FTP sites when I can work out how to, and put it on my Webpage (address below)

If anyone wants the RTF to HTML, or HTML to RTF source code, then feel free to E-Mail me for it. I'll wait a week or so until I've got enough responses, and then send it all off as one message (to cut phone costs 8-(

Thanks again,

Jeremy Smith.

To reply by Email, reverse the first bit.

Well, well, well... Look What the Cat Dragged In - Funny Web Magazine
http://www.geocities.com/SoHo/7691

5891. wanted portfolio owners

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-12 00:00:00 UTC
From: jadams1644@aol.com
Message-ID: <19971012211700.RAA04212@ladder01.news.aol.com>
Source record: 6342

hello,i need Atari portfolio owner to help me write a few articles for my newsletter called portfolio times IF you can help please email me at jadams1644@aol.com

5892. Re: Reading printer setup.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <61t7ui$ijm@balaena.bio.vu.nl>
Source record: 6343

Peter Rottengatter (perot@suse.modem.stud.uni-hannover.de) wrote:

: > Hmmm, I wonder how Windows 95 does it, the
: > auto-sense-hardware-taking-ages-thing...

: The Atari printer port can't use these features, they use a protocol
: utilizing extra port lines the Atari printer port hasn't got.

Ah, I assume that these are the same lines as used in the infamous
LapLink cables which are needed for Linux and BSD PLIP? (**#&%$*$!!)
(At least MiNTNet uses a sane 8-bit PLIP cable...)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I found out why my car was humming. It had forgotten the words."

5893. Re: STF / STFM

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-13 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.344288c9zmerch989696@208.128.145.2>
Source record: 6344

In article <19971010180901.OAA19962@ladder01.news.aol.com>,
nanard800@aol.com says...
> What is exactly the difference between STF and STFM ?
> I know STE features but have never heard of STFM ones.

The only difference is the STFM has a TV Signal _M_odulator so you can use the machine on your TV. Otherwise, it's the same machine. (Please keep in mind I'm in the U.S.... YMMV and all that jazz.)

HTH,
Roger "Merch" Merchberger

5894. Re: Sending codes to printer.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-13 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <876721724_OASIS_@nordnet.fr>
Source record: 6345

```
In article <Pine.SUN.3.95q.971008165939.1358A-100000@ganymede.cs.mun.ca>
Scott Harris <harris@cs.mun.ca> said:-

>Esc command for double strike mode on an epson printer is ESC G with
>decimal 71.
>
>Double.strike.on$=chr$(27)+"G"+chr$(71)
>LPRINT double.strike.on$
>
>Once this is sent the printer prints G and nothing changes.

It's "ESC G G" you send... The correct code for double strike is
simply "ESC G" (and "ESC H" to go back to single strike). So it's normal
you get a double striked single G letter on the paper. Better use:

Double.strike.on$=chr$(27)+"G"

>Any advice on how to do this would be greatly appreciated.

Could be declared as a function too, something like:

DEFFN doublestrike$(on!)=CHR$(27)+CHR$(ASC("H")+on!)
LPRINT @doublestrike$(1);"You know what? I'm happy.";@doublestrike$(0)

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* I have a bad news feed: could you please */
/* send me a copy of your reply by email? */
```

5895. EARN AN INCOME GIVING AWAY FREE PAGERS!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-14 00:00:00 UTC
From: info@freepagers.net
Message-ID: <34430744.0@Crypt.NetGoth.COM>
Source record: 6196

GET PAID TO GIVE AWAY FREE PAGERS!

Give away FREE Motorola pagers and Seiko Message watches!

It's easy and it's fun! NO selling or inventory, what more can you ask?! for!

You can start for nothing if you wish or just a little!

You get paid on activation and monthly airtime!

If you are interested send a Self Address Stamped Envelope to:

Send SASE:

UDS Co.
1147 E. Elm Suite #10
Springfield, MO 65806

You will receive your info within 2 days.

5896. Driver 32 bit Atari to IBM

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-15 00:00:00 UTC
From: (unknown)
Message-ID: <3446ec2f.865256@news.cs.interbusiness.it>
Source record: 6197

Sorry for the questions if it's stupid.

There is somewhere a driver 32 bit (windows 95) for the Portfolio Card
drive HPC-301 that connect the Pc Folio Atari to a IBM compatible PC?

Please replay by mail.

Fidel von Meute - via Alessi 3/8 GENOVA - Tel: 564321
E-MAIL: <fidel@ge.itline.it> (expire 20/1/98)
<room134@ipsnet.it> or <dead_man@geocities.com>
HOME PAGE: http://www.geocities.com/Athens/3454/index.html

Fan #2 di PeppeCortese & PaMa -- PGP public key available

5897. Re: Sending codes to printer.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-16 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971016105226.24169A-100000@ganymede.cs.mun.ca>
Source record: 6198

On Mon, 13 Oct 1997, Bruno Kozlowski wrote:

> >Esc command for double strike mode on an epson printer is ESC G with
> >decimal 71.
> >
> >Double.strike.on$=chr$(27)+"G"+chr$(71)
> >LPRINT double.strike.on$
> >
> >Once this is sent the printer prints G and nothing changes.
>
> It's "ESC G G" you send... The correct code for double strike is
> simply "ESC G" (and "ESC H" to go back to single strike). So it's normal
> you get a double striked single G letter on the paper. Better use:
>
> Double.strike.on$=chr$(27)+"G"
>
> Could be declared as a function too, something like:
>
> DEFFN doublestrike$(on!)=CHR$(27)+CHR$(ASC("H")+on!)
> LPRINT @doublestrike$(1);"You know what? I'm happy.";@doublestrike$(0)

Thanks. I had figured it out after words, I just misread the
manuale for the printer. I had to write a rountine which converts the
string codes into varibles and then sends each varible to the printer with
OUT command. I had to do it this way because alot of codes are being send
to the printer to configure it, in a way the user defines. So using I
would have had to make a number of functions, rather than one routine
which when called send whatever the user defined as the setup.

Thanks again...

Scott.

5898. Re: tfork()

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-16 00:00:00 UTC
From: hyc@frisky.la.platsol.com
Message-ID: <626e21$1pag@frisky.la.platsol.com>
Source record: 6199

In article <61c27o$li6$1@o.online.no>, Odd Skancke <oskancke@online.no> wrote:
> I've just read someone mentioning a tfork() call. This would be a
>mintspecific call, but I can't find any info on it. Anyone?

tfork is just a bit of wrapper code around Pexec. It's provided in the MiNT library. Basically it allocates a base page and a stack, stores the passed-in function address as the start address of the new basepage, then Pexec's (using I forgot which mode, new process using existing memory image) to start the new process. The process is considered a "thread" in that it shares the contents of the parent's address space - all code, data & bss space. Heap is a separate issue which generally is not taken care of. Specifically, malloc() and related routines cannot be used safely by the new process. The stack is initialized; as I recall a call to Pterm is stored on the stack so if the new process returns all the way to the top, it exits.

(Note - malloc is a problem for two reasons - the obvious one, thread re-entrance and mutex issues, but also because the MiNTlib malloc() tries to do stack/heap collision detection. In the original process, the heap and stack are both carved out of one chunk of memory, and the heap grows upward from the bottom, and the stack grows downward from the top. If they meet in the middle, malloc has to give up. In the threaded subprocess, the stack is in a freshly allocated memory region, but the heap remains where it was in the parent process. The new stack could be either above or below the original one, so the library's collision detection code is useless.)

I've written a couple of pieces of code that used this function, (including the first pass at my update to the MiNTnet driver for CAB) and I've dissected it quite a bit. It seems to me that the Pexec functionality it uses is a bit broken; the new process doesn't share the file descriptors of the parent process, for one. Also, it seems to be dependent on the memory-sharing flags set in the parent; one would expect that a "thread process" automatically inherits full access privileges to all of the parent's memory, instead of just read access. I've never investigated the MiNT kernel code to verify this behavior, but I believe there's a bug here that needs fixing...
--
Howard Chu Principal Member of Technical Staff
hyc@locus.com,chu@platinum.com PLATINUM technology, Los Angeles Lab
Advertisements proof-read for US$100 per word. Submission of your ad to my email address constitutes your acceptance of these terms.

5899. Help with Mac/Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-17 00:00:00 UTC
From: pdraper@nospam.net
Message-ID: <pdraper-1710971456070001@dial37.vip.net>
Source record: 6200

Need utility to enable my Mac to read an Atari disk.

Thanx
Marlena

Write to:
gyoungin@vip.net

5900. fcntl() mode $5364

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-18 00:00:00 UTC
From: oskancke@online.no
Message-ID: <62a7qphas1@o.online.no>
Source record: 6201

I desperately need info about the mode $5364 of Fcntl(). This is a
call dealing with sockets, I think and I think I'm starting to understand
how it works. But I've not been able to find any docs about this mode.
anyone?

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

5901. Re: Help with Mac/Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-18 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <yz8en5j8kw4.fsf@tindra.lysator.liu.se>
Source record: 6202

erikhall@mail2.tripnet.se (Erik H&#65533;ll) writes:

```
> On 17 Oct 1997 14:56:07, pdraper@nospam.net wrote:
> >Need utility to enable my Mac to read an Atari disk.
> >
> >Thanx
> >Marlena
> >
> >Write to:
> >gyoungin@vip.net
> >.
>
> Atari is using the same file system as PC (FAT)
> so if you have program for reading PC disks
> you can read/write Atari disks.

This isn't completely true. I've had problems reading Atari formatted
disks on a Macintosh that can read PC formatted disks. There is some
difference in how TOS formats the disks from how PC does it. What you
need to do, if you're not able to read the disks directly, is to
format a disk on a PC or on a Macintosh as PC format and copy the
files onto that disk on the Atari.

If you don't have a utility for reading PC disks, there is one called
PC Exchange, should be available on various ftp sites.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe
```

5902. Re: fcntl() mode $5364

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971018234207809 56@zetnet.co.uk>
Source record: 6203

> I desperately need info about the mode $5364 of Fcntl(). This is a

any idea what the symbol name for that mode is?

> call dealing with sockets, I think and I think I'm starting to understand
> how it works. But I've not been able to find any docs about this mode.
> anyone?

Well, as its sockets I guess the place to look is MiNTnet - either in a
man page, or more likely in the source the the .XDD file - as this is where
the Fcntl on sockets is probably handled.

Hope this helps

Anthony

5903. Re: Help with Mac/Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-18 00:00:00 UTC
From: erikhall@mail2.tripnet.se
Message-ID: <629qc6$t97$1@minox.tripnet.se>
Source record: 6204

```
On 17 Oct 1997 14:56:07, pdraper@nospam.net wrote:
>Need utility to enable my Mac to read an Atari disk.
>
>Thanx
>Marlena
>
>Write to:
>gyoungin@vip.net
>.

Atari is using the same file system as PC (FAT)
so if you have program for reading PC disks
you can read/write Atari disks.

/Erik

---------------------------------------------------------------
Mail:
erikhall@mail2.tripnet.se ||| FALCON 030
Erik.Hall@epk.ericsson.se |||
/|\ ----------
URL: / | \
http://www2.tripnet.se/~erikhall/index.html HADES 060

---------------------------------------------------------------
```

5904. PPP-Connect programming docs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-19 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <14601802_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6205
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi

I've just been playing with PPP-Connect (that I bought at today's show,
along with CAB2.5).

I'd like to add PPP-Connect compatability to POPwatch if it's not too
difficult.

Can anyone tell me where I can get hold of the programming docs for
PPP-Connect?

Regards,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5905. Re: Help with Mac/Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HJTNFDALUP@data.rhein-main.de>
Source record: 6206

In <pdraper-1710971456070001@dial37.vip.net> pdraper@nospam.net wrote:

>Need utility to enable my Mac to read an Atari disk.

Try to format your disks in 1.4Mb HD PC Format.
Your Mac read PC format, also your Atari.

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

5906. CAF compressed aif specs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-20 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <344B983A.662@pi.net>
Source record: 6207
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
Hello,

Anyone got the specs for the compressed aif format from Cubase audio
16-channel mode?

greetz,
Vince
```

5907. C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-20 00:00:00 UTC
From: Gerard Thornley <SMTP>
Message-ID: <344B9FEF.39E641E2@EuropeM01.nt.com>
Source record: 6208

Would anyone be able to tell me where I can obtain a good (i.e. user friendly) C-compiler for my Atari ST. Also has anyone written a program whereby I could use one Atari ST as a file and print server for two other Ataris, or would anyone else be interested if I wrote one myself? This might sound slightly silly, but I'm trying to squeeze that extra little bit of use out of them.

Cheers,
Gerard

5908. C Compilers and Networki

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-21 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <0bf_9710211143@conchbbs.com>
Source record: 6209

```
S > Also has anyone written a program whereby I could use one
S > Atari ST as a file and print server for two other Ataris, or
S > would anyone else be interested if I wrote one myself?

There is a hardware/software network which uses the midi port
available commercially.

I started writing one using the serial port, but it kept dropping
bytes. Eventually I discovered that the problem was that the
default serial buffer was too small to really handle 19200 bps, but
by then I was no longer interested in networking my ST and TT.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5909. Re: PPP-Connect programming docs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-21 00:00:00 UTC
From: your@email.here
Message-ID: <344cf22e.0@mapperley.innotts.co.uk>
Source record: 6210

On 19 Oct 97 15:47:34 G, Gary Priest wrote:

>I've just been playing with PPP-Connect (that I bought at today's show,
>along with CAB2.5).

Same here, CAB 2.5 really flies now, and thats with STiK (1.12).

>I'd like to add PPP-Connect compatability to POPwatch if it's not too
>difficult.

I'd like to do the same with Greendale (when I finish it) and perhaps port
GlueSTiK to it.

>Can anyone tell me where I can get hold of the programming docs for
>PPP-Connect?

I thought it was based on BLIP (they are buy the same author and are very
similar) but the BLIP examples don't work so I guess that something was
changed.

AFAIK, PPP-Connect is a port of Berkley sockets so is programmed like
MintNet.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: _SteveB_
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who
Telemovie

5910. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-21 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EIE8C2.5sF@suse.modem.stud.uni-hannover.de>
Source record: 6211

In article <344B9FEF.39E641E2@europem01.nt.com>,
Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com> writes:

> Would anyone be able to tell me where I can obtain a good (i.e. user
> friendly) C-compiler for my Atari ST.

Look out for Pure C which is very user friendly. It however produces slightly
less than optimal code. If you can't live with 98 % of the optimum, you must
go for Gnu-C, but that one for sure is not very user friendly.

> Also has anyone written a program
> whereby I could use one Atari ST as a file and print server for two
> other Ataris, or would anyone else be interested if I wrote one myself?

Sure, go ahead. I thought about just doing the print server/client bit the
other day, as it's rather easy to do (using STinG). A file server is tricky
however, but will come one day too.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5911. Re: CAF compressed aif specs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-21 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@mailbox.swipnet.se>
Message-ID: <62gm1h$50s@mn5.swip.net>
Source record: 6212
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Vincent Bakker wrote in article <344B983A.662@pi.net>...

>Anyone got the specs for the compressed aif format from Cubase audio
>16-channel mode?

The only thing I know is that it's supposed to be some sort of "intelligent"
compression, like DCC and MD. I doubt that Steinberg would give away their
technology, but who knows - since they won't make any more CAF upgrades
(let's hope they'll continue making bugfixes) for our beloved computer,
maybe they would eventually?

Best regards,
Claes

-+-
Falcon030/16MB/5.5GB/12XCD/CD-writer/Zip
K2000+CS1x+R8+D-110+U-220+Proteus
Various studio equipment etc.
For more information - see my homepage
+-+
claes.holmerup@mailbox.swipnet.se
http://home5.swipnet.se/~w-51781

5912. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-21 00:00:00 UTC
From: pls@no.spam
Message-ID: <62hmml$pm3@bcrkh13.bnr.ca>
Source record: 6213

In article <344B9FEF.39E641E2@EuropeM01.nt.com>, Gerard Thornley
<SMTP:GTHORN@EuropeM01.nt.com> wrote:
>Would anyone be able to tell me where I can obtain a good (i.e. user
>friendly) C-compiler for my Atari ST. Also has anyone written a program
>whereby I could use one Atari ST as a file and print server for two
>other Ataris, or would anyone else be interested if I wrote one myself?
>This might sound slightly silly, but I'm trying to squeeze that extra
>little bit of use out of them.
>
>Cheers,
>Gerard
>

There are many networking type programs & file servers, check umich for a few.

If you have the memory & disk space, you could install MiNT & MiNTnet & get a
fully working NFS connection between the two atari's.

Gerry O'Rourke
Nortel Ireland Ltd
E-mail (remove the #'s) gigxr01#@nt#.com

5913. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-22 00:00:00 UTC
From: Gerard Thornley <SMTP>
Message-ID: <344DF64B.7B3B4794@EuropeM01.nt.com>
Source record: 6214

Gerry O'Rourke,
In reference to your reply:

> In article <344B9FEF.39E641E2@EuropeM01.nt.com>, Gerard Thornley
<SMTP:GTHORN@EuropeM01.nt.com> wrote:
> >Would anyone be able to tell me where I can obtain a good (i.e. user
> >friendly) C-compiler for my Atari ST. Also has anyone written a program
> >whereby I could use one Atari ST as a file and print server for two
> >other Ataris, or would anyone else be interested if I wrote one myself?
> >This might sound slightly silly, but I'm trying to squeeze that extra
> >little bit of use out of them.
> >
> >Cheers,
> >Gerard
> >
>
> There are many networking type programs & file servers, check umich for a few.
>
> If you have the memory & disk space, you could install MiNT & MiNTnet & get a
> fully working NFS connection between the two atari's.
>
> Gerry O'Rourke
> Nortel Ireland Ltd
> E-mail (remove the #'s) gigxr01#@nt#.com

Do you know where I could get a copy of MiNT, and MiNTnet, since I haven't been watching
the Atari world
for quite a while. You couldn't send me a copy could you, or is MiNT no longer shareware?
Also, you suggested checking 'umich'. What is this?

Cheers,
Gerard

5914. Re: Year 2000? No bug on Atari! ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-22 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bcdef7$ea3bb080$160844c3@p-d-mou>
Source record: 6215
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

> It's used by Xbios as starting in 1968, in binary mode, giving a max
> year of 2223, limited by Xbios (and Gemdos as well) to 2107.

This is wrong, the limit is 99 EVEN in binary mode ....
I just looked to Motorola and also Benchmarq documents
in fact you can put any value in , but it just WON'T get
updated properly when it should ... in the specs the
limit in binary mode is given by motorola to be 0x63
(99) because the chip is intended to be a '100 year calendar'
as they say ....
In other words you can put in 2053 for example but when
it should become 2054 it will loop back to 1968 again :-(
I wonder why they kept this limit ?
So the limit we were searching for is 1968+99 which
is 2067 which seems to be the real atari limit ,
according to Motorola ....

By the way , you were right , day 1 is sunday !

so long,
DAVID GODEC

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

5915. GNU-binutils

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-22 00:00:00 UTC
From: roman.pollak@switzerland.ncr.com
Message-ID: <344E61B6.7819@switzerland.ncr.com>
Source record: 6216
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer,gnu.gcc.help,gnu.misc.discuss

Hi ,

Does anybody know if and where and how to configure gnu binutils (as/ld)
for an atari st binary format or other relocatable output format ?
If there are allready other bin. formats included in the binu, please
let me know which do what I need.

I currently working on a mutlitasking os without a mmu, when ever I like
to load a new/other program, it have to be relocated to assigned
address.

regards roman

5916. PPP-Connect programming docs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-22 00:00:00 UTC
From: DCroker@fortress.org.uk
Message-ID: <2258_DCroker@fortress.org.uk>
Source record: 6217

Nostrodamus phrophesised this from gary@the-gap.demon.co.uk to All...

Hi Gary!

g> I've just been playing with PPP-Connect (that I bought at today's show,
g> along with CAB2.5).
I've not been able to get PPP and CAB 2.5 speaking to each other at all
(using the CiX-OUT account) so I'd be grateful to hear from anyone using that
setup!

Speak to 'ya later!

--

5917. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-23 00:00:00 UTC
From: s_cdonat@gripsholm.rz.uni-ulm.de
Message-ID: <344f5a72.0@news.uni-ulm.de>
Source record: 6218

Hi Gerard,

: friendly) C-compiler for my Atari ST. Also has anyone written a program
: whereby I could use one Atari ST as a file and print server for two
: other Ataris, or would anyone else be interested if I wrote one myself?
: This might sound slightly silly, but I'm trying to squeeze that extra
: little bit of use out of them.

If you do it, I suggest you to use the Unix lpr standard via STIK. This
should be the most flexible solution for printer Servers. Almost any
System available supports it. For using it with existing software you
should best do it as a GDOS driver - optimally for NVDI if you get
hold of a documentation.

For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
Still it can not be used by the majority of users who have not enough
Memory.

Christof

5918. Re: GNU-binutils

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-23 00:00:00 UTC
From: mbaker@iee.org
Message-ID: <62m13gqdk1@aziraphale.pet.cam.ac.uk>
Source record: 6219
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer,gnu.gcc.help,gnu.misc.discuss

In article <344E61B6.7819@switzerland.ncr.com>,
roman.pollak@switzerland.ncr.com writes:

> Does anybody know if and where and how to configure gnu binutils (as/ld)
> for an atari st binary format or other relocatable output format ?
> If there are allready other bin. formats included in the binu, please
> let me know which do what I need.

GNU binutils already include lots of binary formats. Not including the
Atari's one by default, but there is a patch to add it (to an old version,
and I've no idea whether it would apply cleanly to a current version).

5919. Setscreen(),Logbase(),Physbase()

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-23 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R2310971029110001@newsserver.cilea.it>
Source record: 6220

Hi
Trying to make a game with sprites seems to be the best solution to
use the "flipping" screen method for animation (Setscreen())...
...but this is very machine dependent: I use a TT and Crazy-Dot
graphic card and if there are no problems in TT (video) standard mode
it's no possible use the same method with Crazy-Dots in 256 colors mode.

Is it possible that I make some mistakes about the screen-base address
or there is athers "standard" methods ?

Thank you

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

5920. Re: C Compilers and Networki

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-23 00:00:00 UTC
From: Gerard Thornley <SMTP>
Message-ID: <344F4776.D84584AB@EuropeM01.nt.com>
Source record: 6221

John Kormylo wrote:

> There is a hardware/software network which uses the midi port
> available commercially.

(Thanks)

> (cntd...) I started writing one using the serial port, but it kept
> dropping
> bytes. Eventually I discovered that the problem was that the
> default serial buffer was too small to really handle 19200 bps, but
> by then I was no longer interested in networking my ST and TT.

Maybe the cartridge slot would have been better (faster) solution. The only problem here, is that you would have to have designed your own hardware, and Atari's strange decision to make the Cartridge slot one-way would have made this task slightly harder. It's understandable why commercial manafacturers opted for the midi ports, even though this stops the networked Atari's from using the midi ports for music!!

Gerard

5921. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-23 00:00:00 UTC
From: thomas.goirand@hol.fr
Message-ID: <62o4pc$9p0$1@news4.isdnet.net>
Source record: 6222

On 23 Oct 97 14:08:50 G, Christof Donat wrote:
>Hi Gerard,
>For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
>Still it can not be used by the majority of users who have not enough
>Memory.
>
> Christof

You have a good idear, I didn't thought printing was possible thrue NFS,
but when you think about it this should be done linking a file to the
target device on the server, and by allowing others to access to it via NFS.
A good way to to this would be a graphical configuration software for MiNT.
I'm still thinking about one, but I'm not sure to have the knowledge to
make it myself... but it would be a great thing, wouldn't it ?

--- end of message ---

--- Thomas Goirand alias Zigo on irc (#demofr, #atari,#owa) ---
--- Music Sound-Track & MIDI composer --- 680x0 & GEM Coder ---
---
--- EMAIL : thomas.goirand@hol.fr ---
--- thomas.goirand@naniut.iut-nantes.univ-nantes.fr ---

5922. Re: C Compilers and Networking

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-24 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <62r6d2ucp1@irk.zetnet.co.uk>
Source record: 6223

On 23 Oct 1997 13:47:50, Gerard Thornley wrote:
> John Kormylo wrote:
>
> > There is a hardware/software network which uses the midi port
> > available commercially.
>
-----8<---- Snippety Snip
>
> one-way would have made this task slightly harder. It's understandable
> why commercial manafacturers opted for the midi ports, even though this
> stops the networked Atari's from using the midi ports for music!!

Actually it would be perfectly feasible to implement a network over a MIDI system without preventing its use for music (although timing might become more of an issue). The MIDI spec includes a message type called "system exclusive" which is designed to implement device specific messages not catered for in the normal MIDI commands. There's no reason why this message couldn't be used as a "wrapper" for network packets, and it they would be safely ignored by normal MIDI equipment.

The actual topology of the network might lead to a few more problems, as it would effectively have to be connected as a token ring, which is not ideal for every MIDI system, and may prevent some MIDI or network traffic being passed correctly. In practice, with some planning, and if the network isn't being used for MIDI and file/print at the same time, the problem can easily be minimized.

All this was discussed at some length on the MiNT mailing list quite some time ago, but nobody ever wrote the necessary routines into a MiNTNet driver (my programming skills aren't good enough for me to take it on). Shame.

Cheers,

Xav

--
xav@compsoc.man.ac.uk www.compsoc.man.ac.uk/~xav
"We're a long time coming, even longer gone; we're a
short time living so be someone"
- From "Apposite" by The Bertillons

5923. Re: Help with Mac/Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-25 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <Lwgd$DAHXhU0Ew7h@thedruid.demon.co.uk>
Source record: 6224

Hi Tomas,

> difference in how TOS formats the disks from how PC does it. What you
> need to do, if you're not able to read the disks directly, is to
> format a disk on a PC or on a Macintosh as PC format and copy the
> files onto that disk on the Atari.

Or use a utility such as Fastcopy III on the Atari.

Jr,

--

+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| InterNet: pcarr@thedruid.demon.co.uk | |
+---+ |
+---+

--
The Druid Wales UK >*< InterNet GateWay

5924. 60's clock

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-25 00:00:00 UTC
From: centek <centek@eeb.fr>
Message-ID: <01bce189$e0740400$LocalHost@p-d-mou>
Source record: 6225

THE MC68060 CLOCK

Some people and some companies, especially french ones, announce
the 68060 to be cadenced at 120 MHz on the HADES 060.
This is totally wrong and only reflects the technical ignorance
about the 68060 and the marketing lies of some companies !

The 060 is cadenced by only one clock : the CLK (that is the PCLK
of the 040 socket !).

You have to know that the 060 is built with the 'STATIC' technology
that allows this 060 to be cadenced with lower frequencies, even 0 MHz
(no clock at all) in the purpose to reduce consummation as much as
possible... But, the way to exit this mode is to send a non-masked
interrupt or a RESET to the 060.

Therefore, the 060 has an internal clock control logic which
itself is also cadenced by an internal clock, which works constantly !
Yes, it's this logic which gets the interrupt and exits the 060 from its
'low power mode'. This is also the logic which stops or starts the
PLL (phase-lock loop), which has to synchronize the external clock with
the internal clock ! It constantly monitors this PLL and if unphased,
returns an external signal LOC/ (Loss Of Clock).
This signal, for example, is a variation of the CLK sent to the processor.
The clock can only be modified during RESET or LOW POWER MODE !
Therefore, the 060 can't (in real time) do an external DX2 like it is
possible on some accelerator cards (CENTurbo II, CENTurbo I 20/40 (1st
generation), Speed Resolution Card, etc...).

Let's turn theory into practice :
Just a little demonstration with a FALCON, an HADES 060, and GEMBENCH
4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 060.
For the 030: 44 clock cycles to execute the DIVU.
For the 060: 22 clock cycles to execute the DIVU.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on :
FALCON STANDARD 16 MHz : 100 % (normal !).
HADES 060 at 60 MHz (!): 320 % (767 %).

Here is the equation, no comment.
68060 at 60 MHz = (44/22) x (60/16) = 7.50 or 750 %

On the one hand, we have the theory with the DATABOOK (if some people
want to interpret the DATABOOK differently, we ARE LISTENING!) which
gives 750 and on the other hand, a real test on a machine which gives

767 !
So, the hypothesis for the 060 at 60 MHz is proven correct.
If the 060 was at 120 MHz, like some people would stupidely like us to
believe, the gembench test should have been closer to :

1500 = (44/22) x (120/16) !

Remark : The BUS of the HADES 060 is cadenced at 30 MHz !

A little bit of COMMON SENSE : why would a processor manufacturer
announce on its processors a clock which would only be half of what the
processor calculates for real ?!! Have you ever seen, a manufacturer
half under-estimating its products against the competition?
Moreover, to not even talk about it in its documentations ??!!!
Us, Never !

CONCLUSION : The 68060 is cadenced at 60 MHz (the clock input !)
even if there is an internal DX2 clock !

Rodolphe Czuba
Sacha Hnatiuk
David Godec
Thanks to Emmanuel Barranger (EB MODEL) for his help.

My only regret is the same as the one about the 040 !
Moral : before believing and/or stupidly repeating the proposals of
others, verify for yourself, or verify it with REAL professionals!

Rodolphe Czuba

At CENTEK, we don't like cheaters !

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5925. 40's clock

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-25 00:00:00 UTC
From: centek <centek@eeb.fr>
Message-ID: <01bce18a$53005b40$LocalHost@p-d-mou>
Source record: 6226

THE MC68040 AND MC68040V CLOCKS

Some people and some companies, especially french ones, announce
the 68040 to be cadenced at 64 MHz on the AFTERBURNER 040 or on
the HADES 040.
This is totally wrong and only reflects the technical ignorance
about the 68040!

The 040 is cadenced by two clocks: the BCLK and the PCLK.
The BCLK (Bus CLocK) cadences the processor, its bus controller, as
well as the entire calculation unit (and the floating unit for
the 'full' 040, meaning with a FPU).
The Motorola DATA BOOK for the 040 is very clear about it because
on page 10-4, we can read: 'All timings are related to BCLK cycles...'
By all means, when you read the instruction timing tables for the
040, and for example, it says that the XXXX instruction is 4 cycles
that means that this instruction is executed in 4 clock BCLK cycles!!
About the PCLK (Processor CLocK), the 040 needs it to cadence its
internal logic, especially its pipeline.
This clock could be 200 or 500 MHz, which wouldn't change the
performance of the 040 !!
In this case, the PCLK is twice the BCLK with a phase shift + or -
250 to 500 ps depending on the clock generator used.
With regards to the design, you can give a PCLK divided by 2 to get
the BCLK.
A more popular approach is the opposite starting with a BCLK multiplied
by 2 with a circuit to obtain the PCLK.
Motorola proposes a MC88915 circuit, which is also used
by the Afterburner.

A remark : the 040 3.3V model only exists in two versions :
- The 68040V which doesn't have an FPU !
- The 68EC040V which has neither an FPU, nor a PMMU !

These two versions are identical to the 5V version regarding the
performance (otherwise, where are the instruction timing tables of
this 3.3V version in the DATABOOK which talks about ALL 040 models ?!!).
The only differences are the 'LOW POWER' possibilities of this 3.3v
version which are explained in the appendix C of the 040 DATA
BOOK. With the version V (like on the 060 !!), there's only one clock
injected in the processor : CLK (CLocK).
Of course, this clock is equal to the BCLK, located at the same
place on the casing as the BCLK !
So why only one clock and what happened to the PCLK ?
You have to know that the 'STATIC' technology allows this 040 (and the 060)

to be cadenced with lower frequencies, even 0 MHz (no clock at all) in
the purpose to reduce consummation as much as possible...
But, the way to exit this mode is to send a non-masked interrupt to the
040.

Therefore, the 040 (and the 060) has an internal clock control logic which
itself is also cadenced by an internal clock, which works constantly !
Yes, it's this logic which gets the interrupt and exits the 040 from its
'low power mode'. This is also the logic which stops or starts the
PLL (phase-lock loop), which has to synchronize the external clock with
the internal clock ! It constantly monitors this PLL and if unphased,
returns an external signal LOC/ (Loss Of Clock).
This signal, for example, is a variation of the CLK sent to the processor.
The clock can only be modified during RESET or LOW POWER MODE !
In the case of an active LOC, it is necessary to send a RESET to
the processor, restarting it again in NORMAL mode.
Therefore, the 040, as well as the 060 can't (in real time) do an
external DX2 like it is possible on some accelerator cards (CENTurbo
II, CENTurbo I 20/40 (1st generation), Speed Resolution Card, etc...).

Let's turn theory into practice:
Just a little demonstration with a FALCON, an Afterburner 040, and
GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 040.
For the 030: 44 clock cycles.
For the 040: 27 clock cycles.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz: 100 % (normal !).
FALCON + AB40 at 32 MHz: 320 % (411 % at 40 MHz).

Here is the equation, no comment.
68040 at 32 MHz = (44/27) x (32/16) = 3.26 or 326 %

On the one hand, we have the theory with the DATABOOK (if some people want
to interpret the DATABOOK differently, we ARE LISTENING!) which gives 326
and on the other hand, a real test on a machine which gives 320 !
So, the hypothesis for the 040 at 32 MHz is proven correct.
If the 040 was at 64 MHz, like some people would like us to believe,
the gembench test should have been closer to:

652 = (44/27) x (64/16) !

A little bit of COMMON SENSE : why would a processor manufacturer
announce on its processors a clock which would only be half of what the
processor calculates for real ?!! Have you ever seen, a manufacturer
half under-estimating its products against the competition?
Moreover, to not even talk about it in its documentations ??!!!
Us, Never !

CONCLUSION : the 68040 is cadenced by the BCLK !

Rodolphe Czuba
Sacha Hnatiuk
David Godec

My only regret is that I placed confidence in what a person and a
magazine said, so I announced the same crap in the first version
of the PHENIX 040/060 presentation file before discovering the truth
myself (during the PHENIX development).
Unfortunately, a lot of people are still fooled by this falsified
information ! Some even were hoodwinked into buying...

Moral : before believing and/or stupidly repeating the proposals of
others, verify for yourself, or verify it with REAL professionals!

Rodolphe Czuba

At CENTEK, we don't like cheaters!

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5926. 40's clock: short version

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-25 00:00:00 UTC
From: centek <centek@eeb.fr>
Message-ID: <01bce18a$7874fac0$LocalHost@p-d-mou>
Source record: 6227

THE TRUE CLOCKS OF THE MC68040

Just a little demonstration with a FALCON, an AFTERBURNER 040, and
GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 040.
For the 030 : 44 clock cycles.
For the 040 : 27 clock cycles.
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz : 100 % (normal !).
FALCON + AB040 32 MHz : 312 % (414 % at 40 MHz).

Here is the equation, no comment.
68040 at 32 MHz = (44/27) x (32/16) = 3.26 or 326 %

On the one hand, we have the theory with the DATABOOK (if some people
want to interpret the DATABOOK differently, we ARE LISTENING !) which
gives 326 and on the other hand, a real test on a machine which gives
312 !
So, the hypothesis for the 040 at 32 MHz is proven correct.
If the 040 was at 64 MHz, like some people would like us to believe,
the gembench test should have been closer to :

652 = (44/27 x (64/16) !

CENTEK

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5927. 60's clock: short version

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-25 00:00:00 UTC
From: centek <centek@eeb.fr>
Message-ID: <01bce18a$20f20680$LocalHost@p-d-mou>
Source record: 6228

THE TRUE CLOCK OF THE MC68060 (the end of the liars ?)

Just a little demonstration with a FALCON, an HADES 060, and
GEMBENCH 4.03 with the INTEGER DIV test which consists of DIVU.W dx,dx.
We read the timings for this DIVU in the Motorola DATABOOK of the 030
and the 060.
For the 030 : 44 clock cycles.
For the 060 : 22 clock cycles (page 10-16 of the DATA BOOK !)
We launch GEMBENCH 4.03 and the INTEGER DIV test (ref. FALCON) on:
FALCON STANDARD 16 MHz : 100 % (normal !).
HADES 60 at 60 MHz : 767 %.

Here is the equation, no comment.
68060 at 60 MHz = (44/22) x (60/16) = 7.50 or 750 %

On the one hand, we have the theory with the DATABOOK (if some people
want to interpret the DATABOOK differently, we ARE LISTENING !) which
gives 750 and on the other hand, a real test on a machine which gives
767 !
So, the hypothesis for the 060 at 60 MHz is proven correct.
If the 060 was at 120 MHz, like some people would like us to believe,
the gembench test should have been closer to :

1500 = (44/22 x (120/16) !

REM : The BUS of the HADES 60 is CLOCKED AT 30 MHz !

CENTEK

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5928. Coding auto summertime changes

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-26 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 6229

Hi guys

Some DOS software and Windows software can automatically detect when
summertime etc. begins and ends. I'd like to do the same on my Atari.

The Supported DOS software will also change automatically if the 'GTZ'
environment variable is set correctly to:

GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00

Can anyone tell me how a program interprets this variable?
It's the M3.5.0 and M10.5.0 bits that I don't really understand.

TIA,
Gary

--

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

5929. Help with data conversion.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-26 00:00:00 UTC
From: "Kevin J. Miller" <millerk@ix.netcom.com>
Message-ID: <3453A9F2.1F9A53B9@ix.netcom.com>
Source record: 6230

This is probably a hopless thing, but if anyone can help I would appreciate it.

My father-in-law wrote an opera using an Atari computer hooked up to a synthesizer. I can get the details on the Atari model, but it is about 5 years old and uses a double density 720k floppy format with no hard disk drive.

Now there are two opera companies that want to perform the darned thing and he needs to get it into IBM PC format.

The way I see it there are two problems. First, getting the data from the Atari double density floppy onto a quad density disk in a format that IBM computers can read. He called a data conversion company in NYC and they basically balked at it due to its MIDI format. Second, translating the data. The software package he used has an IBM version and he has contacted them. Needless to say this was way beyond the capabilities of their Help Desk to handle, so they are ignoring him in the grand tradition of software Customer "Service".

I know- this is probably a hopeless task but I hope their may be somone out there who can help.

Kevin

5930. Re: C Compilers and Networking !!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EInMxJ.p8o@suse.modem.stud.uni-hannover.de>
Source record: 6231

In article <62o4pc$9p0$1@news4.isdnet.net>,
thomas.goirand@hol.fr (Thomas Goirand) writes:

> On 23 Oct 97 14:08:50 G, Christof Donat wrote:
>>Hi Gerard,
>>For a file Server NFS is the best sollution. ther is NFS for MiNTNet.
>>Still it can not be used by the majority of users who have not enough
>>Memory.
>>
>> Christof
>
> You have a good idear, I didn't thought printing was possible thrue NFS,
> but when you think about it this should be done linking a file to the
> target device on the server, and by allowing others to access to it via NFS.
> A good way to to this would be a graphical configuration software for MiNT.
> I'm still thinking about one, but I'm not sure to have the knowledge to
> make it myself... but it would be a great thing, wouldn't it ?

No, as it is proprietary and thus would not work in many environments.
Instead, I fully support Christof's suggestion to use the Unix lpr stan-
dard, like I also mentioned in my other message here.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5931. Re: C Compilers and Networki

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EInMp5.p82@suse.modem.stud.uni-hannover.de>
Source record: 6232

In article <344F4776.D84584AB@europem01.nt.com>,
Gerard Thornley <SMTP:GTHORN@EuropeM01.nt.com> writes:
> John Kormylo wrote:
>
>> There is a hardware/software network which uses the midi port
>> available commercially.
>
> (Thanks)
>
>> (cntd...) I started writing one using the serial port, but it kept
>> dropping
>> bytes. Eventually I discovered that the problem was that the
>> default serial buffer was too small to really handle 19200 bps, but
>> by then I was no longer interested in networking my ST and TT.
>
> Maybe the cartridge slot would have been better (faster) solution. The
> only problem here, is that you would have to have designed your own
> hardware, and Atari's strange decision to make the Cartridge slot
> one-way would have made this task slightly harder. It's understandable
> why commercial manafacturers opted for the midi ports, even though this
> stops the networked Atari's from using the midi ports for music!!

Please note with STinG you can use both the Midi port and any serial port
at the same time for TCP/IP networking. It's true there is no printer
client/server yet. But instead of trying to built a self-contained system,
I'd suggest to let STinG do the low level stuff, and instead concentrate
on the client/server functionality. You'd end up with much improved flex-
ibility (you can use Ataris or PCs running Linux for instance as either
clients or servers too; you can built bigger networks with many machines
and only one print server, instead of connecting only two machines; you'd
have additional services, like file transfer (FTP), and shared filesystems
later on), and yet do not have to bother with the low level networking stuff,
saving lots of work. Note the STinG and STiK application programming inter-
face is especially designed for use by programmers unexperienced in network
programming, therefore easy to use.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5932. Re: Setscreen(),Logbase(),Physbase()

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-26 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EInLzC.p5I@suse.modem.stud.uni-hannover.de>
Source record: 6233

In article <massimo-ya02408000R2310971029110001@newsserver.cilea.it>,
massimo@irfmn.mnegri.it (Max Farina) writes:

> Trying to make a game with sprites seems to be the best solution to
> use the "flipping" screen method for animation (Setscreen())...
> ...but this is very machine dependent: I use a TT and Crazy-Dot
> graphic card and if there are no problems in TT (video) standard mode
> it's no possible use the same method with Crazy-Dots in 256 colors mode.

Yep. Those calls are defined only for ST standard video hardware. They do
not work with most other video hardware, like the Crazy-Dots or similar.

> Is it possible that I make some mistakes about the screen-base address
> or there is athers "standard" methods ?

The mere mistake is using these calls. They are XBios calls which only
supports standard hardware.

For being compatible with add-on video hardware you definitely need to
use VDI exclusively. VDI does not have any means to do screen flipping,
because many hardware add-ons do not have the hardware to make it possible.
So you need to stick to other methods (supported by VDI).

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5933. Re: Help with data conversion.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3455f9eb.3323849@news.demon.co.uk>
Source record: 6234

On Sun, 26 Oct 1997 15:37:06 -0500, "Kevin J. Miller"
<millerk@ix.netcom.com> wrote:

>This is probably a hopless thing, but if anyone can help I would
>appreciate it.
>
>My father-in-law wrote an opera using an Atari computer hooked up to a
>synthesizer. I can get the details on the Atari model, but it is about 5
>years old and uses a double density 720k floppy format with no hard disk
>drive.
>
>Now there are two opera companies that want to perform the darned thing
>and he needs to get it into IBM PC format.
>
>The way I see it there are two problems. First, getting the data from
>the Atari double density floppy onto a quad density disk in a format
>that IBM computers can read. He called a data conversion company in NYC
>and they basically balked at it due to its MIDI format. Second,
>translating the data. The software package he used has an IBM version
>and he has contacted them. Needless to say this was way beyond the
>capabilities of their Help Desk to handle, so they are ignoring him in
>the grand tradition of software Customer "Service".
>
>I know- this is probably a hopeless task but I hope their may be somone
>out there who can help.

The atari disk drive hardware is compatible with the PC hardware -
both machines can read & write data from the other. The problem lies
in the software and in this case the fault lies with the PC being much
too fussy over what is acceptable. Both machines can read and write
double density floppies which use 80 tracks, 9 sectors per track.

If you still have access to an atari it is well worth formatting a
double density disk (720k) on the *PC* and copying the files off the
atari floppy onto the PC formatted floppy (don't do it by dragging one
ST drive icon over the other - iirc this causes a format). The PC
should then be able to read them, provided the atari originally
formatted them in the standard double density format and the midi
package hasn't got in on the act.

If this fails it could be for a number of reasons and I assume time is
of the essence here. All a data conversion company really needs to
know is that the atari floppies are *physically* and *logically* PC
compatible. An atari floppy ...

a) can have any number of tracks (typically 80-83).
b) any number of sectors per track (typically 9 or 10).
c) any number of sides (it'll be 2 though).
d) 128, 256, 512, 1024 bytes per sector. (it will be 512 though).
d) 99% compatible bootsector.

... if the crucial info in the bootsector is interpreted correctly the data can be transferred.

Btw, if the atari disk was formatted from the standard atari desktop then it will already match the PC double density format exactly, except for a couple of irrelevent bytes in the bootsector. It's these irrelevent bytes which cause the PC to think the floppy is corrupt. A low level dumb copier should be able to produce a copy whereupon the copy's bootsector can be patched or overwritten with a PC one - don't do it to the original!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

5934. Re: Help with data conversion.

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: PERETZ Dissen <peretzd@worldnet.att.net>
Message-ID: <63126a$l41@bgtnsc01.worldnet.att.net>
Source record: 6235

> The way I see it there are two problems. First, getting the data from
> the Atari double density floppy onto a quad density disk in a format
> that IBM computers can read. He called a data conversion company in NYC
> and they basically balked at it due to its MIDI format. Second,
> translating the data. The software package he used has an IBM version
> and he has contacted them.

1. If the Atari is still working, you can copy the disk onto an IBM
formatted DD disk.
2. As far as the MIDI proprietary format, the easiest thing would be to
MIDI up the Atari to an IBM as Master /Slave and play the Atari while MIDI
recording on the IBM. (or a keyboard that has sequencing capabilities).
3. Many of the Atari sequencers were able to save as a SMF, in addition to
their own format. (Though you may lose some information).

5935. Re: PPP-Connect programming docs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: Spencer@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk
Message-ID: <14065_Spencer@mettav.demon.co.R.E.M.O.V.E.T.O.R.E.P.L.Y.uk>
Source record: 6236

Out of the ether, the following was mentioned by gary@the-gap.demon.co.uk...:

g> I've just been playing with PPP-Connect (that I bought at today's
g> show, along with CAB2.5).
Did you have any problems reading the disks? Neither my TT or Falcon would
touch them!

g> Can anyone tell me where I can get hold of the programming docs
g> for PPP-Connect?
Looking at a friends copy, when you install it you get a programming
information installed in one of the directories (though it was only i

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis MNP 2-5 24 Hours |
| New Number **> 44-(0)181-364-8268 <** New Number |
~~~~~~

5936. Re: Coding auto summertime changes

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <631vj8$9gq$1@sun27.hrz.tu-darmstadt.de>
Source record: 6237

Hi!

In article <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) writes:
> GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00
>
> Can anyone tell me how a program interprets this variable?
> It's the M3.5.0 and M10.5.0 bits that I don't really understand.
M3.5.0 stands for "5th sunday in March", which in fact means the last
sunday in March. The 3 is March, 5 is the week, 0 is the weekday,
where 0 is Sunday, 1 Monday, and so on.

In the same manner, M10.5.0 represents the last sunday in October, which
is the date the summertime ends.

I've included the complete documentation for the $TZ-format, as this is
not the only rule format for the swichting dates.

Hope that helps ...

-- cut here --
TZ TZ sets time zone information. TZ can be set using the
format:

[:]STDoffset[DST[offset][,rule]]

where:

STD and DST Three or more bytes that designate the
standard time zone (STD) and summer (or
daylight-savings) time zone (DST) STD is
required. If DST is not specified,
summer time does not apply in this
locale. Any characters other than
digits, comma (,), minus (-), plus (+),
or ASCII NUL are allowed.

offset offset is the value that must be added
to local time to arrive at Coordinated
Universal Time (UTC). Offset is of the
form :

hh[:mm[:ss]]

Hour (hh) is any value from 0 through
23. The optional minutes (mm) and
seconds (ss) fields are a value from 0
through 59. The hour field is required.

If offset is preceded by a -, the time zone is east of the Prime Meridian. A + preceding offset indicates that the time zone is west of the Prime Meridian. The default case is west of the Prime Meridian.

rule rule indicates when to change to and from summer (daylight-savings) time. The rule has the form :

date/time,date/time

where the first date/time specifies when to change from standard to summer time, and the second date/time specifies when to change back. The time field is expressed in current local time.

The form of date should be one of the following :

Jn Julian day n (1 through 365). Leap days are not counted. February 29 cannot be referenced.

n The zero-based Julian day (0 through 365). Leap days are counted. February 29 can be referenced.

Mm.n.d The d day (0 through 6) of week n (1 through 5) of month m (1 through 12) of the year. Week 5 refers to the last day d of month m. Week 1 is the week in which the first day of the month falls. Day 0 is Sunday.

time Time has the same format as offset except that no leading sign ("-" or "+") is allowed. The default, if time is not given, is 02:00:00.

While the STD field and the offset field for STD must be specified, if the DST field is also provided, the system will supply default values for other fields not specified. These default values come from file /usr/lib/tztab (see

tztab(4)), and, in general, reflect the
various historical dates for start and
end of summer time.
-- cut here again --

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

5937. Compiler for OMICRON BASIC ???

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: Torsten Daeges <daegest@fh-trier.de>
Message-ID: <34548804.41C6@fh-trier.de>
Source record: 6238

Hi everyone,

i hope that someone can help me in this matter:

In my time as an ST-User, I did a program in OMICRON BASIC (which
was delivered with the 1040 ST for a certain time) In the manual,
a compiler is mentioned, but it was too expensive for me at that
time...

Now, as PACIFIST and all the other emulators emerge, I'd like to
make the compiled program available on the net, but first I need
the compiler !

Does ANYBODY know something about it ???

Please, as I do not read the newsgroups often,
MAIL your answers to: daegest@fh-trier.de !!!

THANX ALL YOU ST-GUYS !

5938. Re: Coding auto summertime changes

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3454d9ea408cb00@xs4all.nl>
Source record: 6239

on Sun 26-10-97 10:34 Gary Priest wrote:

>Some DOS software and Windows software can automatically detect when
>summertime etc. begins and ends. I'd like to do the same on my Atari.

I wrote a program to do this a long time ago. You can put it in your
AUTO folder and it switches the clock of your computer to daylight
saving time and vice versa automatically.

It used to be on cnam.fr, Utilities/Clocks/dstint.lzh, but I don't
know if that ftp site still works.

I can also mail it to anyone interested. Please indicate if you want
uue or base64 (MIME).

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

5939. Re: Coding auto summertime changes

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-27 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <877911328_OASIS_@nordnet.fr>
Source record: 6240

In article <40609311_000003_OASIS_NEWS@the-gap.demon.co.uk>
gary@the-gap.demon.co.uk (Gary Priest) said:-

>The Supported DOS software will also change automatically if the 'GTZ'
>environment variable is set correctly to:
>
> GTZ=GMT0BST1,M3.5.0/01:00,M10.5.0/02:00

It can be TZ (and not GTZ) if all used software recognise the
extended syntax. If some programs don't and get confused, you can set a
simpler TZ=GMT0BST for them, and a complete GTZ for the others. A modern
app should getenv("GTZ"), and if there is not then getenv("TZ") to read
the timezone informations.

BTW AFAIK this syntax is not a DOS stuff, but a Un*x one, also used
by some DOS, TOS, MiNT or others applications. And there is a problem
with the values you have given for Great Britain, the "1" just after
"BST" should be a "-1" (or nothing at all).

Here in France (and most central Europe countries) it should be
something like "TZ=MET-01:00MEST-02:00,M3.5.0/02:00,M10.5.0/03:00". The
values are: std offset[dst[offset][,StartRule[/time],EndRule[/time]]]

- std (MET here) is the standard timezone name (for winter time).
- offset (-01:00) is the value to add to local time to get GMT. You can
omit leading zeroes, omit minutes or add seconds (-1 and -01:00:00 is
the same offset). For positive values you can set a "+" in front or not.
- dst (MEST) is the summer timezone name. If it's "DST" the name will
be "MET DST". If there is no name, there is no summer time.
- offset (-02:00) is the same as the first offset but for summer time.
If it's omited it's automatically one hour ahead of standard time, just
like nearly everywhere AFAIK.

The transition rules now: the first one is the to-summer rule, the
second to-winter. If a rule begins by an M (as in "M10.5.0") the 3
numbers are the month (10=October), the week (5=always last), and the
day (0=Sunday). The time is in current local time, so it's in standard
time for the to-summer transition rule, and in summer time for the
to-winter rule.

So the above french TZ values means zone named MET in winter, and
named MEST in summer from last Sunday of March at 2:00 MET (1:00 GMT) to
last Sunday of October at 3:00 MEST (1:00 GMT).

A good Great Britain TZ value could be "GMT0BST,M3.5.0/1,M10.5.0/2"
I think, for USA Pacific time "PST8PDT,M4.1.0/02:00,M10.5.0/02:00", for
New Zealand "NZST-12NZDT,M10.1.0/2,M3.3.0/3", and for Newfoundland

"NST3:30NDT1:30" (I don't know the transition dates).

This environment variable should be read and parsed by the time
library of your compiler, but some don't do it like Pure C for
example... It is used to get time(), calculate localtime() and gmtime(),
etc... from a system clock always in local time. It doesn't change the
system clock.

To change automagically the system clock when it is needed at the
correct date, there is a really nice little AUTO program called DSTINT
1.4 by Jos den Bekker. It has just worked here yesterday to correct my
clock when I powered on my Falcon, I didn't need to do anything by
hand... It was at ftp.cnam.fr, should be at ftp.lip6.fr, but AFAIR Jos
never uploaded the last revision.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* I have a bad news feed: could you please */
/* send me a copy of your reply by email? */

5940. Re: CAF compressed aif specs?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <634oqn$mta@balaena.bio.vu.nl>
Source record: 6241
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Claes Holmerup (claes.holmerup@mailbox.swipnet.se) wrote:
: Vincent Bakker wrote in article <344B983A.662@pi.net>...

: >Anyone got the specs for the compressed aif format from Cubase audio
: >16-channel mode?

AIF sounds like a truncated extension of an AIFF file. AIFF-C, to be
precise...

Try: http://www2.echo.lu/oii/en/audio.html

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"I only touch base with reality on an as-needed basis!"
-- Royal Floyd Mengot (Klaus)

5941. Another Networking Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-28 00:00:00 UTC
From: Sarte@godzilla.vill.edu
Message-ID: <635ls8$f38@ftp.ee.vill.edu>
Source record: 6242

Not to be-labor the networking thing... but I was wondering if anyone knew of a networking package that:

1. Runs on both Falcons and Mega STe's
2. Actually uses the LAN port instead of the MIDI port

Anyone?

A serial or parallel will suffice I suppose, but MIDI is out because my Falcon is used or D2D and MIDI...!

5942. Re: Another Networking Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-29 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <878109707.21107@dejanews.com>
Source record: 6243

Hi,

>
> Not to be-labor the networking thing... but I was wondering if anyone knew of
a
> networking package that:
>
> 1. Runs on both Falcons and Mega STe's
> 2. Actually uses the LAN port instead of the MIDI port
>
> Anyone?
>
> A serial or parallel will suffice I suppose, but MIDI is out because my Falcon
> is used or D2D and MIDI...!

There is a German package callled MidiCom which will allow you to
network upto seven Atari computers via either the MIDI, Serial or
LAN Ports.

System Solutions is the UK supplier for MidiCom. There is also a
German demo version which allows you to network your Atari's, but
only allows you to share drives A & C. You can find this demo on
many Atari FTP Sites.

Regards,

Ben Hills.
ben@imperial.co.uk

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5943. Re: Another Networking Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-29 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971029202121280956@zetnet.co.uk>
Source record: 6244

Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.) wrote:
> Not to be-labor the networking thing... but I was wondering if
anyone knew of a
> networking package that:
>
> 1. Runs on both Falcons and Mega STe's

MiNT-Net. It'll require a reasonable amount of RAM though, so the Mega might
struggle - 4mb is enough though.

> 2. Actually uses the LAN port instead of the MIDI port

AIUI (yes, I haven't tried it), MiNTnet will support the LAN port - it is after
all it is simply another serial port (at different speeds, of course).

> A serial or parallel will suffice I suppose, but MIDI is out
because my Falcon
> is used or D2D and MIDI...!

MiNTnet supports RS232, parallel and MIDI as well.

Anthony

5944. (CA) WTB: Cmanship Complete, by Clayton Walnum

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-29 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <638dgodiq1@cti01.citenet.net>
Source record: 6245
Body handling: HTML body converted to readable text

Wanted (Montreal, QC):

Cmanship Complete, by Clayton Walnum

This is the book-lenght version of the same-name series on
Atari 'C' programming that appeared in ST-Log in the early
90's, with floppies containing the examples' source code.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

5945. Re: Coding auto summertime changes

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-29 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <345855e25d2ac0@xs4all.nl>
Source record: 6246

on Mon 27-10-97 00:15 Bruno Kozlowski wrote:

> To change automagically the system clock when it is needed at the
>correct date, there is a really nice little AUTO program called DSTINT
>1.4 by Jos den Bekker.

It's version 1.5 now. :)

>but AFAIR Jos
>never uploaded the last revision.

I did, but then there were problems with cnam.fr and the incoming
directory probably got lost.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espa&#65533;ol e ingl&#65533;s
-*-

5946. ST / Falcon screen compatibility!?

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-29 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <3457C89D.1589@pi.net>
Source record: 6247

Hi everyone,

I'm running "D110 manager" on my Falcon, but I have some problems with the screen io. 'think this is because the program is written for an atari st.

Does anyone know of a newer version of the program? (mine says (C) '89) or any other solution to get it working?
(I tried backwards III but it doesn't help).

greetz,
Vince

ps problem is that after file select box has appeared the screen behind the file selector isn't redrawn c.q. unreadable, so I can't do any disk operations.

5947. Re: Another Networking Question

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-30 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EIuvu1.oHC@suse.modem.stud.uni-hannover.de>
Source record: 6248

In article <19971029202121280956@zetnet.co.uk>,
Anthony Jacques <jacquesa@zetnet.co.uk> writes:
> Sarte@godzilla.vill.edu (Bruce A. Sarte Jr.) wrote:

>> Not to be-labor the networking thing... but I was wondering if
> anyone knew of a
>> networking package that:
>>
>> 1. Runs on both Falcons and Mega STe's
>> 2. Actually uses the LAN port instead of the MIDI port

You can use STinG to run a network with LAN ports. It however is only used
for connecting two machines, to add others you'd need to use other ports
too. The Mac-like bus structure LAN isn't available with STinG.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5948. Printerdriver for HP Dj 670C

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-30 00:00:00 UTC
From: kulan@swipnet.se
Message-ID: <878240987.207119@mn8>
Source record: 6249

Is there a printerdriver for HP Deskjet 670 C.
Because you need a program to allign colour ink and black ink.
And to clean the inkholder.

Please help me!!!

Greeatings
Johan Nilsson
kulan@swipnet.se

Johan Nilsson, Varberg, Sweden e-mail:kulan@swipnet.se
irc: #atari, Kulan

Atari TT 20Mb/MagiC 5/NVDI 4 ET-4000/Crazy Dots 2

5949. Re: (CA) WTB: Cmanship Complete, 1st Word Plus

Newsgroup: comp.sys.atari.programmer
Date: 1997-10-31 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <63da37$j91$1@cti01.citenet.net>
Source record: 6250
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st
Body handling: HTML body converted to readable text

Wanted (Montreal, QC):

1) Cmanship Complete, by Clayton Walnum

This is the book-lenght version of the same-name series on
Atari 'C' programming that appeared in ST-Log in the early
90's, with floppies containing the examples' source code.

2) 1st Word Plus

Since upgrading to a TT, I cannot use my current version of
this classic word processor. What I need is the very latest
release; it MUST work in TT-Medium using the correct font.
(it currently tries to display 20-point fonts on a 10-point
line spacing.... doh!)

Please reply through e-mail. Thanks.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

5950. Help with __asm keyword in Lattice C 5.06.02

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-02 00:00:00 UTC
From: odonnllb@indigo.ie
Message-ID: <878522165.790@dejanews.com>
Source record: 6251

I want to pass parameters in registers to a routine written in assembly. As far as I can make out from the (execrable) manual the format should be: extern void __asm getmove(register __d7 int, register __d6 int, register __a5 long, register __a3 long); among the declarations, then getmove(oxy, routecnt, wallf, fightf); where it's called. This apparently compiles if I set rb in the Compiler options, but Clink says Not a valid object file. And it took a lot of experiment to get it compiled. What am I still doing wrong? I am already linking in an assembly o-file, and I probably could have made a workaround envelope routine in a few minutes, but I want to use the __asm facility; it might be useful elsewhere. Please respond by email, as I wouldn't be using DejaNews for posting if I had any confidence in my ISPs Regards Brian O'Donnell odonnllb@indigo.ie odonnllb@tcd.ie Both adresses work; both news servers suck

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5951. Women Pay You For Intimate Services

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-03 00:00:00 UTC
From: me2real4u@aol.com
Message-ID: <63lpbk$a87@sjx-ixn4.ix.netcom.com>
Source record: 6252
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

GIRLS PAY YOU FOR YOUR SPECIAL INTIMATE SERVICES

Men around the country are making $500 plus weekly in their spare time providing services to lonely women in need. This service can be provided by men just like you. Anyone can provide these services, race, age (over18) , and looks do not matter. Send $2.00 cash for details via Snail Mail, or send $1 cash for details via your E-Mail address.

Services,
811 Flushing Ave.
Brooklyn, NY 11206
C/O Jeffrey Hardman

5952. Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-03 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <63ksr7$2up$2@cti01.citenet.net>
Source record: 6253
Cross-posted to: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st
Body handling: HTML body converted to readable text

I was wondering if Clayton Walnum is still involved into
'C' programming on the Atari platform?

He authored a really good series on 'C' programming for the
Atari platform is ST-Log, in the early 90's and eventually
compiled it all into a book called "Cmanship Complete".

While his book is now somewhat outdated (in regards to any
multi-tasking considerations) this is still THE book about
programming in 'C' for the Atari ST/TT/Falcon.

What could/should be done is an HTML version on CD-Rom, to
help those just getting started into programming their ST;
the same thing that was done for The Atari Compendium some
2 years ago.

However, first, we have to find the man himself for proper
authorizations and, if he's so inclined, to update the info
contained in his book.

Clayton, if you are reading this, please respond! ;-)

>Wanted (Montreal, QC):
>
>1) Cmanship Complete, by Clayton Walnum
>
>This is the book-lenght version of the same-name series on
>Atari 'C' programming that appeared in ST-Log in the early
>90's, with floppies containing the examples' source code.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

5953. JESUS IS THE LORD!!!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-03 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <4PRhgDAPkeX0Ew3n@thedruid.demon.co.uk>
Source record: 6254

jwentzky@inova.net:
[religous rantings]
> It is time to stop the trash that has infected America.

It is time to stop the trash that has infected this newsgroup.

Jr,

--

--
The Druid Wales UK >*< InterNet GateWay

5954. Re: Year 2000? No bug on Atari! ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-04 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bce8db$b2cd1d80$100844c3@p-d-mou>
Source record: 6255
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

> NO BUG ON AMIGA!!! :))

Yes, but by the way , did you forget
original Amigas have NO RTC Chip ;-))
You should say "no chip=no bug" ;-)
Anyway the bugs won't come from the
hard nor the system, but rather from the
software apps, when caculating about date
difference ,for example !

DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

5955. Re: Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-04 00:00:00 UTC
From: Michael Clemmetsen <m.clemmetsen@sunderland.ac.uk>
Message-ID: <345EE953.EC9F55C7@sunderland.ac.uk>
Source record: 6256
Cross-posted to: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st

Anybody interested in contacting Clayton could drop by his web page at:

http://www.connix.com/~cwalnum/

Or email him:

cwalnum@connix.com

It seems he wrote a further three books on Atari programming:
The ST Assembly Language Workshop
AES Quick Reference
VDI Quick Reference

All of these and Cmanship were self-published in the States. If he were to authorise a public domain version of his works, I would personally favour an ST Guide version or at least an HTML version distributed over the net or by floppy as I don't have a CD ROM drive :-(

Michael

Martin-Eric Racine wrote:
> What could/should be done is an HTML version on CD-Rom, to
> help those just getting started into programming their ST;
> the same thing that was done for The Atari Compendium some
> 2 years ago.
>
> However, first, we have to find the man himself for proper
> authorizations and, if he's so inclined, to update the info
> contained in his book.
>
> Clayton, if you are reading this, please respond! ;-)

5956. Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-04 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R0411971104580001@newsserver.cilea.it>
Source record: 6257

Is it possible to make a routine (I hope in C) to play a digital sound,
like .SND, during the execution of my game WITHOUT to stop it until the
sound is finished ? (like the standard Dosound() function, but best quality)

I just tryed with a routine to play .WAV files but I must wait the end
of the WAV file...

Have you some methods, routines, examples, documentations or others things
to show me ?

Thank you very much!


```
-------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------------------------------
```

5957. Re: Year 2000? No bug on Atari! ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-04 00:00:00 UTC
From: Gerrit-kjeld Dusseljee <dussel@xs4all.nl>
Message-ID: <63llj8$983$1@news2.xs4all.nl>
Source record: 6258
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

On 22 Oct 1997 14:33:45 Centek wrote about "Re: Year 2000? No bug on Atari! ;-)":

>
> > It's used by Xbios as starting in 1968, in binary mode, giving a max
> > year of 2223, limited by Xbios (and Gemdos as well) to 2107.
>
> This is wrong, the limit is 99 EVEN in binary mode ....
> I just looked to Motorola and also Benchmarq documents
> in fact you can put any value in , but it just WON'T get
> updated properly when it should ... in the specs the
> limit in binary mode is given by motorola to be 0x63
> (99) because the chip is intended to be a '100 year calendar'
> as they say ....
> In other words you can put in 2053 for example but when
> it should become 2054 it will loop back to 1968 again :-(
> I wonder why they kept this limit ?
> So the limit we were searching for is 1968+99 which
> is 2067 which seems to be the real atari limit ,
> according to Motorola ....
>
> By the way , you were right , day 1 is sunday !
>
> so long,
> DAVID GODEC
>
> --
> Centek
> 4, avenue Saint Exupery
> 60180 Nogent sur Oise
> Telephone: 0344 746 330
> Fax: 0344 746 340
>
NO BUG ON AMIGA!!! :))

5958. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-04 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971104183032809 56@zetnet.co.uk>
Source record: 6259

> Is it possible to make a routine (I hope in C) to play a digital sound,
> like .SND, during the execution of my game WITHOUT to stop it until the
> sound is finished ? (like the standard Dosound() function, but best quality)

What machine?

STE, TT, Falcon - easy. (for Falcon details, check my WWW pages).

STfm, not so easy, but possible... it'll require linking with an assembly routine which will install itself on interupt (allowing execution to continue, but slowly).

Anthony
--
Anthony Jacques IRC: AnthonyJ
jacquesa@zetnet.co.uk
http://www.users.zetnet.co.uk/jacquesa/

The boy stood on the burning deck
Whence all but he had fled -
Twit.
(Spike Milligan)

5959. Re: Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-05 00:00:00 UTC
From: bbeck@littlefort.com
Message-ID: <63p6ee$s8s$1@noc.van.hookup.net>
Source record: 6260

On 4 Nov 1997 09:22:27 , Michael Clemmetsen wrote:

>It seems he wrote a further three books on Atari programming:
>The ST Assembly Language Workshop
>AES Quick Reference
>VDI Quick Reference

There was also The ST Assembly Language Workshop - Vol. 2 which was
distributed as shareware. It wasn't printed. When I registered mine
Clayton sent a note saying that I was only the 5th person to register.
This was about 3-4 years ago, hopefully he got more registrations.

Brad

5960. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-05 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <346062B6.5D5@parx.fr>
Source record: 6261

```
Max Farina wrote:
>
> Is it possible to make a routine (I hope in C) to play a digital sound,
> like .SND, during the execution of my game WITHOUT to stop it until the
> sound is finished ? (like the standard Dosound() function, but best quality)
>
> I just tryed with a routine to play .WAV files but I must wait the end
> of the WAV file...
>
> Have you some methods, routines, examples, documentations or others things
> to show me ?
It's only possible on a machine with a DMA sound system, eg TT, STE of
Falcon. On other machine, it's also possible but you have to build
interrupt-routine that slow-down the machine and that can be only done
in assembly langage.
In C, using the DMA sound system, you just have to laod the digit, set
correctly the sound system, then send it the adress of the sound and its
lenght and the system will play the sound itself.

Regards

--
```

+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

5961. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-05 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <99YRC7J@tos.pl.net>
Source record: 6262

Max Farina (massimo@irfmn.mnegri.it) wrote:

: Is it possible to make a routine (I hope in C) to play a digital sound,
: like .SND, during the execution of my game WITHOUT to stop it until the
: sound is finished ? (like the standard Dosound() function, but best quality)

: I just tryed with a routine to play .WAV files but I must wait the end
: of the WAV file...

: Have you some methods, routines, examples, documentations or others things
: to show me ?

The best way is to use the DMA sounds capability built into the newer machines (since the STE). Also, you can use SAM (System Audio Manager) which makes the process even easier, and also allows the possibility that the software might work on other machines that don't have DMA sound, if a version of SAM was made to support the sound capabilities of those machines. Use waveplay() to play sounds with SAM.

The Atari Compendium is a good place to look for further information - there you can find details of waveplay() and the DMA sound.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5962. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-06 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R0611971023070001@newsserver.cilea.it>
Source record: 6263

In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:

> It's only possible on a machine with a DMA sound system, eg TT, STE of
> Falcon. On other machine, it's also possible but you have to build
> interrupt-routine that slow-down the machine and that can be only done
> in assembly langage.
> In C, using the DMA sound system, you just have to laod the digit, set
> correctly the sound system, then send it the adress of the sound and its
> lenght and the system will play the sound itself.
>

Yes, I have a TT030 (DMA sound system)
My problem is understand if this method can play the digit without froze
the system... (in playback)

Thank you

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

5963. Re: Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-06 00:00:00 UTC
From: myeck waters <Xwaterses@worldnet.att.net>
Message-ID: <63ssve$pcr@bgtnsc02.worldnet.att.net>
Source record: 6264

>There was also The ST Assembly Language Workshop - Vol. 2 which was
>distributed as shareware. It wasn't printed. When I registered mine
>Clayton sent a note saying that I was only the 5th person to register.
>This was about 3-4 years ago, hopefully he got more registrations.

Yeah, when I registered, the note he added on the receipt made it sound like
he hadn't had much of a response. A real shame, as it was those two
Assembly Language Workshops which got me programming GEM assembly programs.

5964. [PROG] Looking for atomik decompression algorithm

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Message-ID: <rw5zpngst48.fsf@ozone.inria.fr>
Source record: 6265

Hi everybody,
i m looking for the code in C not in ASM of the atomik
decompression.

Thank for your help
--

Dominique Bereziat | Email: Dominique.Bereziat@inria.fr
Projet AIR | Web: http://www-air.inria.fr/
INRIA Rocquencourt |
Domaine de Voluceau |
BP 105 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30

5965. STOS FAQ

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: tony@paxton.prestel.co.uk
Message-ID: <34630e81.9137091@news.prestel.co.uk>
Source record: 6266

Due to a change of ISP, The url for the Official STOS BASIC FAQ is
now

http://www.homeusers.prestel.co.uk/paxton/stosser/nov_stos.htm

Please update your bookmarks, and web page owners please update your
links.. many many thanks :)

.

Cheers !ynoT (ATARI Programmer) tony@paxton.prestel.co.uk
STOSSER Software : http://www.homeusers.prestel.co.uk/paxton/stosser/home.htm
TGC Support Page : http://www.homeusers.prestel.co.uk/paxton/tgc/index.htm

5966. Component Manager

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <63v1dd$2u2@balaena.bio.vu.nl>
Source record: 6267

Does anyone know if James Cox is (still) reachable by Email or
reading this newsgroup (in which case: Hi :)
I have a question regarding his wonderful Component Manager,
which I can't use because he forgot to include some info
on how to use the component loading utility. I don't know
the format of the command files it uses.

For anyone who doesn't know what I'm talking about:
The component manager is a small MiNT program (about 4k)
which enables Atari users and programmers to make use of
dynamically loadable components (similar to DLL's, Dynamically
Linkable Library's).

I've written a GEM ui extension component
(more on that later, when I've finished debugging & testing the thing)
to go with an art program I'm working on, but I can't test it because I
can't load the damn component.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

Genetics explains why you look like your father, and if you don't, why
you should.

5967. Re: Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <346347ad.4687129@news.tmisnet.com>
Source record: 6268

He actually replied to me the same day I emailed him. He expressed
surprise that his books were still used, but made no promises about
any followup books for GEM/TOS. <sigh>

-- George Crissman
-- strads@tmisnet.com

On Thu, 6 Nov 1997 11:58:36 -0500, "myeck waters"
<Xwaterses@worldnet.att.net> wrote:

>>There was also The ST Assembly Language Workshop - Vol. 2 which was
>>distributed as shareware. It wasn't printed. When I registered mine
>>Clayton sent a note saying that I was only the 5th person to register.
>>This was about 3-4 years ago, hopefully he got more registrations.
>
>
>Yeah, when I registered, the note he added on the receipt made it sound like
>he hadn't had much of a response. A real shame, as it was those two
>Assembly Language Workshops which got me programming GEM assembly programs.
>
>
>

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

5968. Have ICTARI, will travel...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <87041687_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6269
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello again,

I'm going to really start publicing ICTARI properly now.

For those who don't know, ICTARI is a disk-zine / user group
for Atari programmers. You can read, download and contribute
to the zine on the WEB:

http://www.elis.demon.co.uk/ictari/ictari.htm

If you know any keen programmers not on the 'net, I'd be
grateful if you could print this out and give them a copy.
Why not take it to your local user group meeting ?

Thanks,
"Augeas"

```
___ ______ ___ _________ _________ ___
\__\ \ __\ \ \__ \______ \ \ _____\ \__\
___ \ \ \ __\ _____\ \ \ \ ___
\ \ \ \ \ \ \ ____ \ \ \ \ \
\ \ \ \_____ \ \____ \ \__\ \ \ \ \ \
\ \ \ \ \ \ \ \ \ \ \
\__\ \_______\ \______\ \________\ \__\ \__\
```

* m a g a z i n e *

=-=-=-

useful programs for programmers etc, etc. The service itself is completely free, members send us a blank disk each month and the postage (or the cash equivalent) in return for next month's disk.

If you are an experienced Atari programmer, the group would very much value your programming expertise, however, this does not mean that we would expect you to provide programming articles, tips, etc, for each disk. If each member only contributes two articles a year we would have enough material to fill a disk each month, and if you decide to join the group we would hope that you could occasionally send in some contributions for the magazine. The sorts of material we try to publish are programming techniques, useful sub-routines, C functions, BASIC procedures, MACROs, etc, which would be of interest to other members. You may also be able to help other programmers with software problems and there may be other members who could help it you with a software problem that you have, after all, even experts don't always have it all the answers.

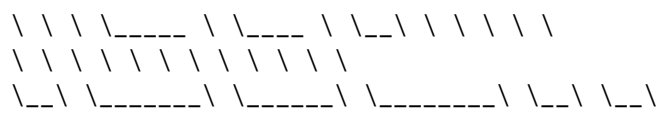
If you are a beginner to programming or are just starting to learn a new language we can probably help with any software problems you have as we often run tutorials on various languages and programming techniques. If you have any programming queries, please send them in (on disk if possible) so that other members can hopefully provide a soloution for you.

We trust that you will consider becoming a member of the group and provide some useful input to the magazine occaisionally. If you are interested perhaps you would fill in and return the enclosed questionnaire to us at the above address. To recieve the next issue you will also need to send a double sided disk together with two 2nd class stamps or 75p cash for each month. Please return these as soon as possible so that we can place you on our mailing list for the next issue which will be despatched about the 15th of the month. The questionnaire and latest issues are also available from the ICTARI WEB page. Cheques or postal orders should be made payable to Mr G. R. Greenway. Back issues are also available for 1UKP each.

If you decide not to become a member we would be grateful if you would pass this letter and questionnaire on to someone who may be interested.

We hope that you will agree to join the group, we are sure you will find something of interest on each disk and for just a few pence a month can you afford to miss out on the chance ? We look forward to hearing from you in the near future.

```
___ ______ ___ _________ _________ ___
\__\ \ __\ \ \__ \______ \ \ _____\ \__\
___ \ \ \ __\ _____\ \ \ \ ___
\ \ \ \ \ \ \ ____ \ \ \ \ \
```



* m a g a z i n e *

=-=-=-

What items of hardware do you own ?

STFM [ ] STE [ ]

Falcon [ ] TT [ ]

Clone [ ] Emulator [ ]

HD [ ] Printer [ ]

RAM [ ] Other [ ] (specify)
(how much)

Please make any comments on the ICTARI user group below. Mark as priva
if not for publication.

--

_ _____ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ _______ H | |\\| | | |\/| | | ___| THE
\/ \ \ | | \ | | | | | | |___
_/_____/ E |_| _| |_| |_| |_____| ENEMY

5969. ICTARI 50 Available Now.

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <69706808_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6270
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Issue 50 of ICTARI, the disk-zine for Atari programmers can now
be found at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

That is all.

Have Fun,
"Augeas"

(Sorry it took a time...)

--


```
_ _________________________ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ _____________________\__ H | |\\| | | |\/| | | ___| THE
\/ \ \ | | \ | | | | | | |___
\_/_____________________/ E |_| \_| |_| |_| |_____| ENEMY
```

5970. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EJ9pqI.n5v@suse.modem.stud.uni-hannover.de>
Source record: 6271

In article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>,
massimo@irfmn.mnegri.it (Max Farina) writes:
> In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:
>
>> It's only possible on a machine with a DMA sound system, eg TT, STE of
>> Falcon. On other machine, it's also possible but you have to build
>> interrupt-routine that slow-down the machine and that can be only done
>> in assembly langage.
>> In C, using the DMA sound system, you just have to laod the digit, set
>> correctly the sound system, then send it the adress of the sound and its
>> lenght and the system will play the sound itself.
>>
>
> Yes, I have a TT030 (DMA sound system)
> My problem is understand if this method can play the digit without froze
> the system... (in playback)

Why do you think is that sound system called a *DMA* sound system ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5971. Re: Clayton Walnum, where are you?? ;-)

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <63ulhj$m5h$1@infomania.emw.ericsson.se>
Source record: 6272
Cross-posted to: comp.sys.atari.programmer,comp.lang.c,comp.lang.c++,comp.sys.atari.st

Michael Clemmetsen wrote:
>
> Anybody interested in contacting Clayton could drop by his web page at:
>
> http://www.connix.com/~cwalnum/
>
> Or email him:
>
> cwalnum@connix.com
>
> It seems he wrote a further three books on Atari programming:
> The ST Assembly Language Workshop
> AES Quick Reference
> VDI Quick Reference
>
> All of these and Cmanship were self-published in the States. If he were
> to authorise a public domain version of his works, I would personally
> favour an ST Guide version or at least an HTML version distributed over
> the net or by floppy as I don't have a CD ROM drive :-(

Well if someone could talk him into releasing all those books in one
form
or another it would be cool. Those AES and VDI books wouldn't be to bad
either. Also a CD-ROM version with both a html version and the original
version for printing out on paper your self would be cool. A good reason
to finaly get that CD-ROM!

//Magnus Kollberg
--
+---+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+---+

5972. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-08 00:00:00 UTC
From: nanard800@aol.com
Message-ID: <19971108002800.TAA01473@ladder01.news.aol.com>
Source record: 6273

Dans l'article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>, massimo@irfmn.mnegri.it (Max Farina) crit :

```
>Yes, I have a TT030 (DMA sound system)
>My problem is understand if this method can play the digit without froze
>the system... (in playback)
>
>

The DMA doesn't use the processor. So the playing of a sound with DMA is
totally transparent for the system, it don't freeze it.

..--= NaNaRd / DgRt =--..
~~~~~~~~~~~~~~~~~~
```

5973. Re: [PROG] Looking for atomik decompression algorithm

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-08 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bcec00$f32562c0$130844c3@p-d-mou>
Source record: 6274

Dominique Bereziat <bereziat@ozone.inria.fr> a crit dans l'article
<rw5zpngst48.fsf@ozone.inria.fr>...
> Hi everybody,
> i m looking for the code in C not in ASM of the atomik
> decompression.

The author of Atomik (altair) was only coding in
Asm when he released Atomik so the only version
i know about is in Asm....
But it works fine, what do you want to do with
it in C except slowing down :)) ??

so long,
DAVID GODEC
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

PS: au fait , tu crois qu'y a pas de programmeurs
en fr.comp.sys ou quoi :) ?

5974. Re: [PROG] Looking for atomik decompression algorithm

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-08 00:00:00 UTC
From: tony@paxton.prestel.co.uk
Message-ID: <346751b7.2513523@news.prestel.co.uk>
Source record: 6275

On 8 Nov 1997 04:39:21 GMT, "Centek" <Acces.Journaliste@wanadoo.fr>
wrote:

>Dominique Bereziat <bereziat@ozone.inria.fr> a crit dans l'article
><rw5zpngst48.fsf@ozone.inria.fr>...

>But it works fine, what do you want to do with
>it in C except slowing down :)) ??

hehehehehehehehehehehehehe....

.

Cheers !ynoT
Tony Greenwood (ATARI Programmer) tony@paxton.prestel.co.uk
STOSSER Software : http://www.homeusers.prestel.co.uk/paxton/stosser/home.htm
TGC Support Page : http://www.homeusers.prestel.co.uk/paxton/tgc/index.htm

5975. Metados

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-08 00:00:00 UTC
From: LAFABRIE <lafabrie@club-internet.fr>
Message-ID: <WS.34649b0a.001c77fb.lafabrie@club-internet.fr>
Source record: 6276

Hello,
I'm french and I research the Metados developpeur documentation. Thank's
for your answer. Best regard.

5976. Changing serial bit number and parity

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-09 00:00:00 UTC
From: Jean-Michel MERCIER <jmmercier@compuserve.com>
Message-ID: <01bced5c$d38341a0$LocalHost@grossevache133>
Source record: 6277

Hi,

I would like to know if there is a __clean__ way
to setup serial parameters (esp. length and parity)
in a way that is independant of the hardware ?

I suppose that the XBIOS 0x0F call support only the MFP
so it won't work with the ST's 8530....

It should also be compatible with HSMODEM and others
hi-speeders.

Thanks for any pointers.

Sincerely,
Jean-Michel MERCIER.

5977. TT SCC clock mode

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-09 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d93_9711091821@conchbbs.com>
Source record: 6278

Looking over my hardware docs, I see that Modem 2 uses a 2.4576 MHz
clock (RTxCB), and that Serial 2 uses a 3.672 MHz clock (RTxCA) .
In clock mode 16 (asynchronous) this gives the following baud rates:

```
TC Modem 2 Serial 2
-- ------- --------
0 38.4 K 57.4 K
1 25.6 K 38.25 K
2 19.2 K 28.7 K
```

It is also possible to use PCLK (8 MHz):

```
TC Baud
-- ----
0 125 K
2 62.5 K
3 50 K
6 31.35 K
8 25 K
```

However, these do not correspond to the figures I've seen here
(presumably from HSModem). Am I missing something, or is it that
one need not match baud rates precisely?

```
___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

5978. Re: GNU-binutils

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-09 00:00:00 UTC
From: rincewind@tubul.dascon.de
Message-ID: <6458sf$a7o$1@tubul.dascon.de>
Source record: 6279
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,comp.sys.atari.programmer

In article <62m13gqdk1@aziraphale.pet.cam.ac.uk>,
Mark Baker <mbaker@iee.org> wrote:
>GNU binutils already include lots of binary formats. Not including the
>Atari's one by default, but there is a patch to add it (to an old version,
>and I've no idea whether it would apply cleanly to a current version).

AFAIK, the old version where the patch works is a non-BFD based linker.

I am working on BFD support for Atari ST binaries, but this may take some
time ...

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen

5979. Re: TT SCC clock mode

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-10 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <647dq0rkr1@cti01.citenet.net>
Source record: 6280
Body handling: HTML body converted to readable text

On 9 Nov 97 13:57:00, John Kormylo wrote:
>Looking over my hardware docs, I see that Modem 2 uses a 2.4576 MHz
>clock (RTxCB), and that Serial 2 uses a 3.672 MHz clock (RTxCA) .
>In clock mode 16 (asynchronous) this gives the following baud rates:
>
>TC Modem 2 Serial 2
>-- ------- --------
>0 38.4 K 57.4 K
>1 25.6 K 38.25 K
>2 19.2 K 28.7 K
>
>It is also possible to use PCLK (8 MHz):
>
>TC Baud
>-- ----
>0 125 K
>2 62.5 K
>3 50 K
>6 31.35 K
>8 25 K
>
>However, these do not correspond to the figures I've seen here
>(presumably from HSModem). Am I missing something, or is it that
>one need not match baud rates precisely?

You don't need to mess with clock rates. Disconnect pin-32 (RTxCB)
from the circuit-board and solder a short wire to pin-13 (RTxCA).
This will allow Modem-2 to use 57600, 115200 and 230400.

You then need to change a parameter in HS-Modem's SCC.PRG config
to have it provide the new baudrates. (HS-Modem assumes what are
the "normal" baudrates using the TOS version)

Afaik, the TT is the only SCC machine with non-standard baudrates
on Modem-2. Both the MEGA-STE and Falcon have 57600 and 115200.

However, the unusual baudrates are not such a dumb choice. Read
texts on "The TT030 Homepage" at my URL to learn more about these.

Yours,

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 4/24/50 NVDI 4.11, MiNT 1.14, GlueSTiK 0.2b4, AES 4.1

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

No HTML Messages Please!

5980. Re: Changing serial bit number and parity

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-10 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EJFIsM.nHL@suse.modem.stud.uni-hannover.de>
Source record: 6281

In article <01bced5c$d38341a0$LocalHost@grossevache133>,
"Jean-Michel MERCIER" <jmmercier@compuserve.com> writes:

> I would like to know if there is a __clean__ way
> to setup serial parameters (esp. length and parity)
> in a way that is independant of the hardware ?

You need to Fopen the port (Fopen ("U:/DEV/MODEM2", FO_RW); turn the slashes into double backslashes in C), then use Fcntl to modify the parameters. Use their corresponding filenames in DEV for the other ports.

With neither HSMODEM, nor MiNT, nor MagiC there is no unified way to set all the parameters for all the interfaces. For some parameters, you can use Bconmap to map the port to AUX:, then use Rsconf, but that only works with TOS 2.0 or higher.

> I suppose that the XBIOS 0x0F call support only the MFP
> so it won't work with the ST's 8530....

There is no ST with 8530 (unless you've put one in). It's used only in the Mega STE series, the TTs, and the Falcons.

But the XBios 0x0F (Rsconf) does work with those too, if you mapped the 8530 port to AUX:. Note not all of the Rsconf parameters are valid in that case.

Generally I strongly advocate to not use such code in a user application. Such setup stuff is the task of specialised tools, like the MODEM.CPX or SERIAL.CPX. Note my SERIAL.CPX supports all the HSMODEM features. So I'd suggest to not care about the settings in your program code, and simply use those the user has chosen with the CPX before running your software. It will save you a lot of work, and removes lots of opportunities to spoil compatibility with other machines.

If you wanna provide a complete package to the end user, pack the SERIAL.CPX into the archive that you distribute.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

5981. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-10 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R1011970921560001@newsserver.cilea.it>
Source record: 6282

In article <EJ9pqI.n5v@suse.modem.stud.uni-hannover.de>,
perot@pallas.amp.uni-hannover.de wrote:

> In article <massimo-ya02408000R0611971023070001@newsserver.cilea.it>,
> massimo@irfmn.mnegri.it (Max Farina) writes:
> > In article <346062B6.5D5@parx.fr>, plamball@parx.fr wrote:
> >
>
> Why do you think is that sound system called a *DMA* sound system ?
>
>
> Cheers Peter

OK, I understand...
Finally I developed a little C routine: good result!

Another thing: in the Atari Compendium book there is a waveplay() function
to use with the SAM (System Audio Manager) by Atari.
OK...!
But WHAT IS ?

| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |

5982. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-10 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971110183737809 56@zetnet.co.uk>
Source record: 6283

> Another thing: in the Atari Compendium book there is a waveplay() function
> to use with the SAM (System Audio Manager) by Atari.
> OK...!
> But WHAT IS ?

What is SAM? well, its a program which Atari wrote which allows you to attach sampled sounds to system events (such as windows closing, crashes etc). This works on all DMA sound based machines with TOS 2 or greater. It supports 16-bit on the Falcon.

SAM also allows programmers to register their programs as "SAM Aware Applications" via .SAA files, allowing them to play user-defined sounds which are assigned through the same interface as SAM's system sounds - to create a .SAA file, us KP SACK, available from my WWW pages.

The final piece of functionality that SAM provides is the plain Waveplay() function, which provides a simple interface to playing samples, useful for application programmers who do not wish to fiddle with the DMA registers themselves.

References:
http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
http://www.zetnet.co.uk/jacquesa/programming/waveplay.html

note: the text on the KP SACK page seems to be out of date - SACK 1.0 has been released for a while, as has the patched version of SAM (1.3) - both of which are linked to at the bottom of the page.

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

5983. Re: Changing serial bit number and parity

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-12 00:00:00 UTC
From: centek <centek@eeb.fr>
Message-ID: <01bcee7f$beeea760$LocalHost@p-d-mou>
Source record: 6284

Jean-Michel MERCIER <jmmercier@compuserve.com> a crit dans l'article
<01bced5c$d38341a0$LocalHost@grossevache133>...
> Hi,
>
> I would like to know if there is a __clean__ way
> to setup serial parameters (esp. length and parity)
> in a way that is independant of the hardware ?
>
> I suppose that the XBIOS 0x0F call support only the MFP
> so it won't work with the ST's 8530....

It work fine with every kind of serial interface because
the driver should emulated the mfp parameters to setup
the serial port.

> It should also be compatible with HSMODEM and others
> hi-speeders.

HSMODEM install all what you want to setup serial port
and he has some documentations to explain it.

Sacha,

--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Tel: 0344 746 330
Fax: 0344 746 340
http://www.eeb.fr/centek

5984. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-12 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <346A383A.AD7@pi.net>
Source record: 6285

Anthony Jacques wrote:
> References:
> http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
>

Jaques, I'm sorry but I think these urls are not working..
I've been wanting to check for updates for some time now since I lost
your code for dma playing and wanted to try to get to dma play with the
external clock.

greetz,
Vince

5985. Re: Changing serial bit number and parity

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-12 00:00:00 UTC
From: Jean-Michel MERCIER <jmmercier@compuserve.com>
Message-ID: <01bcefa8$0eca1480$644fe8c3@grossevache133>
Source record: 6286

centek <centek@eeb.fr> a crit dans l'article
<01bcee7f$beeea760$LocalHost@p-d-mou>...
> Jean-Michel MERCIER <jmmercier@compuserve.com> a crit dans l'article
> <01bced5c$d38341a0$LocalHost@grossevache133>...
> > Hi,
> >
> > I would like to know if there is a __clean__ way
> > to setup serial parameters (esp. length and parity)
> > in a way that is independant of the hardware ?
> >
> > I suppose that the XBIOS 0x0F call support only the MFP
> > so it won't work with the ST's 8530....
>
> It work fine with every kind of serial interface because
> the driver should emulated the mfp parameters to setup
> the serial port.

I can't see how it can setup anything else than the original
MFP port as there is no parameter to select which port you
want to setup ...

>
> > It should also be compatible with HSMODEM and others
> > hi-speeders.
>
> HSMODEM install all what you want to setup serial port
> and he has some documentations to explain it.

Yes,

I found the U:\DEV\portname and Fcntl tricks and ported them
to GFA [if anyone is interrested...]

By the way, the U:\DEV\... path exist in TOS or is it a HSMODEM
add-on ?

Jean-Michel MERCIER.

5986. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-12 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971111218261380956@zetnet.co.uk>
Source record: 6287

> Anthony Jacques wrote:
> > References:
> > http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> > http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
> >
> Jaques, I'm sorry but I think these urls are not working..

Oops! Sorry, I left out the "users": try:
http://www.users.zetnet.co.uk/jacquesa/kpp/kp_sack.html
http://www.users.zetnet.co.uk/jacquesa/programming/waveplay.html

> I've been wanting to check for updates for some time now since I lost
> your code for dma playing and wanted to try to get to dma play with the
> external clock.

I've been meaning to update the info in the DMA playing routines, but
I haven't gotten around to it...

Anthony (not Jacques - thats my surname :)
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

5987. GNU 2.7.2 C++ question

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-13 00:00:00 UTC
From: Vincent Bakker <bakkerv@pi.net>
Message-ID: <346B4684.1359@pi.net>
Source record: 6288

Hello everyone,

Yesterday I finally succeeded to install GNU 2.7.2 on my falcon.
Unfortunately, with test compiles of C++ the linker seemed to have
problems with handling exceptions.

Anyone can help me out with this? Do I need other libs for this than the
G++.olb?

greetz,
Vince

5988. Re: Play sounds but...

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-13 00:00:00 UTC
From: Magnus Kollberg <magnus.kollberg**@**emw.ericsson.se>
Message-ID: <64ed3k$2s3$1@infomania.emw.ericsson.se>
Source record: 6289

```
Vincent Bakker wrote:
>
> Anthony Jacques wrote:
> > References:
> > http://www.zetnet.co.uk/jacquesa/kpp/kp_sack.html
> > http://www.zetnet.co.uk/jacquesa/programming/waveplay.html
> >
>
> Jaques, I'm sorry but I think these urls are not working..
> I've been wanting to check for updates for some time now since I lost
> your code for dma playing and wanted to try to get to dma play with the
> external clock.

Well he must have been drunk when I wrote them. Try this insteed.

www.users.zetnet.co.uk/...

//Magnus Kollberg
--
+-----------------------------------------------------+
| http://www.geocities.com/SiliconValley/Way/5132/ |
| email: Magnus.Kollberg@emw.ericsson.se |
+-----------------------------------------------------+
```

5989. Running released - 13.11.1997

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-13 00:00:00 UTC
From: <>
Message-ID: <64f4ne$dhl@winx03.informatik.uni-wuerzburg.de>
Source record: 6290

```
Hi everybody !

Finally, here it is ...

Running is released.

This means that this mailing list has lost his intention and will be
deleted right after sending this last message.

-----------------------------------------------------------------

Well, we have broken a lot of promises and deadlines ... a lot of
people thought we would never release this game. But the RDT team
never thought of canceling the project and succeeded to create an
outstanding game for the ATARI Falcon computer system.

For further information and some screenshots please visit our page
at:
http://stio1.fh-wuerzburg.de/student/i381

For other questions, please email to:

kx0029@kulmbach.baynet.de RDT HQs
i381@stio1.fh-wuerzburg.de Public relations HQs

-----------------------------------------------------------------

We think that we have done the best we can. Now it is time for the
ATARI Falcon community to show their respect and fairness and spend
some money in buying this great game. We spent a LOT OF TIME and
MONEY to get things right - support us and don't be a pirate !!!

The prices are very modest, and there are several distribution
partners providing support and easing the ordering procedure for
you. Please carefully read the next lines ...

---------------- Distribution in Germany -------------------------
```

Deutschland. Running kostet im Deutschlandvertrieb 59 DM.
Bestellungen k�nnen schriftlich oder per Email get�tigt werden.

```
Schriftlich bei:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach
```

Bei der Bezahlung ist dabei m�glich:
- Vorkasse 59 DM(auch m�glich: 60 DM - die Differenz von 1 DM

liegt der Bestellung sp�ter bei).
- Eurocheque �ber 59 DM.
- Bank�berweisung von 59 DM an:
RDT Volker Konrad
Sparkasse Kulmbach
BLZ 771 500 00
Kontonummer 810655

Bitte �berweisungsquittung (mit Tagesstempel der Bank)
mitschicken (oder Kopie), ansonsten warten wir die
Gutschrift ab.
- Per Nachnahme. 59 DM + 3 DM f�r Postzustellung per Nachnahme.

Email an:

kx0029@kulmbach.baynet.de

Hier ist nur m�glich:

- Per Nachnahme. 59 DM + 3 DM f�r Postzustellung per Nachnahme.

---------- Distribution in the UK -------------------------

UK. In the UK Running is available for 20 UKP + p&p. Mailorder at:

Denesh Bhabuta
CyberSTrider
PO Box 2023
Wickford
SS12 9RX, UK

Some ways of payment:
- Eurocheque
- Cash in Pounds Sterling, Dollars and DM.
- International money order payable in *Pounds Sterling*

For further details please visit Denesh's homepage at:
http://www.cyberstrider.org

or send him an email:
denesh@cyberstrider.org

---------- Distribution in Australia/Newzealand ------------------

Australia and New Zealand. Running is available for A$ 50 + A$ 5 p&p.

Order Running at:

Anthony Green
Fujination
GPO Box 1190
Hobart TAS 7001
Australia

For details please visit Anthony's homepage at:
http://www.intelitec.com.au/fujination/

or send him an email:
ac_green@tassie.net.au

---------- Distribution in France ------------------

In France Running is available soon.
The negotiations are still running and hopefully will be finished
next week. Please visit our homepage (see above) about the news.

---------------- Distribution in the USA ---------------------

Our partner didn't answer for some weeks. We hope he will get
online again soon.

------- Distribution for all other euorpean countries --------

Europe. Please order via postal mail at:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach
Germany

And about the prices:
- Cash 65 DM - use registered letter !
- Cash $ 40 - use registered letter !
- Eurocheque, Value 65 DM.
- European money order, value 65 DM.

Important: you have to takeover all banking transaction fees!

------- Distribution for all other countries worldwide --------

Rest of the world. Please order via postal mail at:

RDT Volker Konrad
Georg-Thiel-Str. 13
D-95326 Kulmbach
Germany

And about the prices:
- Cash 70 DM - use registered letter !
- Cash $ 45 - use registered letter !
- Eurocheque, Value 70 DM.
- International money order, value 70 DM.

Important: you have to takeover all banking transaction fees!

-------------- End of distribution information ----------------

Some people asked us to release a multiplayer version or to
release our level editor.
We are willing to deliver a multiplayer version with some
special levels. However, this depends on your feedback, i.e.

the Running sales. We think that we don't have to give you all at once. We have done our part - now it's your time to motivate us again.
The level editor runs under Windows95/NT - this reduces the interest for all ATARI users, we think. But if there is still interest in the editor, we probably release it ...

Ok, time to say goodbye and hopefully welcome you as our customer soon.

Have fun with Running - it's great.

Yours,
RDT team, 1997.

5990. Re: Running released - 13.11.1997

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-13 00:00:00 UTC
From: tony@paxton.prestel.co.uk
Message-ID: <346c52b8.8335020@news.prestel.co.uk>
Source record: 6291

On 13 Nov 1997 15:01:02 GMT, @ (nobody) wrote:

> Running is released.

>Well, we have broken a lot of promises and deadlines ... a lot of
>people thought we would never release this game. But the RDT team

I have to admit that I thought it was a no goer... I am so pleased to
be proved wrong....and I havn't got a Falcon, just a healthy interest
in the ATARI Games scene :)

That just leaves Bad Mood and Willes Adventures :))))))

.
-- Cheers !ynoT ----- Tony Greenwood (ATARI Programmer) --
tony@paxton.prestel.co.uk URL http://www2.prestel.co.uk/paxton/
-- STOSSER Software for FREE Award winning ATARI Software --

5991. Steven Tucker

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-14 00:00:00 UTC
From: George Williams <red85@bigfoot.com>
Message-ID: <346CAA8C.C212F181@bigfoot.com>
Source record: 6292
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I am looking for anyone who has dealings good or bad with Steven Tucker.

Please reply to:
red85@bigfoot.com

Thanks

5992. Re: Steven Tucker

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-17 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <347090F1.A46277A1@aol.com>
Source record: 6293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I've dealt with Steven in the past and have had no problems whatsoever.

Curt

5993. Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-17 00:00:00 UTC
From: Mike Dombrowski <Mike@pooh-bear.com>
Message-ID: <3470C507.6478@pooh-bear.com>
Source record: 6294

How can you write an Atari game. Is it like writing a CD? I am a programmer with an Atari (ancient though). Is there a kart that lets you program other karts?
--
-Mike Dombrowski
-Mike's Software
-http://www.geocities.com/EnchantedForest/3068/
-http://www.geocities.com/EnchantedForest/Dell/2578/

5994. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <64rrqo$48l$1@due.unit.no>
Source record: 6146
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

```
In comp.sys.atari.st David Bolt <dbolt@my-ste.demon.co.uk> wrote:
> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?
```

Yes, there are problems with GFA-Basic under MagiC or Geneva, but they can be solved. Search for Vegard Hofs�y�s homepage (author of Face Value), he has some patches.

```
> Second, what are the advantages/disadvantages of using Magic and Geneva?
```

The obvious disadvantage is that it uses some memory. Geneva use a bit less than MagiC, but unless you have TOS 2.06 I�d recommend MagiC over Geneva.

If you have 2.06 then it�s really just a matter of taste. Geneva is more compatible if you use midi-programs or older apps, but MagiC is slightly faster.

```
> Third, is Geneva still available and, if it is, where from?

In UK Geneva is available from Titan Designs.

Jo Even Skarstein
```

5995. [Q] Sozobon

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: carlk@syscon-intl.com
Message-ID: <64scop$q5a$1@paperboy.datacruz.com>
Source record: 6147
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.tech

While looking for the latest Sozobon stuff, I found a jas2x9
that only as binaries. Is there a site the has the latest
patches for the Sozobon stuff or the latest patched versions?

--
Carl Kreider
aka carlk@syscon-intl.com ckreider@qtm.net ckreider@acm.org

My boss has strong opinions, but these aren't his!

5996. Re: Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971118183313809 56@zetnet.co.uk>
Source record: 6148

> How can you write an Atari game.

Er, you sit and type some code in, as you would anywhere else.

> Is it like writing a CD? I am a
> programmer with an Atari (ancient though). Is there a kart that lets you
> program other karts?

Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
Not the ST->Falc series, I assume.

Seriously though... for the Jaguar at least, you need a complete development system (either Atari's own, which you probably cannot get anymore), or a modified Jaguar (the "Jaguar Server") and an Atari computer. However, with the Jaguar Server option, you will not be able make carts, as they are encrypted, and Atari have never (AFAIK) released information about the encryption algorithm used - so Jaguar Server games can only be played on other Jaguar Servers (much like the Playstation Yuroza)

I hope this is of some use...

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

5997. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <64tabc$1fg@login.freenet.columbus.oh.us>
Source record: 6149
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

David Bolt (dbolt@my-ste.demon.co.uk) wrote:
: First, are there any problems using GFA basic with Magic or Geneva? If so,
: what and can they be easily solved?

: Second, what are the advantages/disadvantages of using Magic and Geneva?

: Third, is Geneva still available and, if it is, where from?

Gribnif Software
P.O. Box 779
Northampton, MA 01061, USA

Tel: (413) 532-2434
Fax: (413) 532-2540

Internet: gribnif@pair.com
Website: www.pair4.com/gribnif

All updates for software sold by Gribnif are located on this site.
Note, updates will only work on unmodified original disk.

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@freenet.columbus.oh.us	Research Assistant

5998. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-1811970938230001@wilga.mtholyoke.edu>
Source record: 6150
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>,
dbolt@my-ste.demon.co.uk (David Bolt) wrote:

> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?

GFA works great with Geneva.

> Second, what are the advantages/disadvantages of using Magic and Geneva?

That's a little too political for me to go into, so I'll refrain :-)

> Third, is Geneva still available and, if it is, where from?

Yes, you can get it for $69.95 + shipping from:

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

Send email to gribnif@pair.com for shipping prices.

5999. Re: Multitasking on the ST? / GFA-Basic and MagiC

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: Christian Ratsch <ratsch@bielefeld.netsurf.de>
Message-ID: <3472ecff.0@news.uni-X.net>
Source record: 6151
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

HI!

>> First, are there any problems using GFA basic with Magic or Geneva? If so,
>> what and can they be easily solved?
>Yes, there are problems with GFA-Basic under MagiC or Geneva, but they can
>be solved. Search for Vegard Hofs�y�s homepage (author of Face Value), he
>has some patches.
You can get most patch programs from Columbus Soft, Germany
mailto:christof_schardt@of2.maus.de

If using MagiC I�d advise you to use Ergo!-pro. That�s an IDE for GFA-Basic and Face Value, also available from Columbus.

There is an FAQ about such questions (only in German). I could post it here if you whish.

To all Face Value/GFA-programmers: have a look at my website, there are some links to Face Value-related sites (files -> Face Value FAQ/Face Value UTIL)

--
Tsch�
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

6000. Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-18 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <879832777.9455.1.nnrp-04.9e98f145@news.demon.co.uk>
Source record: 6295
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

First, are there any problems using GFA basic with Magic or Geneva? If so,
what and can they be easily solved?

Second, what are the advantages/disadvantages of using Magic and Geneva?

Third, is Geneva still available and, if it is, where from?

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

6001. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-19 00:00:00 UTC
From: Bo.XK.Leuf@trab.se
Message-ID: <EJw4yE.Bu8@malmo.trab.se>
Source record: 6152

On 18 Nov 1997 05:59:37, David Bolt wrote:
> First, are there any problems using GFA basic with Magic or Geneva? If so,
> what and can they be easily solved?

For more GFA info you might want to look at

http://www.geocities.com/Athens/5272/gfa.htm

/ Bo Leuf <bleuf@acm.org>
Daggskimmer fc3, Malm&#65533;, Sweden
http://www.geocities.com/Athens/5272

6002. Crazy Dots info, please

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-19 00:00:00 UTC
From: oskancke@online.no
Message-ID: <64vk2a$7he$1@o.online.no>
Source record: 6153

Hi, all. I would like to get as much info about the Crazy Dots line of graphics cards. I know that there are two versions, but suspect there are more? I don't know much about these cards, so feel free to input all you might know about them. I specifically want info about the ones for use with a TT.

Thanks..

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

6003. comp.sys.atari.programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-21 00:00:00 UTC
From: hspruijt@dbf.kun.nl
Message-ID: <653hcr$6g3$1@nbb.dbf.kun.nl>
Source record: 6154

Please, help me.

I'm looking for a souce-file in 'C' for a RCS.PRG.

Thanks,


```
*************************************************************************
* From: Huub Spruijt Dept. of Scientific Photography *
* Tolhuis 61 42 Faculty of Sciences *
* 6537 TJ Nijmegen (NL) Catholic University Nijmegen *
* Toernooiveld 1 *
* 6525 ED Nijmegen (NL) *
* Telephone: +3124-3444688 or +3124-3652774 *
* (after 18.00 hrs CET) (between 9.00 and 17.00 hrs CET) *
* Telefax : +3124-3553450 *
* e-mailaddresses: H.Spruijt@dbf.kun.nl or huubs@sci.kun.nl *
*********************- I don't react to advertising -************************
```

6004. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-21 00:00:00 UTC
From: Bill <bab5@indigo.ie>
Message-ID: <34760C57.1B87@indigo.ie>
Source record: 6155
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi There

I'm a long time user of the ST ,Have s 2 meg 520STe with a colour
monitor and a 240meg HD and the one piece of software I have been
looking for all these years is the multitasking software package GENEVA
can't seem to find out who sells it,any idea where I could pick it up
and how much?

any reply would be really appreciated

Bill
bab5@indigo.ie

6005. midi-programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-21 00:00:00 UTC
From: rvdnoord@dds.nl
Message-ID: <34760894.755356@news.leeuwarden.bart.nl>
Source record: 6156

I want to do some programming with MIDI on the ST....i'm looking for some language that reads the incoming data on the midi port (and that's also able to send ofcourse...)

Can anybody help me? What should I use?

6006. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-21 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <6546u1$kah@balaena.bio.vu.nl>
Source record: 6157
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

David Bolt (dbolt@my-ste.demon.co.uk) wrote:

: First, are there any problems using GFA basic with Magic or Geneva? If so,
: what and can they be easily solved?

Just get the GFA patches and don't forget to free any memory
you don't need at the start of the program
(eg. use RESERVE <new amount of mem>).
And you'll have to write clean GEM code. (don't use GFA's window routines
for instance, although I don't know why...) And don't write into memory
that doesn't belong to your program.

: Second, what are the advantages/disadvantages of using Magic and Geneva?

Advantages: you get, among other features, multitasking and cool GEM extras,
and (at least with MagiC) a nice speed increase.

Disadvantages: Takes up a bit more memory than plain TOS+GEM, shouldn't
be any problem with 4 Mb though...

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

6007. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-22 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <656v8ebqa2@cti01.citenet.net>
Source record: 6158
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

```
One piece of information missing from the Compendium, is
a list of features typically found with each TOS version.

Could anyone fill in the blanks below (add if necessary)?

TOS Date GEMDOS AES
-------------------------------------
1.00
1.02
1.04
1.06
1.62 01-01-1990 0.17 1.40
-------------------------------------
2.02
2.05
2.06 11-14-1991 0.20 3.20
-------------------------------------
3.01
3.05
3.06 09-24-1991 0.20 3.20
-------------------------------------
4.02
4.04
-------------------------------------

MultiTOS
-------------------------------------
4.92
-------------------------------------
4.1
-------------------------------------

Please Cc through e-mail. Thanks

-----------------------------------------------------------------
From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK
-----------------------------------------------------------------
"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem
-----------------------------------------------------------------
<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>
```

6008. Re: midi-programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-23 00:00:00 UTC
From: Pierre-Louis Lamballais <plamball@parx.fr>
Message-ID: <34783A31.76BD@parx.fr>
Source record: 6159

Rem wrote:
>
> I want to do some programming with MIDI on the ST....i'm looking for
> some language that reads the incoming data on the midi port (and
> that's also able to send ofcourse...)
>
> Can anybody help me? What should I use?
You can use any langage. Just take a;look at gemdos or Bios function in
order to read, write to midi port. Notice that reading and writing
function of the TOS need the port to be OK to receive or read. Meaning
that if you try to read as nothing is coming, your software will waut,
wait, wait.... until someting really came from the port! So, use other
Bios or gemdos function in order to ask "Is there something comin?"
before you try to read. That's the same for writing.

--
+--------------------------------------+
Pierre-Louis Lamballais - plamball@parx.fr
PARX Company
9 Rue du Pin Dor, F-53000 Laval - France
Tel: 33-2.43569276 - Fax: 33-2.43568047
http://www.parx.fr
+--------------------------------------+

6009. Re: Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-23 00:00:00 UTC
From: Mike Dombrowski <Mike@pooh-bear.com>
Message-ID: <3478984A.6705@pooh-bear.com>
Source record: 6160

```
Anthony Jacques wrote:
>
> > How can you write an Atari game.
>
> Er, you sit and type some code in, as you would anywhere else.
How do you type it in? Is there a keyboard on the screen that you use
the joystick to choose characters?
>
> > Is it like writing a CD? I am a
> > programmer with an Atari (ancient though). Is there a kart that lets you
> > program other karts?
>
> Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
It works only with a regular tv, two joysticks, and a black box where
you put the kart in.
> Not the ST->Falc series, I assume.
>
> Seriously though... for the Jaguar at least, you need a complete development
> system (either Atari's own, which you probably cannot get anymore), or a
> modified Jaguar (the "Jaguar Server") and an Atari computer. However, with
> the Jaguar Server option, you will not be able make carts, as they are
> encrypted, and Atari have never (AFAIK) released information about the
> encryption algorithm used - so Jaguar Server games can only be played on
> other Jaguar Servers (much like the Playstation Yuroza)
>
> I hope this is of some use...
>
> Anthony
> --
> ----------------------------------------+---------------------------------
> Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
> | Whence all but he had fled -
> jacquesa@zetnet.co.uk | Twit.
> http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
> ----------------------------------------+---------------------------------
>

--
-Mike Dombrowski
-Mike's Software
-http://www.geocities.com/EnchantedForest/3068/
-http://www.geocities.com/EnchantedForest/Dell/2578/
```

6010. Re: Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-24 00:00:00 UTC
From: rsg0910@iglou1.iglou.com
Message-ID: <EK4rEq.E3F@iglou.com>
Source record: 6161

In article <3478984A.6705@pooh-bear.com>, Mike Dombrowski wrote:

>How do you type it in? Is there a keyboard on the screen that you use
>the joystick to choose characters?

You're thinking of either the 2600, 5200, or 7800 game machines.

>It works only with a regular tv, two joysticks, and a black box where
>you put the kart in.

Then it's the 2600, with the Basic Programmer cart, unless the Jaguar came
out with a programming kit.

The next item from Atari that could be programmed using Basic was the 400
with 16K, a 410 or 1010 Recorder, and the Basic cart, together with the
Programmer's Toolkit, if I'm remembering the name right. Way back then,
around 1981, when I bought it, the total cost was about $300. Today, it's
worth maybe $10 or less.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

6011. look for cubase for atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-24 00:00:00 UTC
From: "NAT.fr" <scialdo@nat.fr>
Message-ID: <01bcf923$62fc3a40$cd08cec2@herve>
Source record: 6162

```
i look for cubase for atari ! please, if you have these files send me by
mail !!! thanks !:)
```

6012. Re: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-24 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EK55pH.Mqp@suse.modem.stud.uni-hannover.de>
Source record: 6163

In article <653hcr$6g3$1@nbb.dbf.kun.nl>,
hspruijt@dbf.kun.nl (Hub Spruijt) writes:

> I'm looking for a souce-file in 'C' for a RCS.PRG.

AFAIK the source code for RCS.PRG has never been released to the public.

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6013. Re: Atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971124213806809 56@zetnet.co.uk>
Source record: 6164

> > > How can you write an Atari game.
> >
> > Er, you sit and type some code in, as you would anywhere else.
>
> How do you type it in? Is there a keyboard on the screen that you use
> the joystick to choose characters?

Sorry, you must have missed my sarcasm. :)

"Atari" covers > 7 different computers/consoles... For the machines that
do not have keyboards, you usually have to use another computer to develop
on - getting hold of a development kit for a console, is not easy...

> > > Is it like writing a CD? I am a
> > > programmer with an Atari (ancient though). Is there a kart that lets you
> > > program other karts?
> >
> > Ah! you mean a Jaguar game, right? or Lynx? or the old 8-bits?
>
> It works only with a regular tv, two joysticks, and a black box where
> you put the kart in.

Hmm... sounds like an 8-bit to me, but depending on what you call a joystick,
it could be a Jaguar, I suppose... I dont know anything about the old 8-bit
machines.

Anthony
--
--+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+---------------------------------

6014. Re: Multitasking on the ST?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-25 00:00:00 UTC
From: JHaslam@fortress.org.uk
Message-ID: <6087_JHaslam@fortress.org.uk>
Source record: 6165

bab5@indigo.ie wibbled to All about: Multitasking on the ST?

Wotcha Bill!

b> I'm a long time user of the ST ,Have s 2 meg 520STe with a colour
b> monitor and a 240meg HD and the one piece of software I have been
b> looking for all these years is the multitasking software package
b> GENEVA can't seem to find out who sells it,any idea where I could pick
b> it up and how much?

Looking at the latest issue of Atari Computing (published here in the UK),
I've found that Titan Designs here sell it in a bundle with Neodesk for 79.95
UK Pounds + carriage. The contact details follow:

Postal Address:

Titan Designs Limited
6 Wetherford Way
Selly Oak
Birmingham
B29 4AX
United Kingdom

Telephone: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630

email: TITANWEB@compuserve.com

Website: http://ourworld.compuserve.com/homepages/TITANWEB/

Hope that helps!

Cya later, alligator!

James

/ James Haslam Internet: jhaslam@fortress.org.uk \

\ FidoNet: 2:254/105.2 NeST: 90:102/0.2 BBSNet: 405:100/78.2 /

James' Point at the <Fortress>

-= "Would you prefer to be conscious or unconscious during the mating?"
--

6015. Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-26 00:00:00 UTC
From: bitbrker@www.ionet.net
Message-ID: <880532937mnewsbitbrker@www.ionet.net>
Source record: 6166

Greetings,

We are currently gearing up software development for the
following hardware platforms:

Atari Falcon/TT/STe, Amiga, PC, Mac, Acorn A7000+/Risc PC

Regarding the Atari systems, we are bound to require the following
minimum platform:

At least 020, 256-color mode, 8-bit DMA sound, hard drive

Of course, the Falcon version will have some improvements.
It is my current task to research the capabilities of various
graphics cards available for the TT/STe as well as the CPU
upgrades to determine their viability as games development
targets. The TT clones on the market are also being targetted.

In addition, we are seeking the technical OS developer's
manuals that Atari released, including Falcon information.
We have already gained access to DSP 56001 data book, a 68020+
assembler, a MIDI synth, and the "Atari Compendium" reference.
However, this is not sufficient as we require much more TOS
data and especially data on the networking ports and such.
As Atari was absorbed by JTS, we cannot get data from them.
We would certainly appreciate any info or Atari users could give
us. We would also like more information about "C-Lab", the company
that has the rights to the Falcon.

My sincerest thanks,

Tm2, Atlantis Software Development/HD

6016. Re: Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-26 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971126204619335277@toulouse2-40.hol.fr>
Source record: 6167

^_^ <bitbrker@www.ionet.net> wrote (�crivait)�:

> Greetings,
>
> We are currently gearing up software development for the
> following hardware platforms:
>
> Atari Falcon/TT/STe, Amiga, PC, Mac, Acorn A7000+/Risc PC
>
> Regarding the Atari systems, we are bound to require the following
> minimum platform:
>
> At least 020, 256-color mode, 8-bit DMA sound, hard drive

There are no 020s in the Atari world! It looks like your minimum setup
is the Falcon 030 and TT.

>
> Of course, the Falcon version will have some improvements.
> It is my current task to research the capabilities of various
> graphics cards available for the TT/STe as well as the CPU
> upgrades to determine their viability as games development
> targets. The TT clones on the market are also being targetted.

If you want to sell the games, you might want to target the widest
possible target. This probably excludes add-on graphics cards as they
are widespread.

>
> In addition, we are seeking the technical OS developer's
> manuals that Atari released, including Falcon information.
> We have already gained access to DSP 56001 data book, a 68020+
> assembler, a MIDI synth, and the "Atari Compendium" reference.
> However, this is not sufficient as we require much more TOS
> data and especially data on the networking ports and such.

This should all be in the Compendium. Don't know where you can find this
though. An atari dealer might have still have it.

> As Atari was absorbed by JTS, we cannot get data from them.
> We would certainly appreciate any info or Atari users could give
> us. We would also like more information about "C-Lab", the company
> that has the rights to the Falcon.

Don't forget the Atari clones: Hades, Medusa, Milan...

>
> My sincerest thanks,
>
> Tm2, Atlantis Software Development/HD
>

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

6017. Error Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-27 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <65ijs2$q56@news2.tds.net>
Source record: 6168

Hi,

Could someone point me in the direction of a list of Error codes?
My references only cover the ST, and I'm now on a TT - & I'm getting
error numbers above the range I'm used to.

Thanks
Terry
-----
tross3@hamtel.tds.net

6018. Re: Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-27 00:00:00 UTC
From: acounis@lpnsu7.in2p3.fr
Message-ID: <65jgpc$266$1@ccpnws.in2p3.fr>
Source record: 6169

Nicholas Bales (bales@hol.fr) wrote:

: There are no 020s in the Atari world! It looks like your minimum setup
: is the Falcon 030 and TT.

This is not true !!! I have a 68020-68882 in my MegaST; it is called the PAK3
accelerator from Germany (MW Electronic). :)

(I guess you can count the owners of 68020 ataris with only one hand !!! :)

--
+---+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+---+

6019. MiNT-Net programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-27 00:00:00 UTC
From: Daniel Schaller <schaller@desun1.epfl.ch>
Message-ID: <347D7F6D.4262@desun1.epfl.ch>
Source record: 6170

Hi

I'd like to access MiNT-Net functions with PureC. Does anyone know where
I can get a PureC-library for this purpose? Is there somewhere a free
C-source code for doing SMTP and POP3?

Thanks for any advice.

Greetings

Daniel Schaller

6020. Re: Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-27 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EKBEv4.L85@suse.modem.stud.uni-hannover.de>
Source record: 6171

```
In article <65jgpc$266$1@ccpnws.in2p3.fr>,
acounis@lpnsu7.in2p3.fr (Stephane ACOUNIS) writes:
> Nicholas Bales (bales@hol.fr) wrote:
>
>: There are no 020s in the Atari world! It looks like your minimum setup
>: is the Falcon 030 and TT.
>
> This is not true !!! I have a 68020-68882 in my MegaST; it is called the PAK3
> accelerator from Germany (MW Electronic). :)
>
> (I guess you can count the owners of 68020 ataris with only one hand !!! :)

Certainly not ! The PAK was one of the most popular projects of the c't magazine,
and I guess even in the Atari world there might be still one to two hundred
of them.

Cheers Peter
--
------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
------------------------------------------------------------------------
```

6021. Task Manger

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: Arana Tuuta <alt37@student.canterbury.ac.nz>
Message-ID: <347E465B.BC4@student.canterbury.ac.nz>
Source record: 6172

Greetings all, I've just completed a small GEM password programme which takes advantage of the #_AUT feature in MagiC. Although it works well, it's easy to delete it via the Task Manger (alt+control+esc).

Does anyone have any idea as to how to disable the Task Manger in C ??
My compiler is LC 5.60.

Thanks,

--
Karl Ashton
kma54@student.canterbury.ac.nz

6022. Re: Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971128074119223330@toulouse1-38.hol.fr>
Source record: 6173

Peter Rottengatter <perot@suse.modem.stud.uni-hannover.de> wrote
(�crivait)�:

> In article <65jgpc$266$1@ccpnws.in2p3.fr>, acounis@lpnsu7.in2p3.fr
> (Stephane ACOUNIS) writes: > Nicholas Bales (bales@hol.fr) wrote: > >:
> There are no 020s in the Atari world! It looks like your minimum setup >:
> is the Falcon 030 and TT. > > This is not true !!! I have a 68020-68882 in
> my MegaST; it is called the PAK3 > accelerator from Germany (MW
> Electronic). :) > > (I guess you can count the owners of 68020 ataris
> with only one hand !!! :)
>
> Certainly not ! The PAK was one of the most popular projects of the c't
> magazine, and I guess even in the Atari world there might be still one to
> two hundred of them.
>
>
> Cheers Peter

All righht, all right, there are 020 based machines... but the guy said
020 and DMA sound, sound I guess you don't qualify anyway.

How I like having th last word ;-)

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm

6023. Re: Task Manger

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: cwesterh
Message-ID: <347e8c11.471268011@news.utrecht.nl.net>
Source record: 6174

On Fri, 28 Nov 1997 17:19:39 +1300, Arana Tuuta
<alt37@student.canterbury.ac.nz> wrote:

>Greetings all, I've just completed a small GEM password programme which
>takes advantage of the #_AUT feature in MagiC. Although it works well,

What does this program do and are you releasing it?

6024. Re: Atari Dev. Info

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <HCOSCMF@tos.pl.net>
Source record: 6175

^_^ (bitbrker@www.ionet.net) wrote:
: Of course, the Falcon version will have some improvements.
: It is my current task to research the capabilities of various
: graphics cards available for the TT/STe as well as the CPU
: upgrades to determine their viability as games development
: targets. The TT clones on the market are also being targetted.

You can get a graphics card suitable to produce almost any display you like. On Atari systems with inbuilt graphics capability, however, most people don't use a graphics card.

: In addition, we are seeking the technical OS developer's
: manuals that Atari released, including Falcon information.
: We have already gained access to DSP 56001 data book, a 68020+
: assembler, a MIDI synth, and the "Atari Compendium" reference.

The Atari Compendium should contain virtually everything you need to know.

: However, this is not sufficient as we require much more TOS
: data and especially data on the networking ports and such.

What mora data could you want? TOS is covered entirely in the Compendium. I don't know what you mean exactly by networking ports. If you mean the "LAN" port, this is simply a serial port (as explained in the Compendium).

To have some other kind of network interface you would need to get an additional card. The method for accessing the network depends on the software being used, but you could look at STiNG and MiNTNet since these seem to be the most popular packages that support more than just SLIP or PPP for the internet. You could only use one of these packages if a driver was written for it for the network card being used, of course. A few drivers for, I think, VME network cards are included with MiNTNet.

: As Atari was absorbed by JTS, we cannot get data from them.
: We would certainly appreciate any info or Atari users could give
: us. We would also like more information about "C-Lab", the company
: that has the rights to the Falcon.

C-LAB makes a few Falcon clones, but they have not really improved them at all. They are in a new case and have a few minor modifications done, that's all.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

6025. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: pstehlik@zln.cz
Message-ID: <65m693$k13$1@ns.felk.cvut.cz>
Source record: 6176
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

```
>Could anyone fill in the blanks below (add if necessary)?

typing from my (poor) memory:

> TOS Date GEMDOS AES
> -----------------------------------
1.00 ??-??-1985 (there were two releases, IIRC)
1.02 04-22-1987
1.04 04-06-1989
> 1.06
> 1.62 01-01-1990 0.17 1.40
> -----------------------------------
> 2.02
> 2.05
> 2.06 11-14-1991 0.20 3.20
> -----------------------------------
> 3.01
> 3.05
> 3.06 09-24-1991 0.20 3.20
> -----------------------------------
4.01
> 4.02
> 4.04
> -----------------------------------
>
>MultiTOS

MultiTOS 1.04 and 1.07 (based on MiNT versions)

> -----------------------------------
TOS 4.92
> -----------------------------------
AES 4.1
> -----------------------------------

Petr
```

6026. Re: Error Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: Bud Connolly <budc@harborcom.net>
Message-ID: <880745565.645673@proxy.harborcom.net>
Source record: 6177

Terry Ross wrote in message <65ijs2$q56@news2.tds.net>...
>Hi,
>
> Could someone point me in the direction of a list of Error codes?
>My references only cover the ST, and I'm now on a TT - & I'm getting
>error numbers above the range I'm used to.
>
>Thanks
>Terry
>-----
>tross3@hamtel.tds.net

Terry,

What type of error message? I can't type in the whole Atari Compendium! But if you have access to one, that is probably the most complete resource that I have seen.

Bud
budc@harborcom.net

6027. Re: S: Breakout-Spiel fuer Atari ST

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HK3OFFCYUP@data.rhein-main.de>
Source record: 6178
Cross-posted to:
cern.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,z-netz.alt.rechner.atari.diskussion

In <65kjfj$4h@berlin.shuttle.de> "Ralf Blinkmann" wrote:

>als ehemaliger Atari-ST-User habe ich vor ca. 5 Jahren auch alle meine
>Software zusammen mit meinem Mega-ST verkauft. Das war ein Fehler, wie sich
>jetzt zeigt. Ich habe n&#65533;mlich jetzt entdeckt, da&#65533; es tolle Atari-Emulatoren

It's allways a mistake to sell all atari items.. ;->

One point more to save the first st from 1985 !
Emulators.. Pah! ;-)

Regards, Robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
F030-520ST-Jaguar-Mac Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

6028. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-28 00:00:00 UTC
From: Christian Ratsch <ratsch@bielefeld.netsurf.de>
Message-ID: <34805848.0@news.uni-X.net>
Source record: 6179
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

```
> 1.00 ??-??-1985 (there were two releases, IIRC)
The later one is 1.00 06-02-1986
```

--
Tsch&#65533;
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

6029. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-30 00:00:00 UTC
From: bales@hol.fr
Message-ID: <19971130095311169573@toulouse1-3.hol.fr>
Source record: 6180
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Christian Ratsch <ratsch@bielefeld.netsurf.de> wrote (�crivait)�:

```
> > 1.00 ??-??-1985 (there were two releases, IIRC)
> The later one is 1.00 06-02-1986
>

Wasn't the earlier disk based one called TOS 0.99 ?

--
||| Nicholas Bales, Toulouse, France bales@hol.fr
===|||==== The Atari ST Quick FAQ ============================
/ | \ http://wwwperso.hol.fr/~nbales/quickfaq.htm
-' ' `- http://www.geocities.com/MotorCity/2090/quickfaq.htm
```

6030. Re: Error Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-30 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <65sfq4$j7u@news2.tds.net>
Source record: 6181

On 28 Nov 1997 14:32:17, "Bud Connolly" wrote:

>Terry,
>
>What type of error message? I can't type in the whole Atari Compendium! But
>if you have access to one, that is probably the most complete resource that
>I have seen.
>
>Bud
>budc@harborcom.net

Bud,

Well, I have a whole new set-up here: TT, Magic, NVDI, Nova card -
I have no prior experience with any of these items. Basically, I'm
wondering if there is an online document listing the extended error
codes. I've just recently started actually doing any programming on
it, so at the moment, system errors are the most important thing.

For one specific example: "Program returned 68000 Exception error -
Error -69" - my references only go up to error -64

Thanks,
Terry
---
tross3@hamtel.tds.net

6031. Re: look for cubase for atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-30 00:00:00 UTC
From: myeck waters <Xwaterses@worldnet.att.net>
Message-ID: <65t0mo$caj@bgtnsc03.worldnet.att.net>
Source record: 6182

```
NAT.fr wrote in message <01bcf923$62fc3a40$cd08cec2@herve>...
>i look for cubase for atari ! please, if you have these files send me by
>mail !!! thanks !:)
>

Cubase is a commercial program. You'll have to BUY a copy.
```

6032. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-11-30 00:00:00 UTC
From: Christian Ratsch <ratsch@bielefeld.netsurf.de>
Message-ID: <34830426.0@news.uni-X.net>
Source record: 6183
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

```
Hi Nicholas!
>> > 1.00 ??-??-1985 (there were two releases, IIRC)
>> The later one is 1.00 06-02-1986
>Wasn't the earlier disk based one called TOS 0.99 ?
No idea, I never had such a disk. My first ST was one with ROMTOS.
```

--
Tsch
Christian
---
ratsch@bielefeld.netsurf.de
christian_ratsch@bi.maus.de
www.bielefeld.netsurf.de:8080/~ratsch/

6033. need an atari emulator

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-01 00:00:00 UTC
From: didi <didier.windey@skynet.be>
Message-ID: <65t3u0$1u$1@news0.skynet.be>
Source record: 6184

```
Hello,
Where can I download an atari emulator
please mail me at
didier.windey@skynet.be
thank a lot
didier
```

6034. Re: need an atari emulator

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-01 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <880960041.22034@dejanews.com>
Source record: 6185

Hi,

You can find a copy of the excelent PacifiST Atari
Emulator. You can find information on PacifiST and
other Atari emulators from:

http://www.jetman.demon.co.uk/st/

Regards,

Ben Hills.
ben@imperial.co.uk

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

6035. Re: Task Manger

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-02 00:00:00 UTC
From: kma54@student.canterbury.ac.nz
Message-ID: <348380CD.7F6@student.canterbury.ac.nz>
Source record: 6186

> >Greetings all, I've just completed a small GEM password programme which
> >takes advantage of the #_AUT feature in MagiC. Although it works well,
>
> What does this program do and are you releasing it?

It's a simple password programme which stops access to the desktop until the correct password/key is typed. It uses BubbleGEM, so it means the programme is non-model, and displays a message using BubbleGEM if an incorrect password is entered. After the 3rd failed attempt it locks up the computer. It also logs all attempts with time & date plus the attempted password to a file.

I'll upload it to <ftp.funet.fi> and <ftp.cs.tu-berlin.de> once I've finished the docs, there's not to write, I've just been a little lazy and I hate typing. ;-)

--
Karl Ashton
kma54@student.canterbury.ac.nz

6036. Atari-search the web quickly with Search Spaniel

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-02 00:00:00 UTC
From: smith@umes07.avl.co.at
Message-ID: <250028486@searchspaniel.com>
Source record: 6187

```
To Atari-search the most search engines
in the shortest time, use the internet's newest
search engine - Search Spaniel at:
http://www.searchspaniel.com/
```

6037. F.S.-- ATARI Portfolio Parallel Interface

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-02 00:00:00 UTC
From: nobody@nowhere.com
Message-ID: <3488857b.2453965@news.conc.tdsnet.com>
Source record: 6188

```
This is a Parallel Interface that plugs into the
ATARI Portfolio handheld computers and lets you
connect a printer or any other parallel device.
The bids start at $10
You can buy it here http://www.onsale.com/category/inv/00204768.htm
```

6038. Re: look for cubase for atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-02 00:00:00 UTC
From: stanton34@msn.com
Message-ID: <34868e9e.26936079@192.0.2.5>
Source record: 6189

i have files, you need dongle unless you have crack. you have crack
yes?

On Sun, 30 Nov 1997 19:33:35 -0500, "myeck waters"
<Xwaterses@worldnet.att.net> wrote:

>
>NAT.fr wrote in message <01bcf923$62fc3a40$cd08cec2@herve>...
>>i look for cubase for atari ! please, if you have these files send me by
>>mail !!! thanks !:)
>>
>
>Cubase is a commercial program. You'll have to BUY a copy.
>
>
>

6039. Blitter programming

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-03 00:00:00 UTC
From: bullenfc@dcs.gla.ac.uk
Message-ID: <663uli$7or@singer.cent.gla.ac.uk>
Source record: 6190

Hello! In the Atari blitter manual there is a section that says the blitter can do bitmap rotation with recursive sub-division. Does anybody know how to get the blitter to rotate bobs? Maybe it only works for 90 degree rotations? Anyway if anybody can shed some light on the subject I would appreciate it.

My last bob routine (soon to appear as the intro in the new issue of PB) can mask and or 31 32*30 2 plane bobs a frame with clearing on a standard Ste and it could be optimised further. I wish the Ste blitter would and then or a word in 8 cycles instead of 24 cycles like the Amigas one :(

C-ya!

6040. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-04 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <666eomdfv1@news1.tor.acc.ca>
Source record: 6191

On 22 Nov 1997 15:54:54, Martin-Eric Racine wrote:

OK, so you all have release dates... What about AES/GEMDOS?
UltimateVirusKiller provides those infos upon startup, but
I only have access to 3 releases of TOS here to try.

>One piece of information missing from the Compendium, is
>a list of features typically found with each TOS version.
>
>Could anyone fill in the blanks below (add if necessary)?
>
> TOS Date GEMDOS AES
> ------------------------------------
0.99 -1985
> 1.00 06-02-1986
> 1.02 04-22-1987
> 1.04 04-06-1989
> 1.06
> 1.62 01-01-1990 0.17 1.40
> ------------------------------------
> 2.02
> 2.05
> 2.06 11-14-1991 0.20 3.20
> ------------------------------------
> 3.01
> 3.05
> 3.06 09-24-1991 0.20 3.20
> ------------------------------------
> 4.02
> 4.04
> ------------------------------------
>
>MultiTOS
> ------------------------------------
> 4.92
> ------------------------------------
> 4.1
> ------------------------------------
>
>Please Cc through e-mail. Thanks

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6041. RARE Atari 400/800 prototypes at ebay

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-05 00:00:00 UTC
From: josehamper@aol.com
Message-ID: <19971205011000.UAA18855@ladder01.news.aol.com>
Source record: 6192

I have some rare prototype cartridges for the Atari 400/800 systems, twelve carts and eleven titles in all, and they are listed at e-bay with NO reserve price! Come and see them before they're gone!

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2679232

or do a seller search for josehamper@aol.com

6042. ST:does it have sprites or P/M graphics?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66bupq$5kr$1@triglav.iwaynet.net>
Source record: 6096

I downloaded a "Space War" type game and the programmer talked about how he used his own sprite routines instead of the TOS ones.So does what are the capabilities of ST sprites and why would you use a TOS sub-routine to access them.Does TOS emulate sprites?
Are they like the Atari's Player/Missile graphics (which aren't technicaly sprites) or like Commodore's MOBs?

6043. Programmer Required

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <3489d8ae.22109734@news.demon.co.uk>
Source record: 6097

CyberSTrider is on the lookout for a programmer with Lattice C and Devpac skills. We are currently looking at a project which will probably take a month to materialise and 2 months to fully bring to market.

There is an urgent need for a programmer so do get in touch if you think you may be able to help.

More details about the project and renumeration from CyberSTrider, via email...

Regards
Danny
--
Denesh Bhabuta
denesh@cyberstrider.org ; denesh@bhabuta.co.uk
www.cyberstrider.org ; www.bhabuta.co.uk

6044. How to Reconfigure Atari Mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971206212436.13627C-100000@ganymede.cs.mun.ca>
Source record: 6098

Hey ye all,

I know this is not the place to post this but I always post to
this new group with GFA questions and find someone has the answer every
time. Jeez atarians must be the samrtest people in the world :)

Anyhow I've just been given an old relic, an Hewlett Packard 286,
Go ahead laugh but it was free and I don't have any other DOS operating
system machines, all atari's. So on with the question.

I don't have a mouse for it but I've dozens of atari mice kicking
araound. How come it won't work with the 286. Does anyone know how to
re-wire the mouse to woek the 286?

Thank's
Scott.

6045. Error Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: SSweet@fortress.org.uk
Message-ID: <6116_SSweet@fortress.org.uk>
Source record: 6193

FROM: SSweet@fortress.org.uk
SUBJ: Error Codes

t> Could someone point me in the direction of a list of Error codes?
t> My references only cover the ST, and I'm now on a TT - & I'm getting
t> error numbers above the range I'm used to.

Whats an error!!!. 8~))

Seriously, what errors are you getting, and what are the circumstances.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4 Meg ST 16 Meg TT RAM Link 97 SCSI II *
-= A Dog is not just for Christmas, its also quite nice,.....
on boxing day, cold, with pickles, or in a curry.
--

6046. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <66bkig$696$1@news1.tor.acc.ca>
Source record: 6194
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

On 22 Nov 1997 15:54:54, Martin-Eric Racine wrote:

OK, so you all have release dates... What about AES/GEMDOS?
UltimateVirusKiller provides those infos upon startup, but
I only have access to 3 releases of TOS here to try...

Can anyone fill in the GEMDOS/AES versions? Thanks.

> >One piece of information missing from the Compendium, is
> >a list of features typically found with each TOS version.
> >
> >Could anyone fill in the blanks below (add if necessary)?
> >
> > TOS Date GEMDOS AES
> > -----------------------------------
> 0.99 -1985
> > 1.00 06-02-1986
> > 1.02 04-22-1987
> > 1.04 04-06-1989
> > 1.06
> > 1.62 01-01-1990 0.17 1.40
> > -----------------------------------
> > 2.02
> > 2.05
> > 2.06 11-14-1991 0.20 3.20
> > -----------------------------------
> > 3.01
> > 3.05
> > 3.06 09-24-1991 0.20 3.20
> > -----------------------------------
> > 4.02
> > 4.04
> > -----------------------------------
> >
> >MultiTOS
> > -----------------------------------
> > 4.92
> > -----------------------------------
> > 4.1
> > -----------------------------------
> >
> >Please Cc reply through e-mail. Thanks

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

"By the year 2000 we will, I hope, raise our children to
believe in human potential, not God." -- Gloria Steinem

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

Unsollicited material sent to this address will be proof-read
at $100 per word, payable within 10 days. This policy hereby
constitutes your formal acceptance of these terms.

6047. read a signum II-file on a PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-06 00:00:00 UTC
From: Peter Christof-Dirry <petzi@pflaphy.pph.univie.ac.at>
Message-ID: <348A0788.1761@pflaphy.pph.univie.ac.at>
Source record: 6195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Is there any possibility to transfer/read a 70-pages text-file written
with
signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
the atari-formatted disk (3,5"). At least we would need an ascii-file.

Thanks for your help

Peter.Christof-Dirry@rzb-wien.raiffeisen.at

6048. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-07 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3489ea77.0@comnet.co.nz>
Source record: 6099

Martin-Eric Racine (q-funk@citenet.net) wrote in comp.sys.atari.programmer:
> Can anyone fill in the GEMDOS/AES versions? Thanks.

> > >One piece of information missing from the Compendium, is
> > >a list of features typically found with each TOS version.
> > >
> > >Could anyone fill in the blanks below (add if necessary)?

I'll have a go at remembering the version numbers of the various TOS
versions I've used/interfaced with.

(I had a copy of the info in a _very_ old Toolbox I hacked/wrote
[1992-ish] - so I could compare and then flag "unknown" TOS/hardware - but
this list is now corrupted and source is unavailable (corrupted also).

> > >
> > > TOS Date GEMDOS AES
> > > -----------------------------------
> > 0.99 -1985

I used to have a copy of Disc TOS (1.00), but have lost it. I faintly
recall GEMDOS 0.13 and AES 1.0 - but don't quote me.

> > > 1.00 06-02-1986

1.00 11-20-1985 0.13 1.xx ROM (November 20th, 1985)

Can't recall the AES version for the UK TOS 1.0 ROMs - it's probably 1.10
or something similar)

> > > 1.02 04-22-1987

1.02 04-22-1987 0.13 1.20 ROM (April 22nd, 1987)
1.04 08-08-1988 0.15 1.30 Disc (August 8th, 1988)

(I'm not too sure about the [developer-only?] release of TOS 1.04 on disc
- it's been a good few years since I last used it)

> > > 1.04 04-06-1989
> > > 1.06
> > > 1.62 01-01-1990 0.17 1.40
> > > -----------------------------------
> > > 2.02
> > > 2.05
> > > 2.06 11-14-1991 0.20 3.20
> > > -----------------------------------
> > > 3.01
> > > 3.05

3.05 12-05-1990 0.19 3.10 ROM (December 5th, 1990)

> > > 3.06 09-24-1991 0.20 3.20
> > > -----------------------------------
> > > 4.02
> > > 4.04
> > > -----------------------------------
> > >
> > >MultiTOS
> > > -----------------------------------
> > > 4.92
> > > -----------------------------------
> > > 4.1
> > > -----------------------------------
> > >
> > >Please Cc reply through e-mail. Thanks

--

All email sent to my inca address will bounce, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

6049. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-07 00:00:00 UTC
From: Karl.Brokstad@gades.uib.no
Message-ID: <66e7sf$2kp$1@toralf.uib.no>
Source record: 6100

> >
> >Could anyone fill in the blanks below (add if necessary)?
> >
> > TOS Date GEMDOS AES
> > ----------------------------------
> 0.99 -1985

MagiC 5 .11 = TOS 3.00 / DOS 0.19 / AES 3.99 / Date 11.02.97

This is may not be what you asked for, but it is interesting that MagiC has
not newer versions of TOS/DOS/AES (These version numbers has not changed since
MagiC 3,0 IIRC)

Karl.Brokstad@vir.uib.no

6050. Alpha Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-07 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971207121431.4054A-100000@ganymede.cs.mun.ca>
Source record: 6101

Hey everyone,

Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I can do it with the QSORT command but I'm loading the strings from a file and need to remember where they were located in the file. I need to do it through some sort of looping testing for the string with the smallest ascII number. When that number is found then remember what record # it was located in and then continue compareing. Once all the strings have been compared, then I should have some sort of array hold the order in which the records should be sorted. Then all I have to do is call the records in the order of the sorted array and resave em.

Jeez this sounds easy enough but I can't seem to get the order of records to remain in an array proper.

Any Ideas?

6051. Re: How to Reconfigure Atari Mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-07 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <66f1tvsiq1@roch.zetnet.co.uk>
Source record: 6102

On 6 Dec 1997 21:30:10 , Scott Harris wrote:

> I don't have a mouse for it but I've dozens of atari mice kicking
>araound. How come it won't work with the 286. Does anyone know how to
>re-wire the mouse to woek the 286?

... because DOS wants RS232-type signals through the serial port.
There are ways to get a serial PC mouse onto the Atari but I don't
think anyone has ever had the converse requirement before :-)

Honestly, though, your best bet is to go and plead with your friendy
local PC repairer/upgrader. He probably takes in a lot of old kit
which he would normally bin.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

6052. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <66fjc0$t5l$2@news1.tor.acc.ca>
Source record: 6103
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 8 Dec 1997 01:39:37 , Martin-Eric Racine wrote:
Could anyone fill in the blanks below (add if necessary)?
I'm especially interrested in DOS/AES versions for each.
Thanks to those who already provided some answers! ;-)

NOTE: followups to: "comp.sys.atari.programmer" only.

```
TOS Date GEMDOS AES
-----------------------------------
0.99 -1985 Disc ??
1.00 11-20-1985 0.13 ROM
1.00 06-02-1986 ??
1.02 04-22-1987 0.13 1.20 ROM
1.04 08-08-1988 0.15 1.30 Disc ??
1.04 04-06-1989 ROM
1.06
1.62 01-01-1990 0.17 1.40
-----------------------------------
2.02
2.05
2.06 11-14-1991 0.20 3.20
-----------------------------------
3.00
3.01
3.05 12-05-1990 0.19 3.10 ROM
3.06 09-24-1991 0.20 3.20 ROM
-----------------------------------
4.02
4.04
4.92
-----------------------------------

MultiTOS
-----------------------------------
4.00
4.01
-----------------------------------

N.AES 1.1.0
-----------------------------------
4.01
-----------------------------------

MagiC 5.11
-----------------------------------
```

3.00 11.02.1997 0.19 3.99

Please Cc reply through e-mail. Thanks

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6053. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: David Knight <D.A.Knight@ncl.ac.uk>
Message-ID: <D.A.Knight-0812970953410001@horsley.ncl.ac.uk>
Source record: 6104

In article <66fjc0$t5l$2@news1.tor.acc.ca>, q-funk@citenet.net
(Martin-Eric Racine) wrote:

> MagiC 5.11
> -----------------------------------
> 3.00 11.02.1997 0.19 3.99
> -----------------------------------

Well unless something has changed since Magic 5.03 then the Tos version
for it depends on the machine you are running on. On a Falcon Magic
always returns a Tos version of 4.00, I assume the 3.00 is what is
returned on an ST/TT.

David

6054. Re: ST:does it have sprites or P/M graphics?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <66gvqu$j7o@balaena.bio.vu.nl>
Source record: 6105

dklugh@iwaynet.net wrote:

: I downloaded a "Space War" type game and the programmer talked about
: how he used his own sprite routines instead of the TOS ones.
: So does what are the capabilities of ST sprites and why would you use
: a TOS sub-routine to access them.Does TOS emulate sprites?

A part of the old ST TOS (was it?) called line-A used to have some
routines for simple sprites. These are software sprites though, not
hardware ones like on the C64 or Amiga. The line-A routines are probably
quite fast on a plain old ST, but newer machines (Falcon, TT, Atari clones)
don't support them any more, so using them is no longer reccomended.
You should use either the VDI blitting routines or write your own using
the hardware blitter (STE, TT, Falcon) or software routines
(you'd have to write one seperately for each video mode).
Actually, writing a blitting routine isn't very hard when you know
68k assembly, should take just a few lines of code...

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

panic: kernel trap (ignored)

6055. Re: read a signum II-file on a PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <66gv7h$j7o@balaena.bio.vu.nl>
Source record: 6106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Peter Christof-Dirry (petzi@pflaphy.pph.univie.ac.at) wrote:

: Is there any possibility to transfer/read a 70-pages text-file written
: with
: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
: the atari-formatted disk (3,5"). At least we would need an ascii-file.

The disk-format shouldn't be a problem, Atari uses PC-formatted disks.
You'd have to run an emulator with Signum to convert the text files
to ASCII though, or use a converter (does one exist?) or find someone
with an ST and Signum II (ahem, that migh actually be me...) to convert the
files for you.

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

panic: kernel trap (ignored)

6056. Re: ST:does it have sprites or P/M graphics?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: Eonic Man <eonicman@erols.com>
Message-ID: <348C0AB2.947FB26B@erols.com>
Source record: 6107

dklugh@iwaynet.net wrote:
>
> I downloaded a "Space War" type game and the programmer talked about how he used his own sprite routines instead of the TOS ones.So does what are the capabilities of ST sprites and why would you use a TOS sub-routine to access them.Does TOS emulate sprites?
> Are they like the Atari's Player/Missile graphics (which aren't technicaly sprites) or like Commodore's MOBs?

It would be nice if there was a system level Sprite "maybe Programmable Animated PNG". This way the programmer can create a desktop clock (perhaps like the corner clocks on television in the morning). The clock would grab the immediate and five day weather information for the location that the user is connecting from and the time information off the internet, then it would draw a small sun, or moon and its appearance would change as the time changes, depending on the time of sun rise sun set. It would utilize that 5 day forecast to know which png files to display. There would be different ones depending upon whether it was going to snow, rain, etc. It could possibly also have alarm capability loading in a multimedia file (wav, picture, animation or etc.) to alert or remind you. It can even have a min/hour based auto shutdown. You indicate to it that you only want to be on the computer for 1hr 15 min. remind me of autoshutdown 20 minutes before shutdown dialogue appears. After reminding you that shutdown in 20 min. and you click on OK, or 5 sec. pass and the dialogue box closes. The program takes over and closes all files (perhaps copying the memory and current program status information to a compressed file on the harddrive for rapid resume on next bootup), disconnects from all connects and properly prepares computer for being turned off.

The sprites can also be used for animated buttons, Animated media players, like a dancing CD player. You can have little objects come out and give you reminder messages. Take the sticky notes to the next level. You can even add audio sample support so that general midi instruments sounds can be used to notify you via SAM. You can record you voice to a reminder object and when it appears. it can write "Incoming Reminder. I would just like to see a computer that was more alive (so to speak).

6057. Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <348c36ce.6704503@news.tmisnet.com>
Source record: 6108

My ambitious little database program has grown to 44K after
compiling, causing Lattice C to complain about the placement
of relocatable data more than 32K away from the statement
using the data.

So I've decided to use the 'make' feature (instead of just
#including all the source files together). The big problem:
this code fragment that used to compile perfectly now
causes Error 21: Illegal Use of Aggregate. Adding insult
to injury, it also complains about an 'ELSE without
associated IF.'

```
/* Code Fragment */

if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
{ result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
}
else
/* Do Nothing */ ;

/* End of Code Fragment */
```

I'd appreciate any help in solving the problem!

-- George Crissman
-- strads@tmisnet.com

The Relationship Stress Test (For Guys) Measures Her Commitment
http://www.tmisnet.com/~strads/stress/index.html
Some Believe The Theory Of Dichotomy, But The Rest Of Us Do Not.

6058. atari portfolio

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: Vendome <mvendome@club-internet.fr>
Message-ID: <66hh7l$bb7$1@newsfeeds.grolier.fr>
Source record: 6109

je recherche:
- un cable portfolio-pc
- une carte m&#65533;moire
- un portfolio, si configuration compl&#65533;te
- d'autres accessoires.

```
Faire offre sur mvendome@club-internet.fr,
Merci
```

6059. Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: Paul Saunders <psaunders@pacbelll.net>
Message-ID: <348C6144.FD49F550@pacbelll.net>
Source record: 6110
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

have you guys seen this Atari site? its like incredible! It has
everything there: atari 8-bit computers, Atari St computers, all of the
Atari video games and even arcade games!!! But the best part are all of
the hundreds of prototype systems, stuff I don't think anybody has ever
seen before, man this place is like the best, everyone should check it
out

Atari prototype systems (something like that)
http://www.atari.nu

this place is amazing!!!

6060. atari trackball

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd0422$b749ace0$059c41cf@pconstantinou.isdn.net>
Source record: 6111

I've got an Atari CX22 trackball that I bought for a C-64 several years ago
that I would like to use with
my IBM compatible; it would be great for my kids to use rather than the
difficult to grasp and
operate mouse.

Has anyone ever tried connecting the trackball to the PC serial port, and
if so, are there any instructions or
drivers available to interface with it?

Please reply to me at adillon@icthomasson.com

Thanks for any and all help.

Phil Costantinou

6061. Re: ST:does it have sprites or P/M graphics?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971208191813809 56@zetnet.co.uk>
Source record: 6112

> The sprites can also be used for animated buttons, Animated media players,
> like a dancing CD player. You can have little objects come out and give you

Dont use present tense for something possible for the future - people might
get confused and think you are saying that this can be done.

> reminder messages. Take the sticky notes to the next level. You can even add
> audio sample support so that general midi instruments sounds can be used to
> notify you via SAM. You can record you voice to a reminder object and when it

SAM does not support MIDI, or GM. However, this sort of reminder is exactly
what SAA's are for...

Anthony

--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

6062. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: tony@no.spam
Message-ID: <66hu15qfn1@baygull.rtd.com>
Source record: 6113
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In rec.games.video.arcade.collecting Paul Saunders <psaunders@pacbelll.net> wrote:
: have you guys seen this Atari site? its like incredible! It has
: everything there: atari 8-bit computers, Atari St computers, all of the
: Atari video games and even arcade games!!! But the best part are all of
: the hundreds of prototype systems, stuff I don't think anybody has ever
: seen before, man this place is like the best, everyone should check it
: out

: Atari prototype systems (something like that)
: http://www.atari.nu

: this place is amazing!!!

When I checked it out, the *arcade* page dealt with released Atari games.
I was expecting info on proto games.

Maybe I was missing something ?

Tony

Tony Jones, Portland OR Reply-To: tony@rtd[DOT]com
FAQ maintainer for rec.games.video.arcade.{collecting, marketplace}

6063. The Revenge Of The Ghost Of The Son Of ICTARI

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-08 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <78581505_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 6114
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here we go again.

Issue 51 of ICTARI is now available at the usual place:

http://www.elis.demon.co.uk/ictari/ictari.htm

For those who don't know, ICTARI is the monthly(ish) disk-zine
for Atari programmers at all levels. It also needs help in the
form of contributions to survive.

This one's actually quite good, there a couple of "scoops" in
the form of a letter about GEMMA from Paul Jones, it's creator,
and the Cadenza Address Book with full sources. Thanks to all
the folk with STOS WEB-sites, they were really useful for
answering the queries of our latest subscriber. Tell your
'net-disenfranchised friends.

Have Fun,
"Augeas"

--

_ ________________________ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ _______________________ H | |\\| | | |\/| | | ___| THE
\/ \ \ | | \ | | | | | | |___
_/_____________________/ E |_| _| |_| |_| |_____| ENEMY

6064. Nationality Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <66j9i7$rj9$1@roch.zetnet.co.uk>
Source record: 6115

Does anyone have a list of Country Identifiers for the Atari?

It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.

I have got the table provided in the Atari A-Z but it looks as though
Profile and Sysinfo have different ideas about what value corresponds
with what country.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

6065. Re: Nationality Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <66jo5i$1b7$1@news1.tor.acc.ca>
Source record: 6116
Body handling: HTML body converted to readable text

On 9 Dec 1997 11:20:39 , Roger Cain wrote:
Does anyone have a list of Country Identifiers for the Atari?

It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.

I have got the table provided in the Atari A-Z but it looks as though
Profile and Sysinfo have different ideas about what value corresponds
with what country.

AES LANGUAGE (AES 4.1 & up) codes as follow:

0=English
1=German
2=French
3= (reserved)
4=Spain
5=Italy
6=Sweden

LANGUAGE - OS Conf. and _AKP

os_conf >> 1

Country

0

USA

1

Germany

2

France

3

United Kingdom

4

Spain

5

Italy

6

Sweden

7

Switzerland (French)

8

Switzerland (German)

9

Turkey

10

Finland

11

Norway

12

Denmark

13

Saudi Arabia

14

Holland

15

Czechoslovakia

16

Hungary

127

All countries are supported. As of TOS 4.0 the OS is compiled with text for all languages
and switches between them based on the country code stored in non-volatile RAM.
Use the '_AKP' cookie to determine the actual language in use.

Proposed additons (Croatia, Poland) by Martin-Eric Racine

17

Croatia

18

Poland

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<BLINK>
No HTML Messages Please!
</BLINK>

6066. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <66jofi$1nc$3@news1.tor.acc.ca>
Source record: 6117
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

```
Could anyone fill in the blanks below (add if necessary)?
I'm especially interrested in DOS/AES versions for each.
Thanks to those who already provided some answers! ;-)

NOTE: followups to: "comp.sys.atari.programmer"

TOS Date GEMDOS AES
-----------------------------------
0.99 -1985 Disc ??
1.00 11-20-1985 0.13 1.20 ROM
1.00 06-02-1986 ??
1.02 04-22-1987 0.13 1.20 ROM
1.04 08-08-1988 0.15 1.30 Disc ??
1.04 04-06-1989 ROM
1.06
1.62 01-01-1990 0.17 1.40
-----------------------------------
2.02
2.05
2.06 11-14-1991 0.20 3.20
-----------------------------------
3.00
3.01
3.05 12-05-1990 0.19 3.10 ROM
-----------------------------------
4.00 Disc ??
4.01
4.02
4.04 03-08-1993 0.30 3.40 ROM
4.92 06-22-1993 0.30 4.10 Disc (AES is NOT AES41.SYS)
-----------------------------------

MultiTOS
-----------------------------------
4.00
4.10
-----------------------------------

N.AES 1.1.0
-----------------------------------
4.10
-----------------------------------

MagiC 5.11
-----------------------------------
```

x.xx 11.02.1997 0.19 3.99 (TOS is ROM version)

Please Cc reply through e-mail also. Thanks

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6067. Re: Alpha Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.96.971209154307.23199A-100000@servalan.ecs.soton.ac.uk>
Source record: 6118

On Sun, 7 Dec 1997, Scott Harris wrote:

Why not have 2 arrays, one containing the strings, and one containing the number of that record, e.g.

```
Array1 Array2
======== ========
1 "string"
2 "string"
3 ...
4 ...
```

Then something like:

```
flag=TRUE
while(flag=TRUE)
{
flag=FALSE
for(n=0 to size of Array1-2)
{
if Array2(n)>Array2(n+1)
then
flag=TRUE
swap(Array1(n),Array1(n+1)
swap(Array2(n),Array2(n+1)
endif
}
}
```

Sorry about the strange mixture of C and Basic, but I haven't used GFA Basic before.

At the end you will have the strings in Array2 sorted alphabetically, and Array1 will still hold the corresponding record numbers. Obviously, I'm assuming that direct string comparisions can be used (they probably can't), and that swap is a valid part of the language (it probably isn't). You may have to implemnt these yourself.

The key things to remember are that when you move the contents in Array1 you must also move the contents of Array2.

The flag ensures that the sorting process continues until all the records have been compared.

Hope it helps.

> Hey everyone,
>
> Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I
> can do it with the QSORT command but I'm loading the strings from a file
> and need to remember where they were located in the file. I need to do it
> through some sort of looping testing for the string with the smallest
> ascII number. When that number is found then remember what record # it was
> located in and then continue compareing. Once all the strings have been
> compared, then I should have some sort of array hold the order in which
> the records should be sorted. Then all I have to do is call the records
> in the order of the sorted array and resave em.
>
> Jeez this sounds easy enough but I can't seem to get the order of records
> to remain in an array proper.
>
> Any Ideas?

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

6068. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348D711F.4C83F788@atari.nu>
Source record: 6119
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Hi Tony,

I appreciate all the enthusiasm my site seems to have generated.
I'm currently weak in the arcade area so its just beginning to evolve
and I'm just beginning to make connections with people in regards to
un-released and in-house Atari arcade projects, expect to see images and
information on prototype and unreleased arcade equipment from Atari in
the near future, I apologize that there isn't anything mysterious and
exciting in that section as of yet, I hope you liked the rest of the
site, take care and happy holidays.

Curt
www.atari.nu

6069. Re: Nationality Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: q-funk@citenet.net
Message-ID: <66kcm4$3no$1@news1.tor.acc.ca>
Source record: 6120

On 9 Dec 1997 11:20:39 , Roger Cain wrote:
> Does anyone have a list of Country Identifiers for the Atari?
>
> It is held in _sysbase+$1C pre-TOS 4 and in the _AKP cookie otherwise.
>
>AES LANGUAGE (AES 4.1 & up) codes as follow:

0=English 1=German 2=French
3=(reserved)4=Spain 5=Italy
6=Sweden

Thanks for this Martin-Eric. I have just realised that there are, in
fact, TWO language codes for the Atari. There is the OS code in
_sysbase and _AKP and there is also the AES Lang Code.

1. It is different from the AES codes above - 0 means "USA" and 3
means "UK".

AES Language code 3 doesn't exist, because US and UK both speak
english. appl_getinfo(AES_LANGUAGE) returns the AES language.

However, OS Code and _AKP return the actual country, which is different
from AES Language because each country has different preferences on the
keyboard layout and video hardware (thus why you find it in _AKP).

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6070. Re: Help -- Lattice C 5.6 Error 21: Illega

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-09 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <66ksg9$idj@nntp02.primenet.com>
Source record: 6121

```
On 8 Dec 1997 18:12:35 , George Crissman wrote:
>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.
>
>So I've decided to use the 'make' feature (instead of just
>#including all the source files together). The big problem:
>this code fragment that used to compile perfectly now
>causes Error 21: Illegal Use of Aggregate. Adding insult
>to injury, it also complains about an 'ELSE without
>associated IF.'
>
>/* Code Fragment */
>
>if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
> { result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
> DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
> }
>else
> /* Do Nothing */ ;
>
>/* End of Code Fragment */
>
>I'd appreciate any help in solving the problem!
>
Make sure the if is followed by a space: if ( pref...

That might help.
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

6071. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <881722831.6629.0.nnrp-09.9e98f145@news.demon.co.uk>
Source record: 6122

```
On 8 Dec 1997 09:53:41 , David Knight wrote:
> In article <66fjc0$t5l$2@news1.tor.acc.ca>, q-funk@citenet.net
> (Martin-Eric Racine) wrote:
>
> > MagiC 5.11
> > -----------------------------------
> > 3.00 11.02.1997 0.19 3.99
> > -----------------------------------
>
> Well unless something has changed since Magic 5.03 then the Tos version
> for it depends on the machine you are running on. On a Falcon Magic
> always returns a Tos version of 4.00, I assume the 3.00 is what is
> returned on an ST/TT.

I think it's more a case of Magic is looking at the machine it's being used
on and adapting it's TOS version to match. It seems this way since I use
Magic 5.11 on an STE and, although the date, GEMDOS and AES versions are the
same, it returns TOS 2.00

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

6072. Re: Alpha Sorting

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <881722835.6629.1.nnrp-09.9e98f145@news.demon.co.uk>
Source record: 6123

```
On 7 Dec 1997 12:23:42 , Scott Harris wrote:
>
> Hey everyone,
>
> Anyone got any code on how to aplphabetical sort strings in GFA BASIC. I
> can do it with the QSORT command but I'm loading the strings from a file
> and need to remember where they were located in the file. I need to do it
> through some sort of looping testing for the string with the smallest
> ascII number. When that number is found then remember what record # it was
> located in and then continue compareing. Once all the strings have been
> compared, then I should have some sort of array hold the order in which
> the records should be sorted. Then all I have to do is call the records
> in the order of the sorted array and resave em.
>
> Jeez this sounds easy enough but I can't seem to get the order of records
> to remain in an array proper.
>
> Any Ideas?
```

Try using a second array as the pointers to the strings in the first. That way you can do tests on the string array, but only swap the elements of the numeric array. Try this:

```
' Shell sort using an array as the index
'
' n& number of entries
' si& temp, used by routine
' f! flag for swap, used by routine
' i& temp, used by routine
'
' sort.me&() index array
' s$() string array, contains data to sort
'
PROCEDURE sort.array.using.index(n&)
local si&,f!,i&
FOR i&=1 TO n&
sort.me&(i&)=i&-1 ! use '=i&' if you use OPTION BASE 1
NEXT i&
si&=n&
DO
si&=DIV(si&,2)
EXIT IF si&=0
REPEAT
f!=0
FOR i&=1 TO n&-si&
```

```
IF s$(sort.me&(i&))>s$(sort.me&(i&+si&))
SWAP sort.me&(i&),sort.me&(i&+si&)
f!=1
ENDIF
NEXT i&
UNTIL f!=0
LOOP
RETURN
```

After calling the sort, you will be left with the unsorted array s$() and a 'sorted' array s$(sort.me&()). To find the raw record #, go directly to s$() and to find the sorted record #, go via sort.me&()

Finally, when saving the 'sorted' data, try this:

```
PROCEDURE save.the.sorted.data(filename.to.save.data.to$,n&)
LOCAL i&
OPEN "o",#99,filename.to.save.data.to$
FOR i&=1 TO n&
PRINT #99,s$(sort.me&(i&))
NEXT i&
CLOSE #99
RETURN
```

Hope this helps.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

6073. Re: How to Reconfigure Atari Mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <348d89c8.6003572@news.demon.co.uk>
Source record: 6124

On Sat, 6 Dec 1997 21:30:10 -0330, Scott Harris <harris@cs.mun.ca>
wrote:

>
>Hey ye all,
>
> I know this is not the place to post this but I always post to
>this new group with GFA questions and find someone has the answer every
>time. Jeez atarians must be the samrtest people in the world :)
>
> Anyhow I've just been given an old relic, an Hewlett Packard 286,
>Go ahead laugh but it was free and I don't have any other DOS operating
>system machines, all atari's. So on with the question.
>
> I don't have a mouse for it but I've dozens of atari mice kicking
>araound. How come it won't work with the 286.

iirc, the PC back then had two sorts: bus mice and serial mice, serial
being the most common I think - which don't have a lot in common with
atari mice (again iirc!).

>Does anyone know how to
>re-wire the mouse to woek the 286?

This being the programming group, here's a really daft idea ...

... someone could always write a little utility so that the atari
serial port sent the required PC serial mouse info when the atari
mouse was moved on the atari. Well, I did say it was daft!!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6074. Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <348e8cc4.6767150@news.demon.co.uk>
Source record: 6125

On Mon, 08 Dec 1997 18:12:35 GMT, strads@tmisnet.com (George Crissman) wrote:

>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C

I don't use lattice. Nevertheless some of the following will be relevent.

>to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.

PC relative code generation is limited to a maximum of a 32K offset in either direction from the "base". The base can be "code" or "data". This varies from compiler to compiler but most can be told to turn off one or both options for any particular module. In your case it sounds like you need to turn off PC relative data addressing in the module attempting (and failing) to reach the data.

The other solution is to rearrange the module linking order so that the source and target fall within 32K of each other. Not recommended until an application is completed because you usually end up spending more time juggling modules about than code writing!

>So I've decided to use the 'make' feature (instead of just
>#including all the source files together).

Good. It is not unusual for a compiler to posess an upper limit to "compilation units". Lots of smaller source code modules are better than one big one, plus it compiles faster!

>The big problem:
>this code fragment that used to compile perfectly now
>causes Error 21: Illegal Use of Aggregate. Adding insult
>to injury, it also complains about an 'ELSE without
>associated IF.'

Pity I don't know what Lattice means by "Aggregate" but I'll make an educated guess that this is a preprocessing problem of some sort. See if there's an option to dump the output of the preprocessor to a file and examine it.

```
>/* Code Fragment */
>
>if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
> { result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
```

> DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h) ;
> }
>else
> /* Do Nothing */ ;

There's nothing actually wrong here. Therefore it stands to reason
that the compiler cannot moan about the else/if - but it does. This
leaves the conclusion that the compiler is not seeing what you've
written and this problem is almost always because CPP has changed what
you've written into something else. Bear in mind also that just
because the problem is noticed here, the fault might be quite a lot
earlier.

The other common reason is a missing brace so that the "else" falls
out of scope with its intended "if". I dismiss this here because you
say it was ok before.

>
>/* End of Code Fragment */

You might find CPP has done something like this:

if (preferences[].ob_state)

...or ...

{result=form_dial(FMD_GROW,,,,,x,y,w,h);}

>I'd appreciate any help in solving the problem!

If there isn't an option for seeing the preprocessor (CPP) output then
look up how #assert can be used.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6075. Re: read a signum II-file on a PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: John Clark <JonClark@consltec.demon.co.uk>
Message-ID: <QvQ$3AAVesj0Ewwe@consltec.demon.co.uk>
Source record: 6126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
In article <66gv7h$j7o@balaena.bio.vu.nl>, Levien van Zon
<lvzon@bio.vu.nl> writes
>Peter Christof-Dirry (petzi@pflaphy.pph.univie.ac.at) wrote:
>
>: Is there any possibility to transfer/read a 70-pages text-file written
>: with
>: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
>: the atari-formatted disk (3,5"). At least we would need an ascii-file.
>
>The disk-format shouldn't be a problem, Atari uses PC-formatted disks.
>You'd have to run an emulator with Signum to convert the text files
>to ASCII though, or use a converter (does one exist?) or find someone
>with an ST and Signum II (ahem, that migh actually be me...) to convert the
>files for you.
>
> -=Levjenno
>
>
>------
>Levien van Zon (lvzon@bio.vu.nl)
>MALEB Homepage: http://huizen.dds.nl/~levjenno/
>(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
>------
>
>panic: kernel trap (ignored)
I have no familiarity with Signum, as my Word processor is Calligrapher
(I'm happy with it). I transfer files from Calligrapher to Word 6 using
export files as Rich Text Format (RTF). This transfers all WP control
codes, and little is lose. Can Signum save files in RTF format?

John
--
John Clark Phone/Fax/Answer +44 (0) 1400 282570
ConsulTech Phone/Answer +44 (0) 1400 281761
Lincolnshire Mobile 0378 680727
England NG32 2EB
```

6076. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971210182632809 56@zetnet.co.uk>
Source record: 6127

> on and adapting it's TOS version to match. It seems this way since I use
> Magic 5.11 on an STE and, although the date, GEMDOS and AES versions are the
> same, it returns TOS 2.00

Magic always returns an AES version of 3.99. I believe that it also returns
a different GEMDOS version to the ROM TOS, as it implements a number of GEMDOS
functions that are not in the earlier versions.

Anthony
--
---------------------------------------+---------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+---------------------------------

6077. Re: How to Reconfigure Atari Mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-10 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971210183009809 56@zetnet.co.uk>
Source record: 6128

> > I don't have a mouse for it but I've dozens of atari mice kicking
> >araound. How come it won't work with the 286.
>
> iirc, the PC back then had two sorts: bus mice and serial mice, serial
> being the most common I think - which don't have a lot in common with
> atari mice (again iirc!).

Yea, correct - although bus mice are all but redundant now (but not in
the days of 286s)

> This being the programming group, here's a really daft idea ...

Here is a slighty more practicle idea - albeit a tad difficult...

There are docs available instructing how to connect an Atari joystick
to a PCs joystick port. It would be feasible (AIUI) to write a mouse
driver for the PC to read from the joystick port and understand the Atari
mouse signals...

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

6078. Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-11 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <66ne4g$74d@usenet.pa.dec.com>
Source record: 6129

In article <348c36ce.6704503@news.tmisnet.com>, strads@tmisnet.com (George Crissman) wrote:
>My ambitious little database program has grown to 44K after
>compiling, causing Lattice C to complain about the placement
>of relocatable data more than 32K away from the statement
>using the data.
>

You need to turn off relative addressing and use absolute addressing. Relative addressing produce a faster code but limit your data to be located up to 32K offset from current address. Absolute addressing have no such limitation as it is absolute (You can access all the 14 meg using this).

I do not use Lattice C so I do not know where you set this option but it is normally a compilation option.

>to injury, it also complains about an 'ELSE without
>associated IF.'
>
>/* Code Fragment */
>
>if(preferences[PREF_SMF_YES].ob_state & SELECTED)
> { result = form_dial(FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
> DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h) ;
> }
>else
> /* Do Nothing */ ;
>
>/* End of Code Fragment */
>

Where is your semicolon at the end of else ?
Try to end your statement and see if it compiles.
I think that's your problem or is it you didn;t include all your code for that if-else statement here?

I would not even use those curly brackets as your IF statement is a simple one. Just as follows :

```
if( preferences[ PREF_SMF_YES ].ob_state & SELECTED )
result = form_dial( FMD_GROW, DIAL_ORIGIN, DIAL_ORIGIN,
DIAL_ORIGIN, DIAL_ORIGIN, x, y, w, h ) ;
```

The "else" is also redundant as it is not doing anything. An optimising compiler will just ignore it as it produce code which do nothing.

Regards
William

Windows 95 (n) - 32-bit extensions and a graphical
shell for a 16-bit patch to an 8-bit operating system
originally coded for a 4-bit microprocessor, written
by a 2-bit company that can't stand 1 bit of competition

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/4Mb/1.3GB/MTOS
http://probehouse.home.ml.org / | \486DX66/16Mb/1GB/W95

6079. Re: read a signum II-file on a PC

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-11 00:00:00 UTC
From: Alain-Pierre Derennes <AP.Derennes@enst-bretagne.fr>
Message-ID: <348FA69D.5A00@enst-bretagne.fr>
Source record: 6130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

John Clark wrote:
> >: Is there any possibility to transfer/read a 70-pages text-file written
> >: with
> >: signum II (on an atari 1040st) to/on a PC ? Is there any emulator to read
> >: the atari-formatted disk (3,5"). At least we would need an ascii-file.

> codes, and little is lose. Can Signum save files in RTF format?

Hi,
Signum II can't save in rtf. The best way we have found is:
1- save all images out of the file and convert them in a pc format
(gemview for example),
2- replace all "stranges" caracters (for example in french all letters
with accent) by a combinaison of caracters never used (I used | for &#65533;,
|| for &#65533;, ||| for &#65533;, ...),
3- save the file in ascii format; you loose the format of the pages.
4- import your ascii file in word and replace the "stranges" caracters,
5- save your file.
Good luck.
--
****
Les infos ci-dessus, autres que professionnelles, ne peuvent engager mon
employeur
****
Alain-Pierre DERENNES
Ing&#65533;nieur d'Etude Charg&#65533; de Communication au
T&#65533;l&#65533;com Bretagne
Technopole Brest Iroise Groupe Manche Atlantique de Plong&#65533;e (GMAP)
BP 832 1er &#65533;peron port de commerce

29285 BREST Cedex 29200 BREST
Tel: 02 98 00 14 76 Tel: 02 98 43 15 11
Fax: 02 98 00 13 43 Fax: 02 98 44 68 80
email: AP.Derennes@enst-bretagne.fr
****

6080. Re: Nationality Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-11 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EL1G1D.KwK@cix.compulink.co.uk>
Source record: 6131

rcain@zetnet.co.uk wrote:
>Does anyone have a list of Country Identifiers for the Atari?
>
>I have got the table provided in the Atari A-Z but it looks as though
>Profile and Sysinfo have different ideas about what value corresponds
>with what country.
Hi Roger.

Trust PROFILE 2 and the A-Z :-)
PROFILE 2.2 is the most comprehensive and accurate program of its kind.
Sysinfo can't always be reied upon.

As far as a list of codes is concerned PROFILE 2 and the Atari A-Z should
agree and *are* right. But please note, PROFILE 2 always reports what it
finds not what the user expects it to find!

PROFILE 2 gets its country origins from 2 different places as you know and
it depends on which page you are loking at for the results - page 1 for
sysinfo and cookie page for _AKP. In addition there is also the NVRAM
settings (where applicable) where the _AKP value is set at boot up and can
also be different and of course modified after boot up to the cookie value.
There is also a difference between keyboard nationality and keyboard
language. Again, they don't have to agree it depends on what the user has set
them to!

You must read the docs for clarification.

The codes at _sysbase+$1C and in the _AKP cookie (and in NVRAM) do not have
to agree.

The former is hardcoded in ROM, the latter are softcoded and can be changed
at will by any program as can any cookie.

Some emulators get the country code at sysbase+$1C wrong. Magic v4 does this
and often incorrectly sets a US country code at this address. Naturally the
_AKP cookie is usually set correctly for UK. Again, PROFILE 2 reports
correctly what it finds!

Please contact me via email with specifics.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

6081. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3490af0a.94251984@news.snip.net>
Source record: 6132
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Tue, 09 Dec 1997 11:26:07 -0500, Curt Vendel <webmaster@atari.nu>
wrote:

>Hi Tony,
>
> I appreciate all the enthusiasm my site seems to have generated.
>I'm currently weak in the arcade area so its just beginning to evolve
>and I'm just beginning to make connections with people in regards to
>un-released and in-house Atari arcade projects, expect to see images and
>information on prototype and unreleased arcade equipment from Atari in
>the near future, I apologize that there isn't anything mysterious and
>exciting in that section as of yet, I hope you liked the rest of the
>site, take care and happy holidays.
>
>Curt
>www.atari.nu
>

Well, I'm impressed at how much historical information is there.

6082. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-12 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <66r2ps$pv6$1@sun27.hrz.tu-darmstadt.de>
Source record: 6133

[Posted and mailed]

Hi!

> 4.01 0.30 3.31 ROM
> 4.02 0.30 3.40 ROM
Note that GEMDOS of 4.04 is not the same, even though the version number
hasn't changed.

> MagiC 5.11
> -----------------------------------
> x.xx 11.02.1997 0.19 3.99 (TOS is ROM version)
Well, it's not the ROM's version, but 2.00 for ST(E), 3.00 for TT and
4.00 for Falcon.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

6083. Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-12 00:00:00 UTC
From: Andreas Schwab <schwab@issan.informatik.uni-dortmund.de>
Message-ID: <vyz90tqag68.fsf@issan.informatik.uni-dortmund.de>
Source record: 6134

William Wong <wongck@letterbox.com> writes:

|> In article <348c36ce.6704503@news.tmisnet.com>, strads@tmisnet.com (George Crissman)
wrote:
|>> My ambitious little database program has grown to 44K after
|>> compiling, causing Lattice C to complain about the placement
|>> of relocatable data more than 32K away from the statement
|>> using the data.
|>>

|> You need to turn off relative addressing and use absolute addressing. Relative
|> addressing produce a faster code but limit your data to be located up to 32K
|> offset from current address.

Unless you are using a 68020+.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"
schwab@gnu.org

6084. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-12 00:00:00 UTC
From: Curtis Hart <chart@library.unt.edu.bogus>
Message-ID: <34914FD8.B730A47F@library.unt.edu.bogus>
Source record: 6135
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I got a kick seein Alan Alda for the Atari Computers :)
--
I'm outta here,

Curtis Hart

http://www.cyberramp.net/~badger/ClassicArcade.htm

Please remove .bogus when replying

6085. Re: Error Codes

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <66t785$6bh@news2.tds.net>
Source record: 6136

On 1 Dec 1997 23:53:57 , Mark Himsley wrote:
>tross3@hamtel.tds.net (Terry Ross) wrote:
>
>> For one specific example: "Program returned 68000 Exception error -
>> Error -69" - my references only go up to error -64
>
>That's error 69 from MagiC, which is telling you that you have an Exception
>error. To find _which_ exception error you got you must run CRASHDUMP.TOS.

Hi Mark,

Ah... I was wondering if it might be a MagiC error - didn't see a
reference to it in my manual. Thanks!

Terry
---
tross3@hamtel.tds.net irc: qnr
http://www.geocities.com/SiliconValley/Peaks/6320/

6086. Re: Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <EL4rKA.2zH@cix.compulink.co.uk>
Source record: 6137

>You need to turn off relative addressing and use absolute addressing.
One simple way around this is to use multiple C source files keeping each
less than 32K when it is compiled into its object file. Link them altogethr
in the project file.

Smaller C files also makes for faster editing, keeping related functions
together and faster compiling as you can keep stable functions together out
of the way in one file and the new currently developed functions in another.

Slainte mhath
Mark

--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html

6087. Help -- Lattice C 5.6 Error 21: Illegal use of aggregate

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Message-ID: <YYTZFDAJEpk0EwaS@thedruid.demon.co.uk>
Source record: 6138

```
strads@tmisnet.com
> this code fragment that used to compile perfectly now
> causes Error 21: Illegal Use of Aggregate. Adding insult
> to injury, it also complains about an 'ELSE without
> associated IF.'

There is nothing wrong with code extract you provided, we need to see
surrounding code because errors can cascade and when the compiler finally
gets around to telling you about it, it can point to an entirely
different piece of code.

An aggregate is just another name for a structure or union. You can not test
an aggregate as you can for the likes of short and long, any attempt to do so
will result in the illegal use of aggregate message. For example:

typedef struct{
short t;
} T_TEST;

T_TEST test;

void main( void)
{
if( test == 2 ) return;
}

This would generate error 21. Look for something like it in your code.

I am not joking when I say that one mis-placed semi-colon can wreak havoc
with your compiler, check everything.

Good luck, Jr.

--

--
+-----------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +-------------------------------------------------+ | |
| gatekeeper@thedruid.demon.co.uk | |
+-----------------------------------------------------------------+ |
+-------------------------------------------------------------------+
```

6088. Top application?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <66uhen$5jg$1@due.unit.no>
Source record: 6139

Hi!

Is there a legal and reliable way of keeping track of which application
that's on top/in focus at any given time? I need this in my "Taskbar".

So far I've used both wind_get() (find the top window) and menu_bar()
(find the owner of the menu-bar), but they both fail under certain
circumstances. E.g. if a program owns the current menu-bar but has no
open windows wind_get() fails, and if the top application doesn't
have a menu then menu_bar() fails.

Jo Even Skarstein
<joska@nuts.edu>

6089. Re: How to Reconfigure Atari Mouse

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3492103d.7805503@news.demon.co.uk>
Source record: 6140

On Wed, 10 Dec 1997 18:30:09 GMT, Anthony Jacques
<jacquesa@zetnet.co.uk> wrote:

>> > I don't have a mouse for it but I've dozens of atari mice kicking
>> >araound. How come it won't work with the 286.
>>
>> iirc, the PC back then had two sorts: bus mice and serial mice, serial
>> being the most common I think - which don't have a lot in common with
>> atari mice (again iirc!).
>
>Yea, correct - although bus mice are all but redundant now (but not in
>the days of 286s)
>
>> This being the programming group, here's a really daft idea ...
>
>Here is a slighty more practicle idea - albeit a tad difficult...
>
>There are docs available instructing how to connect an Atari joystick
>to a PCs joystick port. It would be feasible (AIUI) to write a mouse
>driver for the PC to read from the joystick port and understand the Atari
>mouse signals...

Sounds feasible. Do PC joysticks have >=2 button inputs? More
importantly - would a joystick driver be capable of handling input at
the rate a mouse wheel could send it?

Hmm, howzabowt leaving the mouse in the ST keyboard and taking the
input from the keyboard lead into a com port. finally there would be a
way of moving a PC mouse pointer via the keyboard!! ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6090. Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-13 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <3492e277.0@news.the-spa.com>
Source record: 6141

I noticed on certain websites I am not allowed in certain areas
because I do not have a so-called secure browser.Are there any plans
to make such a browser for Atari-like computers?

6091. Re: Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EL6JIz.Dno@suse.modem.stud.uni-hannover.de>
Source record: 6046

In article <3492e277.0@news.the-spa.com>,
michael.robillard@the-spa.com (Michael Robillard) writes:

> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

This is probably referring to the ability of the browser of doing shttp
(secure http). I've been told both authors of the CAB.OVLs for both
STiK/STinG and MiNTnet work on corresponding extensions.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6092. Re: Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971214201002809 56@zetnet.co.uk>
Source record: 6047

> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

There already is such a browser (sort of). CAB-for-MiNTnet.ovl has support
for SSL (secure) connections, however as the author is in the US he is
not able to distribute this version of the package due to stupid American
export laws.

Someone outside of the US could compile the SSL libraries, and then a capable
browser could be provided (under MiNTnet).

As for under Stik/Sting, contact the CAB.OVL authors for support.... and
for I-Connect, pester ASH.

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

6093. Re: TOS versions?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <34933ed5.0@comnet.co.nz>
Source record: 6142

I wrote in comp.sys.atari.programmer:
> I'll have a go at remembering the version numbers of the various TOS
> versions I've used/interfaced with.

> (I had a copy of the info in a _very_ old Toolbox I hacked/wrote
> [1992-ish] - so I could compare and then flag "unknown" TOS/hardware - but
> this list is now corrupted and source is unavailable (corrupted also).

I found a backup of the list in a pre-release Toolbox from just over five
years ago [xmas 1992], and was able to partially reconstruct it. It lacks
AES version (the Toolbox ran from the AUTO folder before GEM was "awake"),
and some TOS versions were just too corrupted to make sense of.

1.00 0.0D Disc 1985-05-29 (Country=0, unknown)
1.00 ?.?? ROM 1985-11-20 (UK)
1.02 0.13 ROM 1987-04-22 (UK)
1.04 0.15 Disc 1988-08-08 (UK - "Developer only")
1.04 0.15 ROM 1989-04-06 (UK)
1.06 ?.?? ROM 1989-07-29 (UK)
1.62 ?.?? ROM 1990-01-22 (UK)
3.05 0.19 ROM 1990-12-05 (UK)

These are all the TOS versions I have either owned or written for (My TT
[in front of me] has 3.05, my old Mega ST [now in storage] has 1.02)

> > > >
> > > > TOS Date GEMDOS AES
> > > > -----------------------------------
> > > 0.99 -1985

> I used to have a copy of Disc TOS (1.00), but have lost it. I faintly
> recall GEMDOS 0.13 and AES 1.0 - but don't quote me.

The version I had was actually GEMDOS version 0.0D (hexadecimal). And
from memory AES was 1.01 (not 1.10 as I recalled previously)

And "Developer only" TOS 1.4 (on disc) had AES 1.3, I think.

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

6094. Re: Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: Jo Even Skarstein <josk@stud.ntnu.no>
Message-ID: <66vlul$ht4$1@due.unit.no>
Source record: 6143

Michael Robillard <michael.robillard@the-spa.com> wrote:
> I noticed on certain websites I am not allowed in certain areas
> because I do not have a so-called secure browser.Are there any plans
> to make such a browser for Atari-like computers?

I'm not sure what you mean by "secure browser", but atleast the MiNTNet
OVL for CAB supports authentication and can be compiled with SSL. I believe
(although I have never used it) that never versions of the CAB-OVL for STiK
/STinG also supports authentication.

Jo Even Skarstein
<joska@nuts.edu>

6095. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34942B17.4EAABFB9@dial.pipex.com>
Source record: 6144
Cross-posted to: rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.video.arcade,rec.games.video.advocacy,rec.games.video,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Curt Vendel wrote:

> Hi Tony,
>
> I appreciate all the enthusiasm my site seems to have generated.
> I'm currently weak in the arcade area so its just beginning to evolve
> and I'm just beginning to make connections with people in regards to
> un-released and in-house Atari arcade projects, expect to see images
> and
> information on prototype and unreleased arcade equipment from Atari in
>
> the near future, I apologize that there isn't anything mysterious and
> exciting in that section as of yet, I hope you liked the rest of the
> site, take care and happy holidays.
>
> Curt
> www.atari.nu

Yeah, the historical info is pretty impressive. Where did you get the info/pics from?

Gareth Davies.

6096. MIDI with Turbo C....how?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-14 00:00:00 UTC
From: rich@demon.nl
Message-ID: <3493f6bc.19145509@news.euro.net>
Source record: 6145

Hello,

I want to experiment with computer generated compositions, but i don't
know how to control the MIDI-ports...

Can anyone help me?

Peter van der Noord
peter007@dds.nl

6097. Re: Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-15 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <EL8CyL.DnL@suse.modem.stud.uni-hannover.de>
Source record: 6048

```
In article <66vlul$ht4$1@due.unit.no>,
Jo Even Skarstein <josk@stud.ntnu.no> writes:
> Michael Robillard <michael.robillard@the-spa.com> wrote:
>> I noticed on certain websites I am not allowed in certain areas
>> because I do not have a so-called secure browser.Are there any plans
>> to make such a browser for Atari-like computers?
>
> I'm not sure what you mean by "secure browser", but atleast the MiNTNet
> OVL for CAB supports authentication and can be compiled with SSL. I believe
> (although I have never used it) that never versions of the CAB-OVL for STiK
> /STinG also supports authentication.

Yes, they do. Go to Dan Ackerman's home page to d/l those versions :

http://www.netset.com/~baldrick/

Cheers Peter
--
-------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot
-------------------------------------------------------------------------
```

6098. MiNT fork?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <673d0v$blj@balaena.bio.vu.nl>
Source record: 6049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Can some MiNT guru tell me why MiNT needs about 700k of free RAM to
do a fork? It doesn't matter how big the program being launched,
I always get a "fork: out of memory" error when I have less than
700k of free memory left. Very annoying...
Thanks,

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"... an experienced, industrious, ambitious, and often quite often
picturesque liar."
-- Mark Twain

6099. Re: Top application?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-15 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-1512971535340001@wilga.mtholyoke.edu>
Source record: 6050

I added an element to the G_COOKIE structure in Geneva for this very
reason. None of the other methods are adequate.

In article <66uhen$5jg$1@due.unit.no>, Jo Even Skarstein
<josk@stud.ntnu.no> wrote:

> Hi!
>
> Is there a legal and reliable way of keeping track of which application
> that's on top/in focus at any given time? I need this in my "Taskbar".
>
> So far I've used both wind_get() (find the top window) and menu_bar()
> (find the owner of the menu-bar), but they both fail under certain
> circumstances. E.g. if a program owns the current menu-bar but has no
> open windows wind_get() fails, and if the top application doesn't
> have a menu then menu_bar() fails.
>
>
> Jo Even Skarstein
> <joska@nuts.edu>

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

6100. Re: Top application?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-16 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <349571c8.595155@news.demon.co.uk>
Source record: 6051

On 13 Dec 1997 17:42:47 GMT, Jo Even Skarstein <josk@stud.ntnu.no>
wrote:

>Hi!
>
>Is there a legal and reliable way of keeping track of which application
>that's on top/in focus at any given time? I need this in my "Taskbar".
>
>So far I've used both wind_get() (find the top window) and menu_bar()
>(find the owner of the menu-bar), but they both fail under certain
>circumstances. E.g. if a program owns the current menu-bar but has no
>open windows wind_get() fails, and if the top application doesn't
>have a menu then menu_bar() fails.

I don't think so which is unfortunate, simply because of the fact
there is no documented call to "lock the desktop" which would be
required for a appl_get_top_app() call to have any relevence. This is
assuming a "top" application can be defined at all!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6101. [QUESTION] about shel_write()

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-16 00:00:00 UTC
From: Dominique Bereziat <bereziat@ozone.inria.fr>
Message-ID: <rw5iuspqyyw.fsf@ozone.inria.fr>
Source record: 6052

Hello,
i would like launch GEM application in singleTOS with shel_write()
but, the atari compendium has some errors about shel_write() and
when i use shel_write() (in single mode without the 100 value in
isgr parameter) the application is launched when the process father is
finished. So what is the right way to use shel_write()?

Thanks for yours answers and apologize for my bad english.

--

Dominique Bereziat | Email: Dominique.Bereziat@inria.fr
Projet AIR | Web: http://www-air.inria.fr/
INRIA Rocquencourt |
Domaine de Voluceau |
BP 105 | tel: 01.39.63.58.65
78153 Le Chesnay Cedex | fax: 01.39.63.53.30

6102. Re: [QUESTION] about shel_write()

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-16 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <675v65jhq1@sun27.hrz.tu-darmstadt.de>
Source record: 6053

Hi!

In article <rw5iuspqyyw.fsf@ozone.inria.fr>,
Dominique Bereziat <bereziat@ozone.inria.fr> writes:
> So what is the right way to use shel_write()?
Single-AES and MagiC both require the calling program to exit in order to launch the new one. That is, the correct way to use shel_write() (mainly useful for SingleTOS) is

```
shel_write();
appl_exit();
Pterm0();
```

If you want to launch a program so that the caller freezes until the child has finished, you'll have to use Pexec() instead, which has some drawbacks when used for GEM applications.

If you want to run programs in parallel, you'll have to use MagiC's "100"-parameter. This will work with both MagiC and MultiTOS/N.AES/Geneva, as the latter always spawn children in parallel.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

6103. Re: Secure Browsers

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-16 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <67669pskg1@alexander.INS.CWRU.Edu>
Source record: 6054

In a previous article, perot@suse.modem.stud.uni-hannover.de (Peter Rottengatter) says:

>In article <3492e277.0@news.the-spa.com>,
> michael.robillard@the-spa.com (Michael Robillard) writes:
>
>> I noticed on certain websites I am not allowed in certain areas
>> because I do not have a so-called secure browser.Are there any plans
>> to make such a browser for Atari-like computers?
>
>This is probably referring to the ability of the browser of doing shttp
>(secure http). I've been told both authors of the CAB.OVLs for both
>STiK/STinG and MiNTnet work on corresponding extensions.
>
Is shttp the same as https? At least thats what the URL shows up as,
when one tries to access it. Or are they two different matters?

Boris
>
>Cheers Peter
>--
>---
> Peter Rottengatter perot@pallas.amp.uni-hannover.de
> http://www.stud.uni-hannover.de/~perot
>---
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

6104. Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-16 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <5b6_9712161853@conchbbs.com>
Source record: 6055

I've written a high speed serial driver which implements asynchronous block I/O. (At least I've got it working on Serial 2 of my TT so far.) I was wondering if anyone would like to suggest any improvements in the data structure pointed to by the cookie before I start on the other platforms:

```
struct ser_cookie {
long bps[16]; /* list of baud rates */

short id; /* driver identifier */
short ver; /* version number */

void cdecl (*write)(struct ser_block*); /* block write */
void cdecl (*read)(struct ser_block*); /* block read */
void (*flush)(void); /* flush all queued I/O */

void (*error)(void); /* user supplied read error handler */
void (*dcd)(void); /* user supplied loss of DCD handler */
void (*break)(void); /* user supplied break handler */
};

struct ser_block {
void *pbuf; /* data buffer */
short size; /* number of bytes to process */
void cdecl (*done)(struct ser_block*); /* user supplied handler */

short volatile status; /* 0=busy, -1=done, 1=quick, 2=flush */
short index; /* reserved */
void *next; /* reserved */
};
```

The driver supplied functions MUST be called in super mode. All registers, including the status register, will be preserved. If status==1 (quick) on return, it means that the operation was completed before returning and the (*done)() function will NOT be called.

All of the user supplied handlers are called in super mode but with interupts enabled. All registers are saved prior to calling. A NULL pointer can be used to disable any handler.

One can queue many (*block_write)() requests (using a different ser_block structure for each call), and intermix with BIOS write calls, and all of the bytes will be sent in the correct order.

One can queue (*block_read)() requests too, but BIOS read will wait until ALL queued block read requests are handled. OTOH, if there

are any bytes in the IOREC buffer when (*block_read)() is called,
they will be copied into the block buffer.

The (*flush)() function will call all of the queued (*done)()
handlers with status==2, in order to conveniently handle any dynamic
RAM allocation.

Note: It is possible to call the block I/O functions from within a
(*done)() handler. To prevent recursion, one should turn off
interupts first.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

6105. Re: Top application?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <QF0SC3E@tos.pl.net>
Source record: 6056

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
: I don't think so which is unfortunate, simply because of the fact
: there is no documented call to "lock the desktop" which would be
: required for a appl_get_top_app() call to have any relevence. This is

I don't see how this makes such a function irrelevant. What do you mean by
"lock the desktop" anyway?

: assuming a "top" application can be defined at all!

Well I would define the top application as the one with the tick by it in
the Desk menu. I guess this would be the app that's currently receiving
keyboard presses.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/~mario/ |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/~mario/tariland/ --(((---(((--------

6106. Re: Top application?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34972aab.698093@news.demon.co.uk>
Source record: 6057

On Wed, 17 Dec 1997 08:49:40 GMT, mb@tos.pl.net (Mario Becroft) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>: I don't think so which is unfortunate, simply because of the fact
>: there is no documented call to "lock the desktop" which would be
>: required for a appl_get_top_app() call to have any relevence. This is
>
>I don't see how this makes such a function irrelevant.

Let us assume appl_get_top_app() exists and returns the i.d. of the
top process ...

>What do you mean by
>"lock the desktop" anyway?

Keeping the component parts which define a "top" application in a
consistent state so that the information returned by
appl_get_top_app() can be made use of. Otherwise, all we can say is
that some process was the top app at the time of our call but might
now have changed - we cannot tell, therefore the result we obtained is
useless.

>: assuming a "top" application can be defined at all!
>
>Well I would define the top application as the one with the tick by it in
>the Desk menu.

The problem is defining which application gets the tick. It has to be
consistent across all Gem operating systems.

>I guess this would be the app that's currently receiving
>keyboard presses.

If forced to make a definition I'd have to agree. The reality of the
situation however, is there is no such thing as a top application. It
is a concept invented by us and of no importance to Gem.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6107. Re: [QUESTION] about shel_write()

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <349a3cda.5353888@news.demon.co.uk>
Source record: 6058

On 16 Dec 1997 13:00:55 +0100, Dominique Bereziat
<bereziat@ozone.inria.fr> wrote:

>
>Hello,
>i would like launch GEM application in singleTOS with shel_write()
>but, the atari compendium has some errors about shel_write() and
>when i use shel_write() (in single mode without the 100 value in
>isgr parameter) the application is launched when the process father is
>finished.

This "program chaining" is the only mode available to a singletos
shel_write() call. Your only other solution is to use Pexec().

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6108. Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <349809ea46631b1@xs4all.nl>
Source record: 6059

Hello,

I have only recently learned that the Atari system character set can
vary greatly in different countries. From the beginning, for instance,
there has been a Polish Atari with Polish characters in place of the
Hebrew ones in the UK and, I suppose, the American machines.

Does anyone know how many different system charsets there are and
which characters they contain? Or where I can get this information?

Thanks in advance.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

6109. Re: look for cubase for atari

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: BACH@ATLANTIS-BBS.COM
Message-ID: <679o0aktf1@news.ncal.verio.com>
Source record: 6060

On 24 Nov 1997 22:55:55, "NAT.fr" wrote:
>i look for cubase for atari ! please, if you have these files send me by
>mail !!! thanks !:)
>
>.The Files would not do you any good, because you need a
hardware key that fits in the side port in order for cubase
to work. (unless you have a pirated copy, but I heard that
those tend to crash on you.)
As far as I know Stienberg still sopports the Atari version,
So even though it's some money, it is well worth it.Cubase is
great on an atari!
Tim Conrardy

6110. Re: Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ELBwBy.DDr@suse.modem.stud.uni-hannover.de>
Source record: 6061

In article <5b6_9712161853@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> I've written a high speed serial driver which implements
> asynchronous block I/O. (At least I've got it working on Serial 2
> of my TT so far.) I was wondering if anyone would like to suggest
> any improvements in the data structure pointed to by the cookie
> before I start on the other platforms:

What is wrong with HSMODEM that you've built your own ?

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6111. pipes and arguments

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-17 00:00:00 UTC
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Message-ID: <218_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Source record: 6062

Seems strange but I can't make any cli understand reading a file instead of stdin to redirect arguments.

```
ls | expandar
mkdep < list
```

The argument coming to the program is always empy, with okami, CMD or mupfel CLI, where am I wrong ? Doing:

```
dir | more
```

does work well, so what ? I am programming in C but this should not be the problem, the environment is magic+thing.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6112. Networking in a game...

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-18 00:00:00 UTC
From: BouB <boub@chez.com>
Message-ID: <34999D91.2BB4@chez.com>
Source record: 6063

I'm in search of the best way of making a network in the game i'm making...
i'm thinking of midi or lan... did someone has any info on how to program those ports? the fastest way of course:)

thanks
please reply by mail...

6113. Re: Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-18 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <67bcv9$p8q$1@news.ican.net>
Source record: 6064

On 17 Dec 1997 10:11:58, Peter Rottengatter wrote:
John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

> I've written a high speed serial driver which implements
> asynchronous block I/O. (At least I've got it working on Serial 2
> of my TT so far.) I was wondering if anyone would like to suggest
> any improvements in the data structure pointed to by the cookie
> before I start on the other platforms:

What is wrong with HSMODEM that you've built your own ?

Dunno about John's reason, but unpublished sources and an uncooperative
author that never even replies to e-mails is a good enough reason to me.

For instance, Harun suggests if someone ever wants to write proper
drivers for MiNT that use the HS-Modem functions, to contact him.
Several people have, but we still don't have XDD versions of HSM,
because Harun apparently doesn't agree with the programming ideas
of those who contacted him...

I realize not everyone likes the idea of sharing their sources,
but since I got into MiNT and the whole Linux / GPL world, It's
become typical for me to recompile things to my own tastes. GPL
also allows people to further improve someone else's work.

Before HS-Modem, there was Franz Sirl's Fast_Serial, which could
detect and adapt to various SCC substitutes and PCLK frequencies.
While it wasn't perfect, I'm sure there are people who could have
further improved Franz' work, if the sources ahd been published.
But now, Franz has apparently left the Atari scene and vanished
without a trace and his sources long gone.... :-/

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6114. GIF decoder source available?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-18 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <67bhhh$igu@nntp02.primenet.com>
Source record: 6065

Does anyone have a ftp site that has some simple GIF decoder source in 'C' available. I've been looking, but online time is scarce.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

6115. Re: [QUESTION] about shel_write()

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-18 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <ELEMA6.5JI@cix.compulink.co.uk>
Source record: 6066

bereziat@ozone.inria.fr wrote:
>i would like launch GEM application in singleTOS with shel_write()
>but, the atari compendium has some errors about shel_write()

An errata file is found at my web site in signature below.
The relevant bit you want is:

6.138 (shel_write() - table)
shel_write() mode 1 should have a wisgr paramater of 0 to launch a TOS application or a wisgr parameter of 1 to launch a GEM application.

If not multitasking use Pexec().
If multitasking use shel_write().

Something like:

```
#define SHW_CHAIN 1 /* Normal shel_write mode */
#define SHW_PARALLEL 100 /* MagiC parallel shel_write mode */

int LaunchProgram()
{
int ret;

if (!multitasking)
{
if (window == OPEN)
CloseWindow(whandle, TEMP);
Disablemenu(); /* except Desk menu for accessories */

pexec_return = Pexec(0, program_path, string, NULL);
ret = (pexec_return < 0) ? FALSE : TRUE;

Enablemenu();
OpenWindow(whandle);
}

if (multitasking)
{
if (magic)
ret = shel_write(1, 1, SHW_PARALLEL, program_path, string);
else
ret = shel_write(1, 1, SHW_CHAIN, program_path, string);
ret = (ret > 0) ? TRUE : FALSE; /* ap_id of program returned */
if (geneva_cookie && (ret == -1)) /* program loaded in single- */
ret = TRUE; /* tasking mode return -1 */
}
return ret;
```

```
}
```

Slainte mhath
Mark

```
--
|| Mark S Baines - Inver, Scotland
|| Linnhe Computing - Quality Atari Software
|| http://www.stsd.demon.co.uk/linnhe.html
```

6116. Re: Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-18 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ELDo4s.CH8@suse.modem.stud.uni-hannover.de>
Source record: 6067

In article <349809ea46631b1@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) writes:

> I have only recently learned that the Atari system character set can
> vary greatly in different countries. From the beginning, for instance,
> there has been a Polish Atari with Polish characters in place of the
> Hebrew ones in the UK and, I suppose, the American machines.
>
> Does anyone know how many different system charsets there are and
> which characters they contain? Or where I can get this information?

I do not really know, but I suppose there is one for each language you
could get the machines in. IIRC the language identifier is 4 bits in a
number contained in the SYSBASE structure, a pointer to which can be
found in the system variables. So this corresponds to sixteen languages
in which the machines were available.

You should note however even with older versions of NVDI you can install
any other font as the system font. Considering this, there is an almost
infinite number of different system charecter sets.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6117. Re: Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-19 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <349a5dd6e33cf0@xs4all.nl>
Source record: 6068

on Thu 18-12-97 09:10 Peter Rottengatter wrote:

>I do not really know, but I suppose there is one for each language you
>could get the machines in. IIRC the language identifier is 4 bits in a
>number contained in the SYSBASE structure, a pointer to which can be
>found in the system variables. So this corresponds to sixteen languages
>in which the machines were available.

Ys, but my point was: has Atari delivered machines with that many
different system character sets? And if they have, what were the
languages and what were the specific codes/characters?

>You should note however even with older versions of NVDI you can install
>any other font as the system font. Considering this, there is an almost
>infinite number of different system charecter sets.

Oh, yes, I know. And even before NVDI existes there were programs that
allowed you to change the system font to your heart's desire. But
those are individual customizations.

Anyway, I was hoping Atari had systemized its character sets roughly
along the lines of the iso-8859-x sets, but this is most probably not
the case. The national variations for languages with Latin based
alphabets were probably only in the range of what in "normal" Ataris
are the Hebrew characters, making it impossible to write conversion
routines for all the languages in one iso-8859-x group.

I was particularly wondering: are there Ataris with Cyrillic and
Arabic characters sets?

Thanks for your reaction.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-

6118. Re: Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-19 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <67e8c1$245$1@roch.zetnet.co.uk>
Source record: 6069

On 18 Dec 1997 09:10:04, Peter Rottengatter wrote:

>> Does anyone know how many different system charsets there are and
>> which characters they contain? Or where I can get this information?
>
>I do not really know, but I suppose there is one for each language you
>could get the machines in. IIRC the language identifier is 4 bits in a
>number contained in the SYSBASE structure, a pointer to which can be
>found in the system variables.

At _sysbase+$1C and is diagnosed by programs such as Profile, Sysinfo.

>You should note however even with older versions of NVDI you can install
>any other font as the system font. Considering this, there is an almost
>infinite number of different system charecter sets.

I'm not sure how relevant this will be to Jos but the system char set
can be changed by programs such as Tastset and Key_Edit.

Also .... when Magic is installed it will copy the CURRENT character
set into MAGIC.RAM so that this set will be used whenever Magic is
run.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

6119. Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-19 00:00:00 UTC
From: fiolerna <fiolernano123spam@algonet.se>
Message-ID: <349AF4AD.5EE4@algonet.se>
Source record: 6070

Iï¿½m currently writing a program that aims to
devolop your ability to hear and define intervals.

Since the only programming tool I have is GFA-basic, and thats
also the only language I know how to use, thatï¿½s the one I work with.

Now to my question(s):

-Where can I find some _good_ documentation on how to use
GEM/AES from GFA-Basic..?

-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

-Are there still people using GFA..?

/Joakim

** Please donï¿½t reply to the email above **

** My adress is gokmase_brulop@hotmail.com (But remove the _ !)

6120. Screen Scrolls

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-20 00:00:00 UTC
From: Scott Harris <harris@cs.mun.ca>
Message-ID: <Pine.SUN.3.95q.971220050423.14937A-100000@ganymede.cs.mun.ca>
Source record: 6071

Hi everyone,

I'm trying to do a pretty basic screen scroll in GFA but It don't want to work the way I want it to. First I write to the physical screen XBIOS(3) and then I activate the logical screen XBIOS(2). I then write to the logical screen. What I want to accomplish is to have the logical screen (graphics) replace the physical screen graphics. But I want to have the logical screen look like it is falling from the top of the screen and bump the physical off the page e.g logic scrolls down and phycal screen scrolls down evently all the way off screen. I've got some old BMOVE routines but they only make use of scrolling one screen. Anyone one got anything kicking around.

Thank's
Scott.

6121. Re: Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-20 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <349bc6ae21aaf60@xs4all.nl>
Source record: 6072

on Fri 19-12-97 16:45 Roger Cain wrote:

>I'm not sure how relevant this will be to Jos but the system char set
>can be changed by programs such as Tastset and Key_Edit.

Hm. I never knew that. Where can I find those programs?

>Also .... when Magic is installed it will copy the CURRENT character
>set into MAGIC.RAM so that this set will be used whenever Magic is
>run.

Sounds good. I take it that all programs running under Magic will use
this set then?

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

6122. MIDI with Turbo C....how?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-20 00:00:00 UTC
From: John Richardson <johnr@thedruid.demon.co.Remove.To.Reply.uk>
Message-ID: <K+x9sHAKX$m0EwLF@thedruid.demon.co.uk>
Source record: 6073

rich@demon.nl
> I want to experiment with computer generated compositions, but i
> don't know how to control the MIDI-ports...

The easiest way is to get a copy of HSMODEM6. You can then access the
midi-ports as if they were files, eg:

```
FILE *midi;

midi = fopen( "U:\\DEV\\MIDI" );
```

You can then use the whole standard C library for the midi-ports exactly as
you would for a file.

The next easiest is to use the BIOS functions, Bconout(), Bconstat(),
Bcostat() and Bconin().

A simple example program to send some data to the midi-port:

```
#include <dos.h>

int main( void)
{
char data[9] = {1,2,3,4,5,6,7,8,9};

int idx = 0;

while( idx < 9 )
{
/* wait until MIDI port is ready to recieve, you sould
probably include some time out code here too */

while( !Bcostat( 3) );

/* send data to the MIDI port */

Bconout( 3, data[idx++] );
}

return( 0);
}
```

When reading data replace Bcostat with Bconstat and Bconout with Bconin.

The most difficult but most efficient way is to access the MIDI
controller directly. This can be done in C but is best done in assembly. I'll
not go into details here as either of the above should be sufficient for most
purposes.

Jr,

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.co.uk | |
+---+ |
+---+

6123. Re: Atari system character set

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <67hih5ivq1@roch.zetnet.co.uk>
Source record: 6074

On 20 Dec 1997 14:25:32, Jos den Bekker wrote:

>Hm. I never knew that. Where can I find those programs?

.. in your e-mail :-)

>>Also .... when Magic is installed it will copy the CURRENT character
>>set into MAGIC.RAM so that this set will be used whenever Magic is
>>run.
>
>Sounds good. I take it that all programs running under Magic will use
>this set then?

Yes, that's right. If you make sure the char. set is OK (using the
AUTO produced by key_edit, for instance) when you install Magic you
will get that char set installed whenever Magic is loaded. No need to
use the key-edit AUTO again.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

6124. RE: Wishing you a joyous holiday season, and a prosperous New Year.

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-21 00:00:00 UTC
From: Agent.Recycle@USA.NET
Message-ID: <71CFCF64DA@cvm.msu.edu>
Source record: 6075
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.programmer

Want more traffic? Then, what you need is a Publicity Agent!

Posted by MarketCom's MktAgent, interNet's premier publicity engine.

Got something to say, a cause to promote, or goods/services to sell?
Then get the message out to thousands of open-minded, well-educated
individuals all over the world.

Locate & Contact 100,000 interested leads, potential clients, and/or
penpals, in only five days by utilizing our FREE MktAgent demo model.

Good Luck! God Bless! Do Business! http://MarketCom.com/MktAgent/

A mirror site is located at http://www.aoci.com/fontsasoc/marketcom4/

---

tasfdofknvi wa

6125. Re: Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-21 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.demon.co.uk>
Message-ID: <IxhO6JAbpXn0Qwr5@shaw1.demon.co.uk>
Source record: 6076

In article <349AF4AD.5EE4@algonet.se>, fiolerna
<fiolernano123spam@algonet.se> writes
>-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)

Dunno. I can't even do *normal* dialogue boxes!!!

>-Are there still people using GFA..?

Yes. Me.
--
Clair Shaw (aka. CDS) | THOUGHT FOR DECEMBER:
Clair@Shaw1.demon.co.uk| the longest way is
ICQ: 1043359 | often the shortest.

Please change NoSpam to Shaw1 to reply!

6126. Re: Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-21 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95q.971221171949.15648B-100000@swindon>
Source record: 6077

```
>
> -Where can I find some _good_ documentation on how to use
> GEM/AES from GFA-Basic..?
```

Probably your best bet is too start with GFA Fly4.9 until you're a bit more confident about what you're doing. Good sources of GEM doc documentation specifically related to GFA are dificult too find, but use something like the Atari Compendium should get you started. Also check out the GFA FAQ:

http://www.geocities.com/Athens/5272/gfafaq.htm

```
> -How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)
```

Start with the example program and begin finding out how it works, then move on from there. (Mail me privately if you need some help)

```
> -Are there still people using GFA..?
```

Yes!!

```
|> | |
|> E |\| |-| /\ |_ |_
```

6127. Re: pipes and arguments

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <67k6lcjvv2@sun27.hrz.tu-darmstadt.de>
Source record: 6078

```
-----BEGIN PGP SIGNED MESSAGE-----

Hi!

Mike De.Petris <mike@bbsgate.interware.REMOVE.TO.REPLY.it> wrote:
: Seems strange but I can't make any cli understand reading a file instead of
: stdin to redirect arguments.

: ls | expandar
: mkdep < list

: The argument coming to the program is always empy, with okami, CMD or mupfel
: CLI, where am I wrong ?
Well, what do you expect? It sounds to me that you expect argc being > 1
in that case, but that won't happen. IO-redirection does just that: it
redirects stdin, stdout or stderr to a file or pipe. It does not influence
a program's arguments in any way, i.e. the "< list" will not be passed to
mkdep in the above example, but evaluated by the CLI.

If you need to know whether stdin/stdout/stderr are no longer connected
to the terminal, use isatty(), which will report 1 if the requested stream
is associated with a TTY (Terminal TYpewriter) or 0 in the case of
redirection to a file/pipe.

Ciao

Thomas

- --
Thomas Binder (Gryf @ IRCNet) binder@rbg.informatik.tu-darmstadt.de
PGP-key available on request! gryf@hrzpub.tu-darmstadt.de

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3i
Charset: latin1

iQB1AwUBNJ2eUotnXqbpEtNBAQHE8wMAorzu109nhe3rKS/ttRU+8TA3OCB7rsHm
dhgTF1y13gusbk9Q4nOA5+kCt2v/OnDTCazOohU1yjGGNGmPnHvUQi7Y28tb089R
t6RdlbYUZPBze0491bIFDtWh7b5g22o2
=eEQH
-----END PGP SIGNATURE-----
```

6128. ST Basic sourcebook & tutorial for $5.00 shipping/handling

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-22 00:00:00 UTC
From: butta1@cs.bu.edu
Message-ID: <67kpm2ocg1@news1.bu.edu>
Source record: 6079

```
I've one copy left of Atari ST Basic Sourcebook and Tutorial
available for $5.00 shipping/handling.
email me for availability.

-nelson
```

6129. Atari Logo Sourcebook for $5.00 shipping/handling

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-22 00:00:00 UTC
From: butta1@cs.bu.edu
Message-ID: <67kpp6ocg2@news1.bu.edu>
Source record: 6080

```
I've one copy left of ATARI Logo(TM) Sourcebook
for $5.00 shipping/handling.
Email me for availability.

-nelson
```

6130. Reading configuration files

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-22 00:00:00 UTC
From: kma54@csc.canterbury.ac.nz
Message-ID: <BAatC+bxS5eN@cantva.canterbury.ac.nz>
Source record: 6081

Greetings all,

I'm interested in having the programme that I'm developing obtain
its path and variable settings from a file, but to have this file
human readable so it can be adjusted by the user to suit his or her
requirements.

An example:

This is an extract from the configuration file qed.cfg (from the text
editor qed v4.0)

```
GdosFontID=0
GdosFontSize=10
GdosMode=FALSE
GemdosDensity=0
GemdosDriver=""
GemdosNLQ=FALSE
GemdosPageHeight=65
GemdosPageWidth=80
GlobalAutosaveCfg=FALSE
GlobalBinLineLen=80
GlobalBlinkCursor=TRUE
GlobalGEMClip=TRUE
GlobalOverwrite=FALSE
GlobalTransSize=100
GlobalWindCycle=TRUE
HelpProgram="C:\ST-GUIDE.APP"
LocalBegin="*"
LocalBackup=FALSE
LocalBackupExt="BAK"
LocalInsert=TRUE
LocalKurzel="D:\EDITOR\QED-400\TAGS\STG.KRZ"
LocalTab=TRUE
```

or one like what ST-GUIDE uses...

```
# Default search path, where ST-Guide looks for 'HYP' hypertexts:
PATHS=C:\GUIDES;A:\GUIDES
#
# HCP is used to compile STG files into HYP files. STool uses this
# entry to find HCP and compile:
HCP=C:\ST-GUIDE\HCP.TTP
#
# Hypfind is called by ST-Guide to search for search masks in all
# pages in the current hypertext.
```

```
HYPFIND=C:\ST-GUIDE\HYPFIND.TTP
#
```

Where the hash '#' symbol denotes a comment line.

I'm using a C compiler (Lattice 5.6) Should I be using switch statements, structures, if else or global variables?? I'm a bit stuck for an elegant way of doing this.
If someone could shed some light on this, by way of pointing me to an appropriate web site, or recommending a suitable book or similar, I'd be most grateful!

Thanks,

--
Karl Ashton
kma54@student.canterbury.ac.nz

6131. Re: Screen Scrolls

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-22 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <67lo0s$pk6@balaena.bio.vu.nl>
Source record: 6082

Scott Harris (harris@cs.mun.ca) wrote:

: Hi everyone,

: I'm trying to do a pretty basic screen scroll in GFA but It don't
: want to work the way I want it to. First I write to the physical screen
: XBIOS(3) and then I activate the logical screen XBIOS(2). I then write to
: the logical screen. What I want to accomplish is to have the logical
: screen (graphics) replace the physical screen graphics. But I want to
: have the logical screen look like it is falling from the top of the screen
: and bump the physical off the page e.g logic scrolls down and phycal
: screen scrolls down evently all the way off screen. I've got some old
: BMOVE routines but they only make use of scrolling one screen. Anyone one
: got anything kicking around.

There should be some functions to read and write bits of screen that aren't
actually on the screen, ie. that take an additional screen address
parameter. I can't recall from memory which calls you need but I can look
it up for you. I think get() and put() were among them, but I haven't used
GFA for anything other than code testing purposes for a long time...

-=Levjeno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

All the world's a stage and most of us are desperately unrehearsed.
-- Sean O'Casey

6132. Atari Portfolio ?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-22 00:00:00 UTC
From: Heiko Weible <Heiko.Weible@metronet.de>
Message-ID: <67msnf$a5i$1@news.metronet.de>
Source record: 6083

Has anyone out there experiences with programming the "Atari Portfolio" ?
If so, why don't you write me a short mail : Heiko.Weible@metronet.de

Heiko

6133. PARLINK

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-23 00:00:00 UTC
From: "P.Campion" <NO.SPAM@cyberpromo.com>
Message-ID: <349FA293.DC8E766E@cyberpromo.com>
Source record: 6084

Hi! I've done basic I/O routs via // port! they're usable via a TRAP as the bios functions.
they include byte/memory block send and receive, multi user links, and a few other stuffs
My main concern is that i'll need some help for making examples (I'm a 68k maniac, and
I'm not very hot to write a networking programm in C right now!)

If you're interested, Email me, I'll send you the routs and the documentation!

thanks!

--

P.Campion

mailto:yag.alone@usa.net

Message address is just to F**K this spam factory called cyberpromo

6134. GFA

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-23 00:00:00 UTC
From: "P.Campion" <NO.SPAM@cyberpromo.com>
Message-ID: <349FA303.F96249E0@cyberpromo.com>
Source record: 6085

Strange... I decided to start with GFA basic and there is some trouble:
SHEL_WRITE function *Work* in interpretated, but *not* in a compilated
prog'

neeeed heeeelp!!!

--

P.Campion

mailto:yag.alone@usa.net

l'adresse du message, c'est pour em... cette usine ï¿½ spam qu'est
cyberpromo!!!
Message address is just to F**K this spam factory called cyberpromo

6135. Re: pipes and arguments

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-23 00:00:00 UTC
From: peter@JCordes.Phys.Dal.Ca
Message-ID: <67peqbdpk1@News.Dal.Ca>
Source record: 6086

Thomas Binder (gryf@hrzpub.tu-darmstadt.de) wrote:
: Mike De.Petris <mike@bbsgate.interware.REMOVE.TO.REPLY.it> wrote:
: : Seems strange but I can't make any cli understand reading a file instead of
: : stdin to redirect arguments.

: : ls | expandar
: : mkdep < list

: : The argument coming to the program is always empy, with okami, CMD or mupfel
: : CLI, where am I wrong ?
: Well, what do you expect? It sounds to me that you expect argc being > 1
: in that case, but that won't happen. IO-redirection does just that: it
: redirects stdin, stdout or stderr to a file or pipe. It does not influence
: a program's arguments in any way, i.e. the "< list" will not be passed to
: mkdep in the above example, but evaluated by the CLI.
: Ciao
: Thomas

I get the impression that you want the output of one command to appear in
the command line of another command. This is done with back-quotes, ie
the character '`'. Not all shells support them. Gulam, which I use on my
atari, doesn't. I dial in to a UNIX system which does allow them, though.

If you put back-quotes around part of the command line, the shell runs
the quoted part, saves what it send to stdout, then runs the command with
the quoted bit replaced by the output of running the first command. I
guess it's easiest to explain by example.

If you type
cat `echo foo.txt`
the part "`echo foo.txt`" will be replaced by "foo.txt". The command line
passed to cat will be "foo.txt", so it will print the contents of the file
foo.txt on stdout.

If you do
cat `echo foo.txt` <bar.txt
the result will be the same, because cat does not read it's stdin when it
has a command line to tell it what file to use. i.e. The command line cat
see's is "foo.txt".

These examples are, of course, trivial. On the other hand, it is very
usefull if you have a file which is a list of files, and you want to
display all of them, one after another. For example, list.txt is a list
of C source files for your program, like this
header.h main.c getline.c sort.c output.c

to display all these files (assuming they are in the same directory as
list.txt), you can

cat `cat list.txt`

the "first" cat (not inside the back-quotes) gets
"header.h main.c getline.c sort.c output.c" on its command line, so it
lists all the files.

assuming "edit" is the editor you normally use,
edit `grep -l typo *.txt`
will run edit on all the files that contain "typo". (grep -l lists files
which have matches in them, but does not actually print the matching
lines)

Hope this info helps,

Peter Cordes

Technician,
Nova Scotia Atari Computer Users Group (NSCAUG)

6136. Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <d85_9712232128@conchbbs.com>
Source record: 6087

I could write a MiNT specific serial driver, but MiNT does not
support asynchronous I/O, nor do I use (or ever intend to use) MiNT,
so it is of no interest to me personally.

(Frankly, it wasn't that difficult. The biggest stumbling block was
due to a documentation/implementation error in the TT.)

My next project is to write my own PPP and TCP/IP interface which
will use my serial driver.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

6137. Re: Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-23 00:00:00 UTC
From: fiolerna <fiolernano123spam@algonet.se>
Message-ID: <349FAFA4.380E@algonet.se>
Source record: 6088

Thanks to Ben Hall I now have flydials 4.99 up and running!
It seems as if these routines include all important features that I
need.
Thanks to everybody that have answered my questions!

/Joakim

6138. Re: Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <67rckp$c1q$1@news.ican.net>
Source record: 6089

On 23 Dec 97 13:23:00, John Kormylo wrote:
My next project is to write my own PPP and TCP/IP interface which
will use my serial driver.

I HAVE to strongly discourage you from undertaking such a project.

We already have WAY too many TCP/IP stacks on Atari; making yet an
other one would only further divide and confuse users.

STiK/STiNG and MiNTnet were already enough.
ASH's PPP-Connect was NOT a welcome addition.

Unless your driver will be totally BSD compatible (ie: allows porting
Linux and BSD stuff by simply changing the bindings like on MiNTnet),
your new stack will NOT be welcome either.

ASH should have standardized on a MiNTnet clone optimized for MagiC;
so should you if you really want a pick at the TCP/IP scene on Atari.

My opinion anyways.

From: Martin-Eric Racine FUNKYWARE http://www.megacom.net/~q-funk
Atari TT030 12/48 NVDI 4.11r0, MiNT 1.14.5, N.AES 1.1.0, GlueSTiK

Unsollicited material will be proof-read for $100 USD per word,
payable within 10 days. Submission of your advertisement to my
address constitutes your formal acceptance of these terms.

<TITLE><BLINK><H1>No HTML Messages Please!</H1></BLINK></TITLE>

6139. Re: Reading configuration files

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: peter@JCordes.Phys.Dal.Ca
Message-ID: <67rjjjjtc1@News.Dal.Ca>
Source record: 6090

kma54@csc.canterbury.ac.nz wrote:

: Greetings all,

: I'm interested in having the programme that I'm developing obtain
: its path and variable settings from a file, but to have this file
: human readable so it can be adjusted by the user to suit his or her
: requirements.

[snip]

: I'm using a C compiler (Lattice 5.6) Should I be using switch
: statements, structures, if else or global variables?? I'm a bit stuck
: for an elegant way of doing this.
: If someone could shed some light on this, by way of pointing me to an
: appropriate web site, or recommending a suitable book or similar, I'd
: be most grateful!

: Thanks,

: --
: Karl Ashton
: kma54@student.canterbury.ac.nz

Hi,

I haven't written a program that does this, but I would do it with global variables. I think it could be elegant if you treat them as symbolic constants, i.e. pretend you had
#define MaxWidth 20

As long as you aren't using globals to pass values into and out of functions you should be fine. The first thing your prog does should probably be reading the CFG file, so the rest of the program can assume that the variables are predefined and never change (of course, it should be the case that the values are predefined and unchangeable). This means that you might find it difficult to let the user configure the prog with menu choices, but I imagine it could be done.

Good luck and merry Christmas

Peter Cordes

Technician, Nova Scotia Atari Computer Users Group (NSACUG)

6140. Re^2: pipes and arguments

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Message-ID: <421_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Source record: 6091

In uno strano messaggio del 24 Dec 97 peter@JCordes.Phys.Dal.Ca (2:333/608.1)
scrisse al povero All :
p> : Well, what do you expect? It sounds to me that you expect argc being >
p> 1 : in that case, but that won't happen. IO-redirection does just that:
p> it : redirects stdin, stdout or stderr to a file or pipe. It does not
p> influence : a program's arguments in any way, i.e. the "< list" will not
p> be passed to : mkdep in the above example, but evaluated by the CLI.
p>
p> I get the impression that you want the output of one command to appear
p> in the command line of another command. This is done with back-quotes,
p> ie the character '`'. Not all shells support them. Gulam, which I use
p> on my atari, doesn't. I dial in to a UNIX system which does allow them,
p> though.

Ok, I understand now where I was wrong. Marry Xmas and thank you for your
help, you and Thomas.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6141. Brainstorm DSP decoder - Que?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: Sven Persson <sven.persson@mbox301.swipnet.se>
Message-ID: <01bd10ac$129c62a0$1ab8f482@sven133>
Source record: 6092

Hi!

Does anyone know how Brainstorm's DSP JPEG decoder for the falcon works?

Merry Xmas!

6142. Re: Using GEM from GFA-basic

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <883001430.2002.1.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 6093

On 21 Dec 1997 20:21:47, Clair Shaw wrote:
> In article <349AF4AD.5EE4@algonet.se>, fiolerna
> <fiolernano123spam@algonet.se> writes
> >-How do I get Flying Dialogs 4.9 to work? (Nukes me every time!)
>
> Dunno. I can't even do *normal* dialogue boxes!!!

What's the problem you're having with them?

> >-Are there still people using GFA..?
>
> Yes. Me.

And me. It's still my prefered choice of language, even though I 'dabble'
with both assembler and 'C'.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

```
/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

6143. Re: Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-24 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971224183015809 56@zetnet.co.uk>
Source record: 6094

q-funk@megacom.net (Martin-Eric Racine) wrote:
> On 23 Dec 97 13:23:00, John Kormylo wrote:
> My next project is to write my own PPP and TCP/IP interface which
> will use my serial driver.
>
> I HAVE to strongly discourage you from undertaking such a project.

<snip>

> My opinion anyways.

I agree 100%.

Anthony
--
--+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
--+----------------------------------

6144. Re: Reading configuration files

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-25 00:00:00 UTC
From: Anthony Jacques <jacquesa@zetnet.co.uk>
Message-ID: <19971225225415809 56@zetnet.co.uk>
Source record: 5946

Hiya

> I'm interested in having the programme that I'm developing obtain
> its path and variable settings from a file, but to have this file
> human readable so it can be adjusted by the user to suit his or her
> requirements.

A sensible decision.

> I'm using a C compiler (Lattice 5.6) Should I be using switch
> statements, structures, if else or global variables?? I'm a bit stuck
> for an elegant way of doing this.

The way I do this is quite a complex method, but it is quite an
elegant solution (IMO) and is extremely simple to support extra
variables, or multiple config files/types.

```
typedef struct
{
char *option_name; /* command line arg. or keyword */
enum /* type of this option */
{
OPT_BOOLEAN, /* boolean */
OPT_INTEGER, /* integer */
OPT_STRING, /* character string */
OPT_END /* end of the options description */
} opt_type;
void *data_ptr; /* pointer to the data */
} OptDesc;
```

with a table somewhere in the program which defines the recognised
options - eg:

```
Bool Debug = TRUE; /* are we debugging? */
Bool Quiet = FALSE; /* don't play a sound when an object is selected */
Bool Expert = FALSE; /* don't ask for confirmation for some
operations */

OptDesc options[] = /* description of the command line options */
{
/* option name type where to store the value */
{ "debug", OPT_BOOLEAN, &Debug },
{ "quiet", OPT_BOOLEAN, &Quiet },
{ "expert", OPT_BOOLEAN, &Expert },
{ NULL, OPT_END, NULL }
};
```

The "where to store the value" things are pointers to global variables - which could be members of a global structure, or indexes into an array, or however you
want to store the data - but pointers is quite a simple method, IMO.

We simply have a piece of code which compares the input line with the options, and stores the value (after doing a little housekeeping, like skipping blank space, etc) - eg:

```
void ParseConfigFileOptions( char *filename)
{
FILE *cfgfile;
char line[1024]; /* max 1024 char line! */
char *value;
char *option;
char *p;
short optnum;

if ((cfgfile = fopen (filename, "r")) == NULL)
{
form_alert(1,"[2][Warning: |Configuration file |not found.][ OK ]");
return;
}

while (fgets (line, 1024, cfgfile) != NULL)
{
if (line[0] == '#' || strlen(line) < 2)
continue;
if (line[strlen(line) - 1] == '\n')
line[strlen(line) - 1] = '\0';
/* skip blanks before the option name */
option = line;
while (isspace(option[0]))
option++;
/* skip the option name */
value = option;
while (value[0] && value[0] != '=' && !isspace(value[0]))
value++;

if (!value[0])
ProgError("invalid line in %s (ends prematurely)", filename);

if (value[0] == '=')
{
/* mark the end of the option name */
value[0] = '\0';
}
else
{
/* mark the end of the option name */
value[0] = '\0';
value++;
/* skip blanks after the option name */
```

```
while (isspace(value[0]))
value++;
if (value[0] != '=')
ProgError( "invalid line in %s (no '=')", filename);
}

value++;
/* skip blanks after the equal sign */
while (isspace(value[0]))
value++;

for (optnum = 0; options[optnum].opt_type != OPT_END; optnum++)
{
if (!stricmp(option, options[optnum].option_name))
{
switch (options[ optnum].opt_type)
{
case OPT_BOOLEAN:
if (!stricmp(value, "yes") || !stricmp(value,
"true") || !stricmp(value, "on") || !stricmp(value, "1"))
*((Bool *) (options[optnum].data_ptr)) = TRUE;
else if (!stricmp(value, "no") ||
!stricmp(value, "false") || !stricmp(value, "off") || !stricmp(value, "0"))
*((Bool *) (options[optnum].data_ptr)) = FALSE;
else
ProgError("invalid value for option %s:
\"%s\"", option, value);
break;
case OPT_INTEGER:
*((short *) (options[optnum].data_ptr)) = atoi(value);
break;
case OPT_STRING:
p = GetMemory((strlen(value) + 1) * sizeof(char));
strcpy(p, value);
*((char **) (options[optnum].data_ptr)) = p;
break;
default:
ProgError("unknown option type (BUG!)");
}
break;
}
}
if (options[optnum].opt_type == OPT_END)
ProgError("Invalid option in %s: \"%s\"", filename, option);
}
fclose( cfgfile);
}

Other types, like OPT_FLOAT, OPT_FILE, OPT_PATH, or OPT_LIST could be
implemented relatively easily... Also, you can add a "short-name" field
to the parameter and use it to compare against command line options
```

(eg "-d" for debug mode)

> If someone could shed some light on this, by way of pointing me to an
> appropriate web site, or recommending a suitable book or similar, I'd
> be most grateful!

An example of where a slightly more complex version of the routines posted above can be found in GEM-DEU (source distrib), which is available for download from my WWW pages: http://www.users.zetnet.co.uk/~jacquesa/
- the relevent routines/structures are in DEU.C and DEU.H

Hope this helps

Anthony
--
---------------------------------------+----------------------------------
Anthony Jacques IRC: AnthonyJ | The boy stood on the burning deck
| Whence all but he had fled -
jacquesa@zetnet.co.uk | Twit.
http://www.users.zetnet.co.uk/jacquesa/ | (Spike Milligan)
---------------------------------------+----------------------------------

6145. Re: Brainstorm DSP decoder - Que?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-25 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <67uo37$h5t@balaena.bio.vu.nl>
Source record: 5947

Sven Persson (sven.persson@mbox301.swipnet.se) wrote:

: Does anyone know how Brainstorm's DSP JPEG decoder for the falcon works?

Get the source. :-)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

In an organization, each person rises to the level of his own
incompetency
-- The Peter Principle

6146. Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <111_9712251641@conchbbs.com>
Source record: 6095

```
q > We already have WAY too many TCP/IP stacks on Atari; making
q > yet an other one would only further divide and confuse users.

Isn't division and confusion what the free market is all about?
Having choices implies having to make choices.

Actually, I don't want to get involved in TCP/IP at all, but I can't
expect someone else to get all excited about asynchronous I/O
(especially if they come from a UNIX background).

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

6147. Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-27 00:00:00 UTC
From: oskancke@online.no
Message-ID: <683sri$221$1@o.online.no>
Source record: 5948

Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or V_GTEXT or similar calls to print the text in inverse mode? Without having to set the writing mode to transparent, clear the background to black, text to white and then print it. Anyone?

~~~~~~
Odd Skancke # ## # Atari TT with 4MB ST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@online.no # ## # SLM804, PTC1426 Monitor.
Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesundveien 58 (1. etg.) ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~

6148. Re: Reading configuration files

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <34a0304b.357464@news.demon.co.uk>
Source record: 5949

On 22 Dec 97 20:26:39 +1300, kma54@csc.canterbury.ac.nz wrote:

```
>
>Greetings all,
>
> I'm interested in having the programme that I'm developing obtain
>its path and variable settings from a file, but to have this file
>human readable so it can be adjusted by the user to suit his or her
>requirements.
>
> An example:
>
>This is an extract from the configuration file qed.cfg (from the text
>editor qed v4.0)
>
>
>GdosFontID=0
>GdosFontSize=10
>GdosMode=FALSE
>GemdosDensity=0
>GemdosDriver=""
>GemdosNLQ=FALSE
>GemdosPageHeight=65
>GemdosPageWidth=80
>GlobalAutosaveCfg=FALSE
>GlobalBinLineLen=80
>GlobalBlinkCursor=TRUE
>GlobalGEMClip=TRUE
>GlobalOverwrite=FALSE
>GlobalTransSize=100
>GlobalWindCycle=TRUE
>HelpProgram="C:\ST-GUIDE.APP"
>LocalBegin="*"
>LocalBackup=FALSE
>LocalBackupExt="BAK"
>LocalInsert=TRUE
>LocalKurzel="D:\EDITOR\QED-400\TAGS\STG.KRZ"
>LocalTab=TRUE
>
>
>or one like what ST-GUIDE uses...
>
>
>#  Default search path, where ST-Guide looks for 'HYP' hypertexts:
```

>PATHS=C:\GUIDES;A:\GUIDES
>#
># HCP is used to compile STG files into HYP files. STool uses this
># entry to find HCP and compile:
>HCP=C:\ST-GUIDE\HCP.TTP
>#
># Hypfind is called by ST-Guide to search for search masks in all
># pages in the current hypertext.
>HYPFIND=C:\ST-GUIDE\HYPFIND.TTP
>#
>
>
>Where the hash '#' symbol denotes a comment line.
>
>
>I'm using a C compiler (Lattice 5.6) Should I be using switch
>statements, structures, if else or global variables?? I'm a bit stuck
>for an elegant way of doing this.

Join the club! This is one area of programming which has always
annoyed me because it usually involves all sorts of compromises.

>If someone could shed some light on this, by way of pointing me to an
>appropriate web site, or recommending a suitable book or similar, I'd
>be most grateful!

I'm afraid the best way is to figure it out yourself, you being in the
best position to know what is required!

The most generic solution is probably to think along the lines of a
database where you can store string or numeric data, each with an
associated name. However, there is another consideration which can
turn this into overkill - eventually you need to process the data. At
some point your code will have its behaviour modified by the data
(otherwise there's no point in having that item of data) thus
rendering a generic solution somewhat obsolete. ie if you must
explicitly test the data at some point anyway, why not parse it there
as well? (Actually this is not quite such a good idea - no point
having to back out of many layers of code when an error is detected
when it could have been parsed earlier). My point against generic
solutions is hopefully clear though!

Looking from the opposite point of view, explicit parsing can involve
lots of repetitive chores - the sort you end up with when initially
parsing argc,argv then add further command line options to over time
resulting in a mess which you know ought to be sorted out but never
get round to do.

Possibly the more important questions are ...

How much data is to be processed from the file?

How different is it from other data items? ie would the various items require specialist handling or could a general algorithm be considered suitable?

Will it change considerably from the initial specification? ie will regular maintenance/updating be required?

Will you ever be needing similar data processing code in other applications? ie although a generic solution might not quite fit the ideal for this program, might it do so, if you take future projects into account?

I tend to favour a mixture. An array of strings to hold the tokens (PATH= etc) and an array of function pointers (or a token & function set for numerics, a token & function set for strings etc). When a match is made, the corresponding function is called which performs the more specific tasks associated with the token. This method also allows each function to convert its input data into exactly the format which is best for the program "guts" to process - and allows very specific error messages to be constructed if desired. Aside from the obvious disadvantage of having lots of functions which only get used once (and possibly declaration problems), this method does tend to require intensive dynamic memory usage which of course, brings its own set of problems. For a few datafile items, or where all items need the same parsing, this method cannot be recommended. On the other hand, adding new tokens as things progress is trivial.

>
>Thanks,

I hope something in that lot is of some use! :-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

6149. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <685dm0$9uh$1@laas.laas.fr>
Source record: 5950

In article <683sri$221$1@o.online.no>, oskancke@online.no (Odd Skancke) writes:
> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

Hi,

I don't have any of my own sources handy, so I can't give you a programming example.
However, here is the idea. I am sure that you won't have problems using it.

- Define a virtual workstation (say W1) with the attributes you want to write
"normal" text, usually in replace mode.
- Define a virtual workstation (say W2) with attributes to draw in EXCLUSIVE OR
mode.
- Write any text you want using W1.
- When you need to invert some text:
* Get the coordinates of the rectangle that the text covers.
* Using W2, draw a black rectangle with these coordinates, i.e. on top of the text.

That's it!
You know, everytime you draw something with all bits at 1 with W2, you just
invert the values of the bits there.

Hope this helps.

Roland
prajoux@laas.fr
LAAS/CNRS, Toulouse, France

6150. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: dbolt@my-ste.demon.co.uk
Message-ID: <883328022.11330.0.nnrp-06.9e98f145@news.demon.co.uk>
Source record: 5951

```
On 27 Dec 1997 21:44:18, Odd Skancke wrote:
> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

The VDI functions v_rvon() and v_rvoff() should be what you're looking for.

Regards,
David E-Mail :- dbolt@my-ste.demon.co.uk

/*********************************************************\
* *
* Proud owner of: Atari 520STE 4Mb + Syquest EZ-135 + V.34 *
* *
\*********************************************************/
```

6151. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd13d9$27511c60$1e0844c3@p-d-mou>
Source record: 5952

> - Define a virtual workstation (say W2) with attributes to draw in >
EXCLUSIVE OR mode.

what a complex way to revert bits !!!!
i think the best way it's to vro_cpyfm
the text in (not destination) mode or even
in (not source) mode which will be
approx. two times faster than the xor mode
(especially if you are using Nvdi or so ....)
and requires only one workstation too....

bye roland,
DAVID
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

6152. Re: Brainstorm DSP decoder - Que?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: Centek <Acces.Journaliste@wanadoo.fr>
Message-ID: <01bd13da$483b8360$1e0844c3@p-d-mou>
Source record: 5953

Sven Persson <sven.persson@mbox301.swipnet.se> a crit dans l'article
<01bd10ac$129c62a0$1ab8f482@sven133>...
> Hi!
>
> Does anyone know how Brainstorm s DSP JPEG decoder for the >falcon works?
>
> Merry Xmas!
>

merry xmas too...ooh..a little bit late i think :))

do you want to know how it works internally
or how you could call it externally ??
in the second case i can send you information
,in fact it's quite simple you just have to locate
the cooky which points to a table of vectors
that you jump thru to open the driver, then to
get info about the picture etc..etc...and finally
to close the driver...
there are some cool features such as 16 bits
output so that you can display easily using falcon
video modes...
for more details ans example code fragments
please contact me by e-mail (i recommend
phenix@writeme.com)

DAVID,
--
Centek
4, avenue Saint Exupery
60180 Nogent sur Oise
Telephone: 0344 746 330
Fax: 0344 746 340

6153. Re: GFA

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ELwwyz.n63@suse.modem.stud.uni-hannover.de>
Source record: 5954

In article <349FA303.F96249E0@cyberpromo.com>,
"P.Campion" <NO.SPAM@cyberpromo.com> writes:
> Strange... I decided to start with GFA basic and there is some trouble:
> SHEL_WRITE function *Work* in interpretated, but *not* in a compilated
> prog'

What precisely do you expect it to do, and what precisely do you want to use
it for, and what precisely does it do when interpreted, which it doesn't in
compiled code ?

I find it difficult to imagine an application for shel_write() in interpreted
code.

Cheers Peter
--

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6154. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: perot@suse.modem.stud.uni-hannover.de
Message-ID: <ELwx27.n6p@suse.modem.stud.uni-hannover.de>
Source record: 5955

In article <683sri$221$1@o.online.no>,
oskancke@online.no (Odd Skancke) writes:

> Hi, all. I wonder if it's possible to make the VDI functions V_FTEXT or
> V_GTEXT or similar calls to print the text in inverse mode? Without
> having to set the writing mode to transparent, clear the background to
> black, text to white and then print it. Anyone?

I'm afraid that's probably the only way. Why do you want to do it differently ?

Cheers Peter

Peter Rottengatter perot@pallas.amp.uni-hannover.de
http://www.stud.uni-hannover.de/~perot

6155. Re: Serial Driver

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-28 00:00:00 UTC
From: rincewind@tubul.dascon.de
Message-ID: <6867gm$2mt$1@tubul.dascon.de>
Source record: 5956

```
In article <111_9712251641@conchbbs.com>,
John Kormylo <John.Kormylo@7861.conchbbs.com> wrote:
>Isn't division and confusion what the free market is all about?
>Having choices implies having to make choices.
```

Right. However, having choices requires standards. Otherwise, I can't choose what TCP/IP stack to use with my browser and other user programs (which only support one standard).

```
So, a new IP stack to choose from might be good - as long as it is
compatible to an existing one (preferrably MiNTNet) as far as user programs
are concerned.

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, 52074 Aachen
```

6156. DOS-XFS error

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-29 00:00:00 UTC
From: mike@bbsgate.interware.REMOVE.TO.REPLY.it
Message-ID: <713_mike@bbsgate.interware.REMOVE.TO.REPLY.it>
Source record: 5957

I have in problem in the Atari NOS development. I get a DOS_XFS error in MagiC 5.03 that locks the system.

- the error seems to appear while trying to fclose a file that was also fopened and fclosed in a (parallel) subroutine.

- I could only test the error in MagiC 5.03 on an Atari TT030

- there is no error on plain TOS and MagiCPC (MagiC 05.02)

- I tryed cbhd and hddriver, various AUTO combinations

- no documentation about that DOS-XFS error

- NOS actually compiled with Lattice C

What could be responsible for this error ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6157. Re: Inverse Text with V_FTEXT or V_GTEXT?

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-29 00:00:00 UTC
From: prajoux@laas.fr
Message-ID: <6883r4$7kn$1@laas.laas.fr>
Source record: 5958

Well, David, I am not sure that the subject is worth a discussion... However, let's go, just once. I respect fully your opinion, of course, so what follows are only comments.

In article <01bd13d9$27511c60$1e0844c3@p-d-mou>, "Centek" <Acces.Journaliste@wanadoo.fr> writes:
>> - Define a virtual workstation (say W2) with attributes to draw in >
>>EXCLUSIVE OR mode.
>what a complex way to revert bits !!!!
No, it is not complex! For any program of significant size, opening at the beginning several virtual workstations with various attributes is easy, facilitates further calls, and is good programming practice anyway (they were invented just for this).

>which will be approx. two times faster than the xor mode
OK, OK. I was not personnally concerned about display time for these inverted areas...

>i think the best way it's to vro_cpyfm
Let me tell you that the use of vro_cpyfm looks to me far more difficult than the v_recfl call that I proposed.

My best regards, David.

Roland Prajoux

6158. FS: Programming Books

Newsgroup: comp.sys.atari.programmer
Date: 1997-12-30 00:00:00 UTC
From: Richard Ollerenshaw <bbrugby@geocities.com>
Message-ID: <68b31q$3is$9@plug.news.pipex.net>
Source record: 5959

Rare copies of 3 ABACUS books in mint condition (well, almost):

ST Tips & Tricks
3D Graphics Programming
GEM Programmer's Reference

£5 ukp each or £10 ukp for all 3 (Plus P & P - they're moderately heavy).

Hope they're of use to you, I never got past STOS!

Rugby, England

Thanks,

Richard

http://www.geocities.com/EnchantedForest/Glade/6121 (mostly created on an Atari: non frames-compliant browsers add /side.html to the end of the address)